



## PROGRAM MANUAL

**Innovation Generation (InnoGen)** is an innovation grant program offered to Filipino senior high school and university and college students. InnoGen aims to **empower and enable the youth** to take a bigger and more active role in nation-building and re-building, leveraging on innovation and technology. Through simple, technology-based solutions, the youth can bring significant impact to support their respective communities to thrive no matter the circumstances.

PLDT and Smart believe that the youth can pursue their many passions while driving themselves towards a **common purpose to live smarter for a better world**. InnoGen affirms the youth that they, too, can be part of the solution.

### The InnoGen Grant

The maximum grant a team can receive is **Php 60,000** to help enhance and implement their community project. Php 50,000 will be in cash while Php 10,000 will be in kind (communications aid).

- Participating teams will have an opportunity to receive a maximum of P60,000.
- In Phase 2, 50 teams will receive P10,000 worth of connectivity grant.
- The connectivity grant may consist of load and gadgets (Smart phone and pocket wifi units). The team can propose a combination of load or gadgets for their connectivity support that will be best suited for their project requirements
- The maximum financial grant that can be received is P50,000.
- In Phase 3, 25 teams will receive the first tranche of the financial grant worth P30,000.
- After the Demo Day and Assessment of the final requirements, 25 teams will receive the remaining tranche. The rating of the final requirements will be the basis of the amount of the remaining tranche.
- Failure to fulfill the final requirements will waive the final tranche.

## InnoGen 3.0 Challenge: Forward, Together

Innovation Generation continues to challenge the youth to create solutions that bring meaningful changes to communities.

With the Season 3 banner, “**Forward, Together**”, InnoGen is looking for inclusive, tech-based projects that benefit not only the majority but also takes into consideration the vulnerable, the marginalized and those in the peripheries.

InnoGen hopes that the youth can innovate and propose solutions that:

1. Create an opportunity for education, economic and/or social inclusion.
2. Support any of the following sectors and industries:
  - education
  - livelihood
  - food security
  - disaster resilience
  - digital wellness
  - governance
  - sports
  - tourism
3. Use any type of wireless or digital technology.

## Who can do it? Youth can do it.

Innovation Generation is open to all **senior high school, undergraduate and graduate students, ages 15 to 25 years old**, from any Philippine high school, and university or college and must be enrolled for SY 2022-2023.

InnoGen will select **80 university or college teams**, and **20 senior high school teams** to form part of Season 3’s Kilo 100.

Each team must be composed of a maximum of **five (5) student members** with **one (1) full-time faculty** member of their school who will serve as their mentor for the duration of the program. The team members must each fulfill a specific role: operations, designer, developer, and mentor.

Teams are encouraged to be multi-track (high school) or multi-disciplinary (college) and include students from lower year levels, but these are not required. Replacements or additional team members will not be allowed for the duration of the program.

# The InnoGen Journey

## Program Phases

ACTIVITY	DETAILS
<b>Launch and Call for Entries</b> (August 12 – November 12, 2022)	<p>The InnoGen 3.0 launch will reveal the season’s main challenge: <b>“Forward, Together”</b>. The launch will discuss the program mechanics will and will also mark the beginning of submission of entries.</p> <p>Interested teams are required to:</p> <ol style="list-style-type: none"> <li>1. Upload a <u>1-minute video</u> of their ‘elevator pitch’ on Facebook, YouTube, TikTok or Instagram.</li> <li>2. Fill out and submit an online registration form.</li> </ol> <p>InnoGen will shortlist the entries and onboard a total of 100 teams to proceed to the first phase of the program.</p> <p><b>Criteria</b>            Clarity of Idea and Target Beneficiaries (30 pts.)            Integration of Season 3 Theme and Pillars (30 pts.)            Integration of Technology (30 pts.)            Quality of Pitch and Creativity (10 pts.)</p>
<b>Phase 1: Kilo</b> (January – February 2023)	<p>A total of 98 teams are joining the Innovation Generation Season 3: 88 teams from college and university, and 10 senior high school teams.</p> <p>With a deep focus on empathy, the teams will undergo a series of lectures and workshops to further improve and lay the groundwork for their promising ideas.</p> <p>The 98 teams will be required to submit a <u>concept paper</u> and will be shortlisted to the Top 50 teams.</p>
<b>Phase 2: Mega 50</b> (February – March 2023)	<p>The Mega 50 will be composed of 42 college and university teams, and 8 senior high school teams. The Mega 50 teams will each automatically receive connectivity kits worth Php 10,000.</p> <p>The second phase will help the participants to get to know better and gain a better understanding of their consumers. The lectures and workshops will allow the participants to further refine the solutions’ features based on the customers’ needs and pain points. The teams will also begin conducting market testing and validation in Phase 2.</p>

