

MEDIA FACT SHEET

YOUTH INNOVATION AWARDS

The Youth Innovation Showcase & Awards is a platform for local and regional youths to come together to showcase their innovative and cutting edge tech prototypes. The award seeks to recognise, celebrate and show the innovative work done by students from Institutes of Higher Learning in Singapore and the region.

The theme for this year's award is "Simple Ideas, Extraordinary Innovations" and the inaugural edition saw over 60 submissions from 7 countries such as Brunei, Hong Kong, Philippines, Indonesia, Vietnam, Malaysia and Singapore. The project prototypes leverage different technologies such as 3D printing, virtual reality, artificial intelligence and more to enhance the lives of citizens from water management to smart gardening, smart rehabilitation, healthcare and more.

The shortlisted 20 finalists will showcase their project prototypes at the Youth Innovation Showcase and Awards, held in conjunction with **SG:Digital Wonderland 2019**. Winning teams in each award category will stand a chance to win cash prizes, an award trophy and a digital award badge.

Awards will be presented to the best project in each category below:

1. **Best of Show**

The overall best for being the most impactful on the way citizens' work, live and play, or enhances the quality of their lives with a unique prototype that incorporates creative usage of cutting edge technology.

2. **Best Creative Idea**

Demonstrates a creative and unique usage of technology incorporated in the prototype or has developed a prototype that is truly unique.

3. **Best Sustainable Idea**

Most promising product, service, process or platform which has the potential to be sustainable in the long run. It fulfils a marketplace need, has a long-term value with high growth potential, and highest ability for mass adoption.

4. **Best Citizen Centric Innovation**

Innovation takes a people-first approach by focusing on topics which affects them most, and having the highest impact by making the most difference to citizens in the way they work, live, and play. It should improve accessibility, convenience, satisfaction and save cost, as well as solve a real world problem faced by citizens.

5. **Visitors' Choice Award**

A favourite among visitors, the award will be presented to the crowd's favourite submission through online and onsite voting.