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Announcing the Winners of the 2017 Inventor's Challenge!

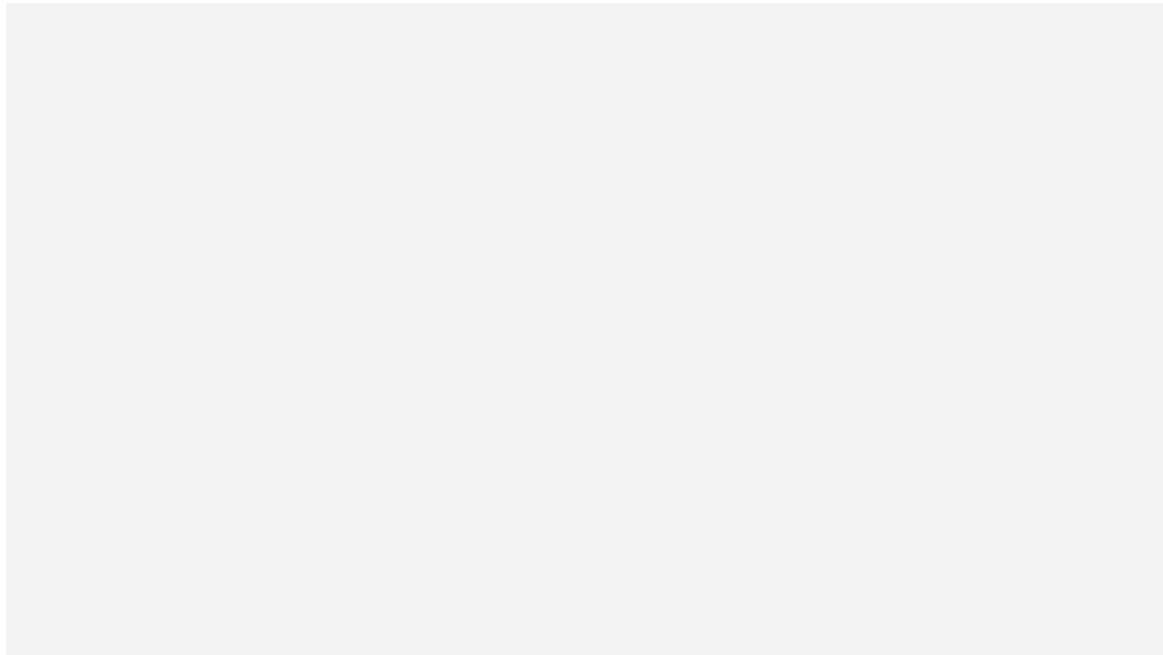
The 2017 Inventor's Challenge, in collaboration with AT&T Aspire, brought together 10,000 participants across 17 countries to solve problems in their schools and communities. Videos of the inventions were submitted within four age group categories, spanning pre-k through high school. Inventions were judged according to three broad categories: originality, inspiration to help others, and overall creativity of design and presentation.

The team here at Imagination HQ and our friends at AT&T Aspire just finished watching the video submissions, and we are so impressed by the ingenuity and sense of humor of the participants. The inventions were a range of clever, wacky, useful and inspired. With so many standout inventions, it's been tough to select winners. We want everyone to know that we are so inspired by each and every young person who took up this call to action. Thank you!

We have selected four winners of the 2017 Inventor’s Challenge contest, but we want to start this post with one special Honorable Mention:

Honorable Mention: “Purposeful Inventors”

These young inventors from Coeur d’ Alene, Idaho, are tackling the challenges of children with physical disabilities, and are designing a car for their friend with Cerebral Palsy. It’s a compelling video and wonderful example of how empathy, problem-finding and creativity join forces to make the world a better place.



