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The Official Rules for the Student Innovator of the Year (SIOY) Competition

2020-2021

Student Innovator of the Year (SIOY) Competition

This competition aims to provide an opportunity for students to have a transformative experience using the innovation process to solve real-world problems.

Objectives

The objectives of the competition are:

- 1. Student development
- 2. Engineering innovation

Students can expect to develop the following skills:

- 1. Recognizing and solving real world problems
- 2. Communication—concise, descriptive, and persuasive
- 3. Forming and working effectively in a team
- 4. Engineering and technology
- 5. Business and marketing
- 6. Applying design principles
- 7. Creativity
- 8. Using failure as catalyst for success
- 9. Finding and working with a mentor
- 10. Receiving and applying feedback
- 11. Networking
- 12. Time Management

Entry Eligibility Guidelines

The organizers of the Student Innovator of the Year (SIOY) recognize that no set of rules can apply to every circumstance and therefore reserve the right to determine eligibility or to disqualify any participant/team it determines to be in violation of the mission and spirit of the competition. Any exceptions to these rules should be submitted to the Weidman Center Manager: WCManager@byu.edu.

I. Composition of the BYU Student Team

SIOY is a competition for student of Brigham Young Univeristy-Provo (BYU). To compete in SIOY, all teams must include at least one BYU student as a major contributor and stakeholder. Qualifying BYU students must be enrolled in at least 6 credit hours each during Fall and Winter semester of the competition academic year. Non-students may be part of a team. BYU students may contribute

ideas or work on an unlimited number of teams. BYU students are encouraged to submit ideas and participate as appropriate without either disregarding their academic performance or limiting their viability in the competition. The following clarifying restrictions apply:

a. Prior SIOY Activity

BYU student teams who have competed and finished as a finalist in a previous year's competition at BYU may not compete with the same project in competition in a subsequent year. Honorably mentioned or otherwise are allowed to compete in a subsequent year.

b. Online Courses

In order to qualify with six (6) credit hours, students who have enrolled in "online" courses may count only those online hours that relate directly to fulfilling graduation requirements for their degree. Enrollment in courses that are not directly related to their final degree will not be counted toward the minimum enrollment requirements.

c. Other BYU Campuses

Qualifying students from BYU Idaho and BYU Hawaii are encouraged to submit a project, however, the student team must include at least one BYU Provo student who has been involved in drafting and creating the project. Teams who appear to have recruited BYU Provo students to the team only for submission purposes are not eligible to enter the competition.

II. Ownership of Intellectual Property and, if applicable, Business Venture

BYU student teams submitting an application must have played a significant role in the creation of the innovative product and hold a significant stake in, if applicable, the business venture associated with the product.

a. Management Role

The BYU student team must hold key management roles in the business venture associated with the innovative product. In general, a member of the BYU student team should be the CEO, COO, or President of the business.

b. Equity Ownership

The BYU student team must own significant equity in the business venture associated with the innovative product. In general, the BYU student team should have ownership of 10% or more of the total equity of the business venture, with no less than 5% per BYU student.

c. Intellectual Property

The BYU student team must control the intellectual property of the innovative product.

Student plans that do not meet these criteria will be candidates for disqualification. In addition,

teams using any type of "sunset" clause or other mechanism where BYU students are granted temporary or nominal-only status in ownership or management in order to qualify for the competition will be disqualified, with any prize made null and void, and required to be returned in full. These participants/teams will also be required to return any funds received for the express purpose of development of their product.

III. Nature and Status of the Innovative Product

Status restrictions:

a. Booked Revenues

Existing teams that have booked revenue prior to September 1st (Fall of school year in which competition is held) are not eligible to enter any competitions in SIOY. "Booked revenues" is defined as a product that has already had money received for sales.

b. Professional Investment

An existing product or idea that has received investor funding (including friends and family) of more than \$5,000 up to the date of the Finals competition is ineligible. Any funding less than \$5,000 cannot have been used to pay salaries. However, any funding obtained through prize money or other competitions is admissible and unrestricted in terms of use.

IV. Registration & Funding Application

Applications open early summer prior to the competition academic year and close early January (See SIOY.BYU.EDU for the application link, deadlines, resources, and event dates). Students are encouraged to register their teams as early as possible to allow competition organizers to forecast needs and provide resources to student teams. Teams that have received funding are required to participate in the Speed Mentoring event in November and the Showcase event in February.

V. Product Development Resources

See SIOY.BYU.EDU for additional resources

VI. Confidentiality

Participants should be aware that neither administrators nor judges of the competition will be required, nor should they be asked, to sign non-disclosure agreements (NDA). Brigham Young University, instead, will ask all who view discussions on the product, see a display describing the product or demonstrations of the product to abide by the University's Honor Code. Participants are encouraged to be selective about what they disclose, to label plans and contents with the words "CONFIDENTIAL AND PROPRIETARY" and to seek legal counsel if they have any further questions regarding the legal protection of their ideas. Participants are responsible to protect any information

concerning the plan that they share with mentors, team members, and fellow participants of the BYU Student Innovator of the Year competition. The BYU Student Innovator of the Year Competition directors take no responsibility for unwanted disclosure in these instances. Participants should be careful about disclosing information concerning patentable concepts. New patent laws passed in 2011 grant patent rights to the first to file regardless of work completed by others prior to the filing. Although a patent application can be filed in the U.S. up to one year after the first public disclosure of an invention, many foreign countries do not allow patent applications unless they are implemented before any sort of public disclosure. Participants concerned about the protection of intellectual property may contact the Brigham Young University Technology Transfer Office or seek answers to technology protection concerns on the Tech Transfer Office website (http://techtransfer.byu.edu).

Qualifying for Funding

The purpose of funding is to assist students to successfully develop a product that can compete in the SIOY competition (see SIOY.EDU.BYU for the Funding Guidelines link). There is a finite amount of money available for funding. Once those funds have been expended there will be no other funding approved or made. In order to qualify for funding of up to \$400, the following criteria must be met on the Registration & Funding Application:

- 1. All amounts requested must be justified in writing.
- 2. The product concept must be defined in detail.
- 3. The product concept description must be accompanied by an explanation of how the prototype is to be built, ie., software utilized, rapid prototyping equipment needed, hardware required, etc.
- 4. There must be a plan for analyzing and testing the prototype.

The SIOY oversight committee will make the final determination regarding granting of funds. Proposals judged most likely to succeed and meet the objectives of the competition will be given top priority.

Financial Reporting Requirements

- 1. Funds are to be used for the purpose of purchasing supplies (or services where applicable) directly related to the project to be submitted in competition.
- 2. Unspent funds are defined as anything for which receipts are not provided. These funds must be returned to the college controller within seven days following the final competition.
- 3. The project must be entered in the Student Innovator of the Year Competition in a form that is as complete and functional as possible. Projects that do not compete in the February Showcase Event will require a return of all funds.
- 4. Qualification to enter the competition will be subject to adherence to the competition rules and policies in this document, the "Entry Eligibility Guidelines."