Ingenium Innovation Challenge 2nd edition – May 2024

Rules and Regulations

Challenge	Ingenium Innovation Challenge (the "Challenge")
Challenge Sponsor and Administrator	The National Museum of Science and Technology, operating under the name Ingenium ("Ingenium")
Purpose of the Challenge	Participants will need to round up into teams and if selected, will build a digital prototype to help raise youth awareness about clean water and sanitation — in Canada, and globally. The product should be designed to enable young Canadians aged 9-12 (grades 4-7) to better understand how their actions affect wastewater systems, and help them find ways to contribute to sustainable water and sanitation habits, leading to positive action. Teams who are selected to participate in the Challenge will draw inspiration from Ingenium's extensive collection of artifacts and archives that speak to Canada's instrumental history legacy of science and innovation, workshops led by experts, and one-on-one guidance from industry professionals. Participants will have the opportunity to learn new skills, network with private and public sector
	professionals, and showcase their talent in front of a national audience and prospective employers.
Challenge Overview	The Challenge is comprised of two (2) stages: 1. the "Entry Stage"; and 2. the "Development Stage". The two stages above are collectively referred to as the "Challenge".
Challenge Format	A total of fifteen (15) teams will be selected (in accordance with the Entry Evaluation Process and Criteria outlined below) to participate in the Challenge.
Entry Stage Period	The Entry Stage will open at 12:01 a.m. (Eastern Time) on February 27, 2024 and close 11:59 p.m. (Eastern Time) on April 5, 2024.
Development Stage Period	Teams that are selected in accordance with the Entry Evaluation Criteria (defined below) will have the opportunity to participate in the Development Stage, beginning on May 3 rd , 2024 and ending on May 5 th , 2024.
Eligibility Criteria	 To participate in the Challenge, each participant must satisfy the following criteria ("Eligibility Criteria"): You are a legal resident of Canada; You are between the ages of 18-35 (minors must have received consent and permission from their parent/legal guardian who has agreed, on such minor's behalf and on his/her own behalf, that each of them will be bound by these Rules and Regulations); You are a group of individuals entering the Challenge as a team (minimum three (3), maximum five (5) individuals per team) and: and (b) you have designated one (1) member of your team as your eligible "Authorized Representative"; and

 You agree to be legally bound by these Rules and Regulations and have authorized your team's Authorized Representative to agree to these Rules and Regulations on your behalf.

Authorized Representatives must: (i) be eligible to participate in the Challenge in accordance with the eligibility requirements; and (ii) have the authority to legally bind all team members to these Rules and Regulations and any other required documentation as contemplated in these Rules and Regulations.

How to enter

NO PURCHASE NECESSARY. You are not required to make any purchase or pay any fee to enter or participate in the Challenge. An Authorized Representative may enter the Challenge on behalf of a team by: (i) by satisfying the Eligibility Criteria; (ii) confirming that each member on the Authorized Representative's team satisfies the Eligibility Criteria; (iii) submitting an Entry in accordance with the Entry Method and Entry Specifications during the Entry Stage Period, and otherwise in accordance with these Rules and Regulations.

To enter, all required information must be submitted accurately, and (as applicable) accept the addition terms and conditions presented to you during the registration process. ENTRIES THAT ARRIVE AFTER THE END OF THE ENTRY STAGE PERIOD WILL NOT BE ELIGIBLE.

Entry Method and Entry Specifications

To enter, each Authorized Representative must visit <u>the registration page</u>, select the stream that the team wishes to enter, and provide: (i) their email address; (ii) team name; (iii) team member names and each team member's province of residence; and (iv) a max 2,000-character essay or a 1-minute video on why they feel they should be chosen to participate in this Challenge (collectively, an "Entry").

Only teams that are selected, from among all eligible Entries received will have the opportunity to compete for the Prize (defined below).

Entry Evaluation Criteria and Judging Process

Ingenium will appoint a panel of judges to evaluate entries and assign a score.

A maximum of fifteen (15) teams with the highest score will be selected to participate in the next stage of the Challenge.

Decisions of the judges will be final and binding. Should a selected team not respond within three (3) business days of notification or accept the opportunity to participate in the Development Stage of the Challenge, such team will be disqualified in accordance with these Rules and Regulations and Ingenium reserves the right to have the panel of judges select an alternative team to participate in the next stage of the Challenge.

Submission Evaluation Criteria and Judging Process

During the Development Stage, participants will be asked to develop a digital prototype in the form of a pitch presentation (a "Submission").

Ingenium will appoint a five person panel of judges to evaluate the Submissions as follows:

- Each team will be allotted seven minutes to make their Submission.
- All fifteen (15) teams in the final round will be pitching onsite.

Judges will evaluate Submissions and assign a score as follows (the "Submission Evaluation Criteria"):

Teams will be judged on the following six (6) criteria, earning up to ten (10) points on each, for a maximum of sixty (60) points.

Product Relevance: The team understood the challenge, considered market needs, and addressed the theme of clean water and sanitation with their prototype.