“Purposeful Inventors”

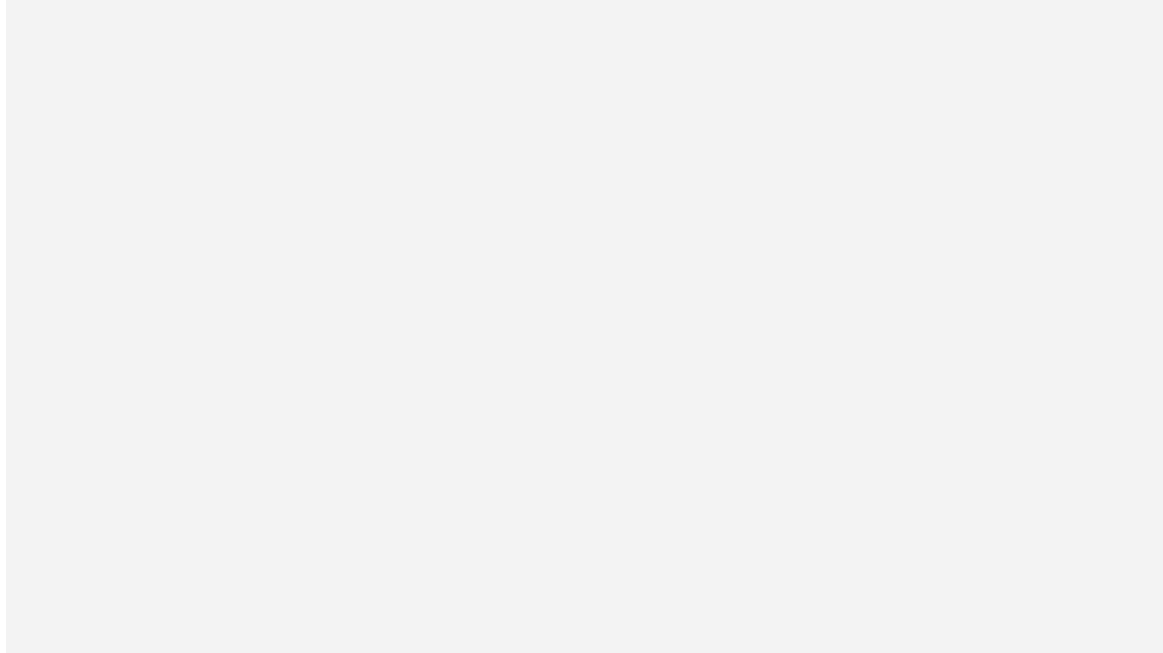
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Now, introducing the winners of the 2017 Inventor’s Challenge!

Thomas Edison Prize (Grades PreK — 2): “The Journey Box”

Thoughtful young Alyssa is in the 2nd grade. She’s from Grayson, Georgia, and she wins this category for inventing the “Journey Box,” a package of simple toys and materials to add joy to the life of homeless children “all around the world”:

“I came up with an invention for homeless children all around the world. The Journey Box is filled with love.”



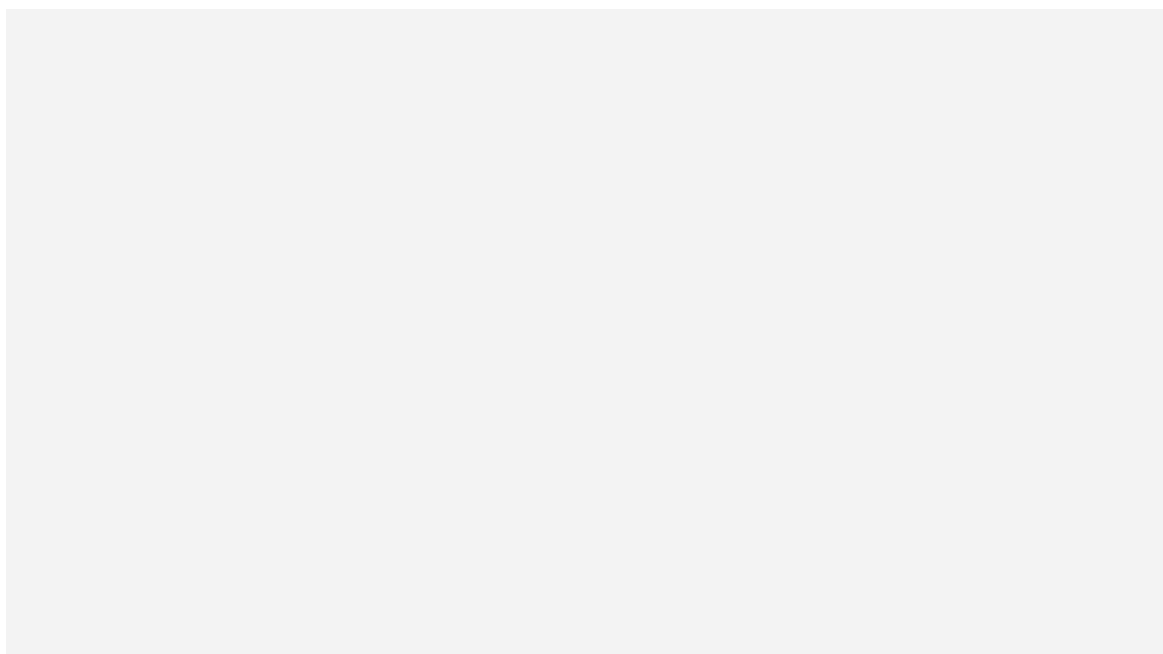
Alyssa's "Journey Box"

