



## STEMpreneur

### 1.0 OVERVIEW:

Combine your passion for STEM and entrepreneurship with STEMpreneur. This category focuses on developing ground-breaking business ideas that leverage science, technology, engineering, and math to solve real-world problems. Whether it's a new medical device, a sustainable energy solution, or a tech startup, STEMpreneur encourages you to think big and bring your innovative ideas to life.

### 2.0 ELIGIBILITY CRITERIA

Any student from Class 9 to Class 12 is eligible to participate in this game. They need to form a team of 3 players. They also must have a mentor. They can participate via school or they can also participate independently of school.

### 3.0 TEAM FORMATION

The team must have 3 members. If they are participating through the school, it is the school's responsibility to team formation. Each team must have a mentor.

### 4.0 REGISTRATION

Your school coordinator will register your team on the official Kreativitiy League website: <https://kreativityleague.com/kr8tivity-league-registration/>. You can also register as a student with a team on the official Kreativitiy League website: <https://kreativityleague.com/kr8tivity-league-registration/>.

### 5.0 DIVE INTO The Future:

This has three rounds:

#### 5.1.0 Round one: AANKLAN

Identify a pressing real-world problem and engineer a technological solution. Let's not stop at this, further, you have to present a viable business plan around the solution developed. We encourage you to explore the areas that are aligned with the United Nations' Sustainable Development Goals (SDGs), offering immense potential for positive change. These areas are:

- **Healthcare:**

- Design accessible and affordable medical devices for underserved communities.

- Develop innovative telemedicine solutions to bridge the healthcare gap in remote areas.

- **Environment:**

- Create sustainable waste management and recycling solutions for urban areas.
- Engineer technologies to reduce carbon emissions and combat climate change.

- **Education:**

- Develop an AI-powered educational platform for personalized learning.
- Create a mobile app promoting STEM education and careers among girls and underrepresented groups.

- **Agriculture & Food Security:**

- Design a smart irrigation system to optimize water use in agriculture.
- Develop a technology-driven solution to minimize food waste and improve distribution.

- **Urbanization & Infrastructure:**

- Create a smart city solution to improve traffic management and reduce congestion.
- Design a sustainable building model incorporating renewable energy and minimizing environmental impact.

- **Social Challenges:**

- Develop a platform connecting skilled workers with local employment opportunities.
- Create a mental health app providing accessible and affordable support to young people

- **Open Innovation:**

- Propose your unique STEM-based solution for any pressing global issue you're passionate about.

### **5.1.1 Expectations:**

1. Identify a real-world problem within the given themes or propose your own.
2. Thoroughly research the problem and its root causes.
3. Brainstorm and develop an innovative, feasible, and scalable technological solution.
4. Create a detailed business plan outlining your product/service, target market, marketing strategy, and financial projections.
5. Build a prototype or proof of concept to demonstrate your solution's viability.

6. Present your idea and prototype to expert judges from industry and academia using our one-of-a-kind **Future Founder's Toolkit**.

### 5.1.2 Submission:

Each team needs to submit the details business plan in PDF format at the link provided on the website. The PDF size should not be more than 5 MB. The document should have the following format:

SL No.	Title	Max. page length
1.	Title page	11
2.	Table of content	1
3.	Overview Chart	1
4.	Compliance Table	1
5.	Technical and Management Section	3
6.	Reference and Citations	No limit
7.	Biographical Sketches	<b>Not applicable</b>

### 5.1.3. Mentorship:

Each team will be mentored by KL league mentor after identifying their skill gaps to further refine the detailed plan. The KL mentors are industry experts, and some of them are Shark Tank representatives. The learning outcomes of the mentorship are as follows:

- Nurture leadership and entrepreneurial skills
- Get knowledge about how to write technical proposals
- Gain team building experience by forming a dummy company
- Develop an out-of-box thinking
- Learn how to package and present ideas in front of experts

**Note: This round has no elimination. The team who has presented their business model on the Future Founder's Toolkit will be provided with mentorship.**

## 5.2 Round Two: Parikshan

The teams after mentorship need to present the updated business model along with the engineered solution. The business model may change or remain the same from the earlier one. Each team would be allowed only one submission. After submission, no further modifications are entertained.

### 5.2.1 Presentation:

The team needs to present their business model in front of a panel of judges at the designated place in the zone. We recommend you to present your business model on the Future Founder toolkit for better evaluation. The team should pose like a company while making the presentation. The presentation will be followed by the question answer session from the judges. The time allotted for each team would max. 10 mins ( 2 mins for preparation and 8 mins for presentation).

### 5.2.2 Judgement Criteria:

Judgment will be based on the following points:

SL No.	Categories	marks
<b>#1.</b>	<b>Innovation</b>	<b>25</b>
a.	Clarity in problem identification	10
b.	Innovative ideas	10
c.	Clarity in solutions	5
<b>#2.</b>	<b>Potential impact / Applicability</b>	<b>20</b>
a.	Affecting India	10
b.	Affecting world	5
c.	Sustainability of the solutions	5
<b>#3</b>	<b>Entrepreneurship Plan</b>	<b>30</b>
a.	Marketing Plan	10
b.	Financial plan	10
c.	Business execution plan	10
<b>4#</b>	<b>Technical Approach</b>	<b>25</b>
a.	Content presentation	10
b.	Possibility with the present technologies	5
c.	Prototype build-ups	10

### **5.2.3. RESULTS:**

The top three teams with the highest score will be declared winners and they will be allowed to compete in the final round at all India level against zonal teams.

### **5.3 ROUND THREE: UDAAN**

The rules and regulations, and venue details for third round will be uploaded on the Kreativitiy League website after successful completion of Round Two i.e., Parikshan round.

### **5.4. REWARDS:**

The winning team will get an opportunity to visit the **Silicon Valley, USA**. There are cash prizes for the 2<sup>nd</sup> the 3<sup>rd</sup> placed teams. The details will be shared on the Kreativitiy League website.

### **6.0 Disclaimer:**

The organizers shall have full rights over the changes in rules, regulations, and venue details. If, in any circumstances, there are any changes in any one (or all) of these, the decision of the organizers would be final and it shall not be subject to challenge or appeal.