Digital Interactive Technology Considerations: The team's selected digital interactive output makes sense (website, web app, app, AR, VR, etc.) for their product and the target audience. Have weighed drawbacks and advantages to the chosen technology and articulated why it was selected.

Plan for Future Development: Demonstration that their product is scalable and feasible to build. Clear product roadmap shown.

User Experience, Accessibility and Inclusion: Consideration of target audience in the designs, aesthetics and accessibility. Clear consideration of the relationship between inclusion and social impact of climate change. Clear understanding of accessibility challenges. Addresses ways to make their product accessible.

Creativity and Innovation: Product is inspirational. The team has created something innovative, used available resources creatively (such as how they're using technology, how they're exploring the topic and theme, if they used artifacts or other museum resources such as the Ingenium API).

The Pitch: During the final pitch, teams will be graded on communication, visuals, adherence to the slide template, and level of enthusiasm for product.

The Prize will be awarded to the winning team according to the highest score allotted against a set of evaluation criteria.

Prize

In order for a team to be declared a Challenge winner and be eligible for the Prize, the team and its members must:

- a) have complied with, and remain in compliance with, these Rules and Regulation; and
- b) sign the additional terms and conditions to accept and receive the Prize.

Ingenium may request valid proof of identity, residency, age and other relevant documentation, and Ingenium may disqualify the team (and the team's corresponding Submission) if Ingenium determines (in its sole discretion) that the provided proof is not sufficient.

There is one (1) prize available to be won consisting of \$2,500 CAD (for personal use and benefit of the team members) (the "Prize"), and the opportunity to receive a grant and in-kind support to develop the Submission into a marketable product by April 2025.

	If a winning team does not comply with all of the above requirements, or does not otherwise comply with these Rules and Regulations, Ingenium may disqualify the team (and the team's corresponding Submission), and select the next best Submission score as a replacement potential winner of the applicable prize. In that case, the above process will be repeated.
Original Material Submission	By submitting an Entryor Submission, you represent and warrant that: a) your team is the original creator of the Entry and Submission; b) your team is the sole owner of the copyright and all other intellectual property rights linked to the Entry and Submission; d) the Submission and Entry does not violate any law, statute, ordinance or regulation; e) the Submission was created within the boundaries set out in these Rules and Regulations.
Your Responsibility	It is solely your responsibility to ensure that you are properly entered. Ingenium will not be responsible for any lost, delayed, misdirected, illegible, incomplete, damaged, or undeliverable Entries, or any delay or failure to transmit, process, receive or consider entries.
	The Challenge Parties and each of their respective agents, employees, representatives, directors, officers, successors, and assigns (collectively, the "Released Parties") will not be responsible for, and accept no liability whatsoever in relation to, any late, lost, delayed, misdirected, illegible, incomplete, damaged, or undeliverable Entries, Submissions and/or any other Challenge-related information (collectively, "Challenge-Related Information"), all of which are void, or for any delay or failure to transmit, process, receive or consider Challenge-Related Information.
Personal Information Consent	By participating in this Challenge and submitting an Entry and if selected, a Submission, you expressly consent to Ingenium, control of all personal information submitted and protected under Canada's <i>Privacy Act</i> and in compliance with Ingenium's Privacy Notice).
Submission License	Each team will retain intellectual property rights in his/her/its Submission (including without limitation, any associated Submission). However, the winning team will hereby grant the unrestricted, royalty-free, perpetual, irrevocable, worldwide, sublicensable, assignable, licence (but not the obligation) to reproduce, communicate, publish, modify, display, transmit, publicly perform, make derivative works from, and otherwise use the Submission (in whole or in part - including without limitation, any associated Submission) without any fee or other form of compensation, and without further notification or permission as per the Terms and Conditions of the Challenge.
	By accepting the Prize, each member of the winning team hereby agrees to: (i) waive all moral rights in and to the Submission (and each component thereof) in favour of Ingenium (and anyone authorized by the Ingenium to use such Submission); and (ii) agree to release and hold harmless the Released Parties from and against any and all claims, damages, liabilities, costs, and expenses arising from use of your

Submission (or any component thereof), including, without limitation, any claim based on publicity rights, defamation, invasion of privacy, copyright infringement, trade-mark infringement or any other intellectual property related or other cause of action whatsoever.

Non-eligible individuals

The following individuals are not eligible to enter the Challenge: employees, representatives and agents (and their immediate families (i.e., spouses, siblings, children, spouses' parents, and the spouses of any of those individuals) and their household members whether related or not) of Ingenium and its affiliated entities, the Challenge judges, advertising/promotion agencies, and any other individual(s), entity or entities otherwise involved in or connected with the development, implementation, fulfilment, sponsoring or administering the Challenge (collectively, the "Challenge Parties").

Disclaimers, Liability and Indemnification

The Challenge Parties will not be responsible for any lost, delayed, misdirected, illegible, incomplete, damaged or undeliverable entries or Submissions (all of which are void), or any delay or failure to transmit, process, receive or consider entries or Submissions. An entry may be rejected if, in the sole and absolute discretion of Ingenium, the entry is not submitted and received in accordance with these Rules and Regulations.

