

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.

4.1 Round Two: Parikshan

The teams need to present their business plan along with the prototype of the solution developed. The problem & solution submitted in the Round 1 may be changed after the Margdarshan round. Each team would be allowed to present once only. After submission, no further modifications are entertained.

4.1.1 Presentation:

The team needs to present their business plan in front of a panel of judges at the designated zone selected. You may opt for the STEMpreneur kit for creating a business plan as per the guidance of mentors. The presentation will be followed by the question answer session from the judges.

The time allotted for each team would max. 8 mins (5 mins for presentation and 3 mins for question-answer session).

4.1.2 Judgement Criteria:

Judgment will be based on the following points:

SL No.	Categories	marks
1.	Ideation (Problem)	20
a.	Problem identification (How big the problem is)	10
b.	Possible solutions identified & clarity of final solution worked upon	10
2.	Potential impact/applicability (Solution)	30
a.	How sustainably solution can affect India/World	10
b.	Prototype functionality	15
c.	Potential IP	5
3.	Business Plan	50
a.	Marketing Plan (Go to Market)	10
b.	Financial plan	10
c.	Business execution plan (Operations/delivery)	10
d.	Team selection & role distribution	10
e.	Pitch deck (Presentation)	10

4.1.3. 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.

5.0 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.

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.