<p>Phase 2: Mega 50 (cont.)</p>	<p>A round of one-hour, one-on-one mentoring session will be scheduled for each of the Mega 50 teams.</p> <p>The Mega 50 will be required to submit a <u>lean canvas, value proposition canvas, and mock-up and/or wireframe</u>, and will be shortlisted to the Top 25 teams.</p>
<p>Phase 3: Giga 25 (April – May 2023)</p>	<p>The Giga 25 will be composed of 20 college and university teams, and 5 senior high school teams. The Giga 25 teams will automatically receive the first tranche of the financial grant worth Php 30,000.</p> <p>The third phase will focus on the finer details and inner works of the project, including developing web and mobile applications, prototyping and sustainability.</p> <p>The teams will receive three (3) rounds of one-hour, one-on-one mentoring from experts and practitioners from various sectors and industries.</p> <p>The Giga 25 will be required to submit a final report and pitch and demo video showcasing the minimum viable product of their proposed solution. The result of the assessment of the final requirements will impact the percentage of the second tranche that the team will receive.</p> <p>Failure to submit the final requirements automatically disqualifies the team from participating in the Demo Day and forfeits the team's second tranche.</p>
<p>Demo Day &amp; Culminating Activity (May 2023*)</p>	<p>The Top 25 teams who successfully complete their final requirements will be given an opportunity to showcase their projects to their peers, communities and potential collaborators. The teams will present their pitch and demo videos to a live panel of judges who will provide immediate feedback about their projects.</p> <p>To culminate the final activity of the season, an event will be staged to hand out individual, team and special awards.</p>

## Knowledge-Sharing Activities

### Lectures and Workshops

A series of online lectures will be conducted on topics that can help enhance the students' projects and equip them with skills to help with the implementation. The topics are curated like a ladderized course to ensure all participants are equally competitive as they progress through the program.

Lectures and Workshops are scheduled bi-weekly every Wednesdays and Saturdays. All teams are required to have **at least one student-member in attendance** for each session. Participants who missed the session may watch the recording that will be uploaded on the InnoGen Season 3 Facebook Group at the end of the week.

Participants will receive a Certificate of Accomplishment at the end of each milestone for documentation. However, only sessions attended live will be counted and listed in the certificate.

### Mentoring Sessions

One of InnoGen's premium offerings apart from its extensive learning sessions, is the one-on-one mentoring session with experts and practitioners. Teams who make it to the second and third phase will have an opportunity to receive direct feedback from professionals to guide them as they build their solutions.

- Mega 50 – one round of mentoring sessions
- Giga 25 – three rounds of mentoring sessions

## Important Dates

ACTIVITY	SCHEDULE
Launch and Call for Entries	August 12, 2022
Deadline of Submission of Entries	November 12, 2022
Shortlisting Period for Kilo 100	November 13 – 27, 2022
Announcement of Kilo 100	November 28, 2022
Welcome Ceremony	January 7, 2023

## Guidelines on F2F Activities

All workshops and lectures, mentoring sessions and program activities will be conducted online.

Despite the eased restrictions on face-to-face activities, we implore all teams and participants to follow the government-mandated health and safety guidelines.

We discourage unnecessary in-person meetings. However, should there be a need for face-to-face activities, all student team members are required to secure a permit from their guardians, mentor and/or school administration.

## Intellectual Property Rights

The InnoGen teams and their respective schools have full control on the project's Intellectual Property Rights. Ownership of intellectual property rights of the work created and achieved within the scope of the Program, such as ideas and prototypes (including all interim results and preliminary stages) remain with the Participants. Therefore, subsequent responsibility to protect their IP rights falls under the Team, its members, mentor and school.

Participants are entitled to continue to use the projects for commercial and non-commercial purposes after the Program.

## Annex A

### Definition of Terms

#### Types of Communities

1. Interest. Communities of people who share the same interest or passion.
2. Action. Communities of people trying to bring about change.
3. Place. Communities of people brought together by geographic boundaries.
4. Practice. Communities of people in the same profession or undertake the same activities.
5. Circumstance. Communities of people brought together by external events/situations.

Richard Millington's Types of Communities: <https://www.feverbee.com/wp-content/uploads/2010/11/TypesofCommunities.pdf>

#### Types of Inclusion

Inclusion covers a wide spectrum of social and economic issues and impacts an array of individuals and minority groups including PWDs, IPs, children and women.

1. Inclusive Education – Quality education for all students including students with disabilities and speakers of minority languages. (Source: <https://www.unicef.org/education/inclusive-education>)
2. Economic Inclusion – Providing individuals and businesses access to useful and affordable financial products. (Source: <https://www.worldbank.org/en/topic/financialinclusion/overview>)
3. Social Inclusion – Creating equal opportunities for individuals to take part in society. (Source: <https://www.worldbank.org/en/topic/social-inclusion>)