THE CHALLENGE PARTIES DO NOT ACCEPT LIABILITY FOR ANY LOSS OR DAMAGE OF ANY SUBMISSION OR FOR ANY OTHER LOSS OR DAMAGE RESULTING DIRECTLY OR INDIRECTLY FROM AN ENTRANT'S (OR AUTHORIZED REPRESENTATIVE'S) PARTICIPATION IN THE CHALLENGE OR AN ENTRANT'S RECEIPT, USE OR REDEMPTION OF ANY PRIZE(S), OR AN ENTRANT'S (OR AUTHORIZED REPRESENTATIVE'S) INABILITY TO RECEIVE, USE OR REDEEM ANY PRIZE(S). THE CHALLENGE PARTIES ARE NOT RESPONSIBLE FOR: (1) INCORRECT OR INACCURATE TRANSCRIPTION OF SUBMISSION INFORMATION OR LATE, LOST, INCOMPLETE, MISDIRECTED SUBMISSIONS, SUBMISSION MATERIALS OR SUBMISSIONS RECEIVED THROUGH IMPERMISSIBLE OR ILLEGITIMATE CHANNELS; (2) TECHNICAL FAILURES OF ANY KIND, INCLUDING THE MALFUNCTIONING OF ANY TELEPHONE, COMPUTER, NETWORK, HARDWARE OR SOFTWARE; (3) THE UNAVAILABILITY OR INACCESSIBILITY OF ANY SERVICE; (4) UNAUTHORIZED HUMAN INTERVENTION IN ANY PART OF THE SUBMISSION PROCESS OR THE CHALLENGE; (5) ELECTRONIC OR HUMAN ERROR WHICH MAY OCCUR IN THE ADMINISTRATION OF THE CHALLENGE OR THE PROCESSING OF SUBMISSIONS; OR (6) ANY INJURY OR DAMAGE TO PERSONS OR PROPERTY, INCLUDING AN ENTRANT'S (OR AUTHORIZED REPRESENTATIVE'S) COMPUTER, WHICH MAY BE CAUSED, DIRECTLY OR INDIRECTLY, IN WHOLE OR IN PART, FROM THEIR PARTICIPATION IN THE CHALLENGE OR FROM DOWNLOADING OR USING ANY MATERIAL PROVIDED BY INGENIUM. THE CHALLENGE PARTIES WILL NOT BE LIABLE TO AN ENTRANT FOR ANY INDIRECT, SPECIAL, CONSEQUENTIAL, OR PUNITIVE DAMAGES IN CONNECTION WITH THE CHALLENGE OR THESE RULES. EACH ENTRANT AND AUTHORIZED REPRESENTATIVE, AS APPLICABLE, HEREBY RELEASES AND AGREES TO INDEMNIFY AND HOLD HARMLESS THE CHALLENGE PARTIES FROM ANY AND ALL DAMAGES, INJURIES, CLAIMS, CAUSES OF ACTIONS, LIABILITY OR LOSSES OF ANY KIND (INCLUDING ACTUAL LEGAL FEES AND EXPENSES), KNOWN OR UNKNOWN,

	ABSOLUTE OR CONTINGENT, NOW OR IN THE FUTURE ARISING FROM OR RELATED TO: (A) THEIR FAILURE TO COMPLY WITH ANY OF THE RULES AND REGULATIONS; (B) ANY MISREPRESENTATION THEY MAKE UNDER THE RULES AND REGULATIONS OR OTHERWISE TO INGENIUM OR ANY OTHER RELEASED PARTY; (C) THEIR PARTICIPATION IN THE CHALLENGE; OR (D) THEIR RECEIPT, USE OR REDEMPTION OF ANY PRIZE, OR THEIR INABILITY TO RECEIVE, USE OR REDEEM ANY PRIZE.
Laws	The Rules and Regulations will be governed by and construed in accordance with the laws of the Province of Ontario, Canada, and the federal laws of Canada applicable in Ontario.
Disputes	All disputes, claims and causes of action arising out of or connected with the Challenge will be resolved individually, without resort to any form of class action.
Further Information	There is a limit of one (1) Entry and one (1) Submission per team. All registrations, entries, Submissions, Authorized Representatives and entrants are subject to verification at any time and for any reason. Ingenium reserves the right, in its sole and absolute discretion, to require proof of identity and/or eligibility (in a form acceptable to Ingenium – including, without limitation, government issued photo identification): (i) for the purposes of verifying an entrant's eligibility to participate in this Challenge; (ii) for the purposes of verifying the eligibility and/or legitimacy of any entry, Submission, and/or other information entered (or purportedly entered) for the purposes of this Challenge; and/or (iii) for any other reason Ingenium deems necessary, in its sole and absolute discretion, for the purposes of administering this Challenge in accordance with the letter and spirit of these Rules and Regulations. Failure to provide such proof to the complete satisfaction of Ingenium within the timeline specified by Ingenium may result in disqualification in the sole and absolute discretion of Ingenium. The sole determinant of the time for the purposes of the Challenge will be the official time-keeping device(s) used by Ingenium.
	To more information please contact ingenium at innovation@ingeniumcanaua.org.