Shark Tank

The Shark Tank module provides participants with an opportunity to pitch innovative startup ideas in a simulated entrepreneurial setting. Teams will be evaluated on innovation, feasibility, market understanding, and presentation skills. This module emphasizes strategic thinking, communication, and the ability to defend ideas under critical questioning.

REGISTRATION - PER TEAM MEMBER	
Early bird	Normal
PKR 700	PKR 1500
TEAM SIZE	1-4 Members

PRIZE POOL	
TOTAL - PKR 50,000	
Winner	PKR 35,000
Runner Up	PKR 15,000

Shark Tank Guidelines

Competition Overview:

- Each team must propose and refine a solution to a real-world challenge aligned with one or more of the provided Sustainable Development Goals (SDGs): Agriculture, Tourism, Trade, Healthcare, or Sustainability.
- Teams are expected to arrive with an initial concept addressing one of these themes.
- The focus is on refining the concept into a viable business pitch and a working prototype (Design or Tech).
- Teams must bring their own machines (laptops, chargers).
- The Internet/Extensions will be provided; however, participants are requested to bring their own internet to avoid any sort of inconvenience.

Timeline:

Day 1: Pitch Refinement & Submission
- Start: Teams begin refining their ideas immediately, engaging with Mentors to validate assumptions and SDG alignment.
- Mentorship: Mentors will be available to help challenge assumptions, refine the pitch, and ensure the project fits the judging criteria.
- Each team will be graded by the Mentors based on a set criteria

Day 2: Final Presentations
- Live Pitching: Top 10 teams selected from the Day 1 submissions will present to the panel of Judges.
- Attendance: All team members must be present during the evaluation.
- Venue: Live Pitch, and judging will commence at the announced venue.

Team Rules:

- Originality: The business idea pitched must be the team's original work. Modifying existing startups or ideas is permitted only if significant value, localization, or innovation is added.
- Professional Integrity: Plagiarism of pitch decks, falsifying data, or stealing intellectual property from other participants is strictly forbidden and leads to immediate disqualification.
- Attendance: All team members must be present for the Day 1 Mentorship phase to be eligible for the Day 2 Finals.

Deliverables:

Pitch Deck on both days
- Problem Statement: What gap are you filling?
- Solution/Product: How does your product/service work?

Prototype / MVP (Optional but Recommended):
- Wireframes, mockups, or a physical prototype to demonstrate feasibility.

Submission Method:
- In Person Submissions, Live Mentoring (Day 1) and Live Judging (Day 2)

Judging Focus

Phase 1 (Day 1 - Evaluators/Mentors):
- Focus: Idea validation, clarity of thought, and receptiveness to feedback.
- Goal: To identify if the business has a logical foundation worth presenting on stage.

Phase 2 (Day 2 - Judges):
- Primary: Investability & Feasibility. Is the problem real? Is the solution viable? Is the business model sustainable?
- Secondary: Presentation & Defense. Quality of the pitch delivery, visual appeal of the deck, and the ability to answer tough questions from the Sharks during Q&A.