

## **NATIONAL INNOVATION AWARD 2016**

### **CATEGORIES**

1. Education and Popularization of Science Technology and Innovation
2. Agriculture, Food and Agro-processing
3. Energy and Energy Efficient
4. ICT and Electronics (special focus on Cyber Security)
5. Entertainment Products
6. Environmental Sustainability
7. Health and Safety
8. Engineering and Manufacturing
9. Youth Inventor/Innovator

### **GENERAL CRITERIA FOR ENTRY**

In general Inventions and innovations refer to products, processes, equipment, tools etc. that demonstrate originality and are beneficial to industry or society. Such inventions or innovations could be developed through informal or formal research and development. While detailed criteria are different for each category, the following are generic:

1. Be in use or its functionality can be practically demonstrated.
2. Be the development and implementation of an innovative idea, resulting in quantifiable increased productivity, efficiency, financial or other benefits
3. Perform a function that makes life easier and/or improves the quality of life
4. Display creativity and demonstrate the economic use of material(s) available locally or indigenous to Jamaica

5. Be the creation of an original, or a unique adaptation of existing gadgets, equipment, concepts, processes, products, or services with social or economic benefit
6. Solve or significantly reduce a problem in everyday life
7. Have realized or have potential for commercialization
8. Be safe for use and environmentally friendly

## **SPECIFIC CRITERIA FOR INDIVIDUAL CATEGORIES**

### **Education and Popularization of Science and Technology and Innovation**

This award will recognize and honour excellence in the development and promotion of science and technology programmes and the enhancement of education.

- Potential to facilitate learning
- Must demonstrate use of innovative and effective strategies in the popularization effort
- Must facilitate or enhance the exploration, investigation and utilization of science and technology
- Must solve or reduce a problem in education or in educating the public
- Must demonstrate the skillful use of information and also understanding and practical application of science and technology concepts

### **Agriculture and Food and Agro-processing**

- The project should have a specific application in agricultural food production or agro-processing
- Must utilize existing agricultural produce in creative ways through preservation, enhance growth capabilities, marketing and standardizing
- The product or process must be new or is a significant improvement on an existing

## **Energy**

- All submissions in this category should demonstrate and document how Renewable Energy is or can be incorporated in Jamaica's energy mix
- Products or processes that demonstrate the development of *environmentally friendly* techniques which reduce impact on the environment

## **Information and Communication Technologies & Electronics (ICT& Electronics)**

- How ICT & Electronics could be used to enhance the learning process and create a rationale for the use of this technology
- Should facilitate efficiency or make work easier
- The application should be practical and applicable without being unduly complex
- Must not infringe any intellectual property rights
- Should solve a specific problem or problems

## **Entertainment Products**

- Entries must demonstrate environmental friendliness and be safe for use
- Must not infringe any legal statutes
- Must demonstrate creativity and ingenuity, that is entries must be aesthetically pleasing, unique and inventive
- Games must include instructions for use
- Concepts and applications must be original in design or offer significant improvement or adaptation of an existing concept

## **Environmental Sustainability**

- Must solve or mitigate an environmental problem
- Must demonstrate use of indigenous materials

### **Health and Safety**

- Must be safe for use and not injurious to humans or the environment
- Product/process must not infringe any legal statutes
- Must solve or alleviate a health safety issue
- Must demonstrate potential to improve well-being

### **Engineering (Mechanical, Electrical & Chemical) and Manufacturing**

- The item/product/process must perform a practical function including but not limited to technologies that make life easier or safer in some way, reduce or solve an everyday problem
- Must be creative and demonstrates the economic use of material available locally or indigenous to Jamaica
- Must show some economic feasibility that it should result in quantifiable increased productivity and or financial benefits
- Process or product must demonstrate the use of environmentally friendly practices in their construction and eventual use
- Potential to be commercialized

### **Youth Inventor/Innovator**

The Youth Inventor/Innovation can apply in any category. The criteria for such a category will be will used. The only specific criteria is that of age.

The Young Inventor/Innovator should not be more than 30 years old in November 2016.