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Alexander Graham Bell Prize (Grades 3–5): “All-You-Need-Cane”

11-year old Kiki, from Richmond, Virginia, invented the “Swiss Army Knife” of cane’s to help improve the life of seniors. She was inspired by the challenges faced by her grandfather, and we are inspired by her empathy and creativity! The cane even includes a flashlight and shoehorn!

“My grandfather inspired me to create my tool. He uses a cane, and I watched him struggle with his everyday tasks. I wished that I could help him.”

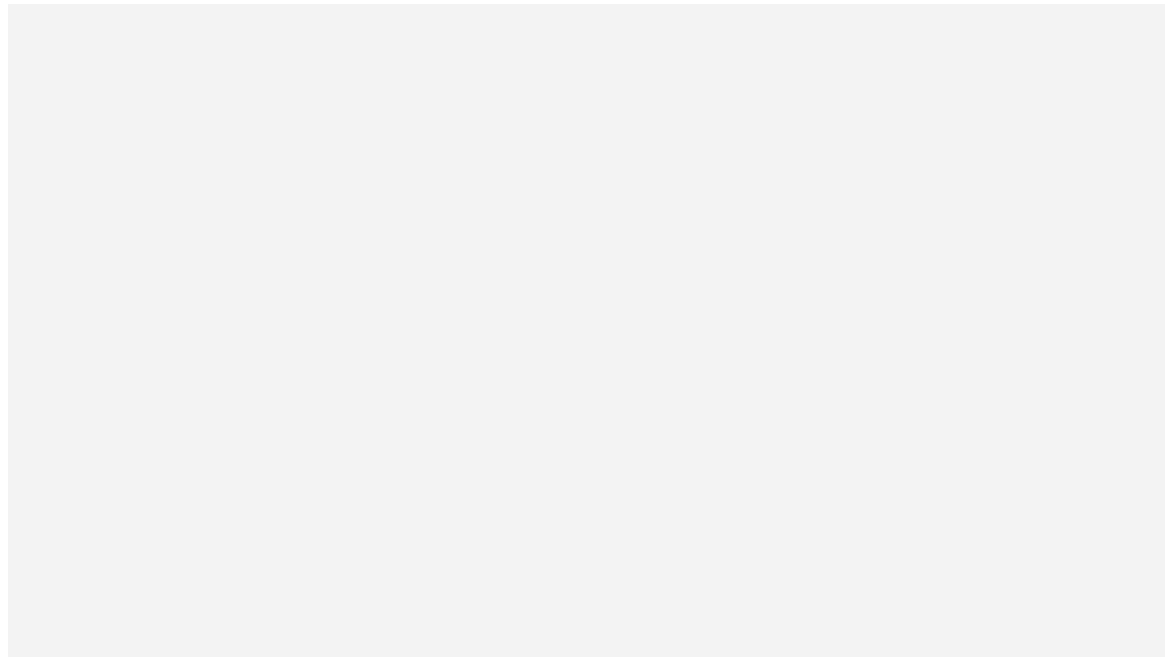


Kiki's "All-You-Need-Cane"

Runner-Up: “Chalkonator3000”

Our favorite gymnast from Henrico, Virginia is 10-year old, Lily! Her “Chalkonator3000” helps alleviate “the constant mess and waste of traditional chalking methods in gymnastics (usually just a garbage can full of chalk that flies everywhere!).”

“The chalk gets everywhere. So I created something that requires less time, is clean, and wastes less chalk.”



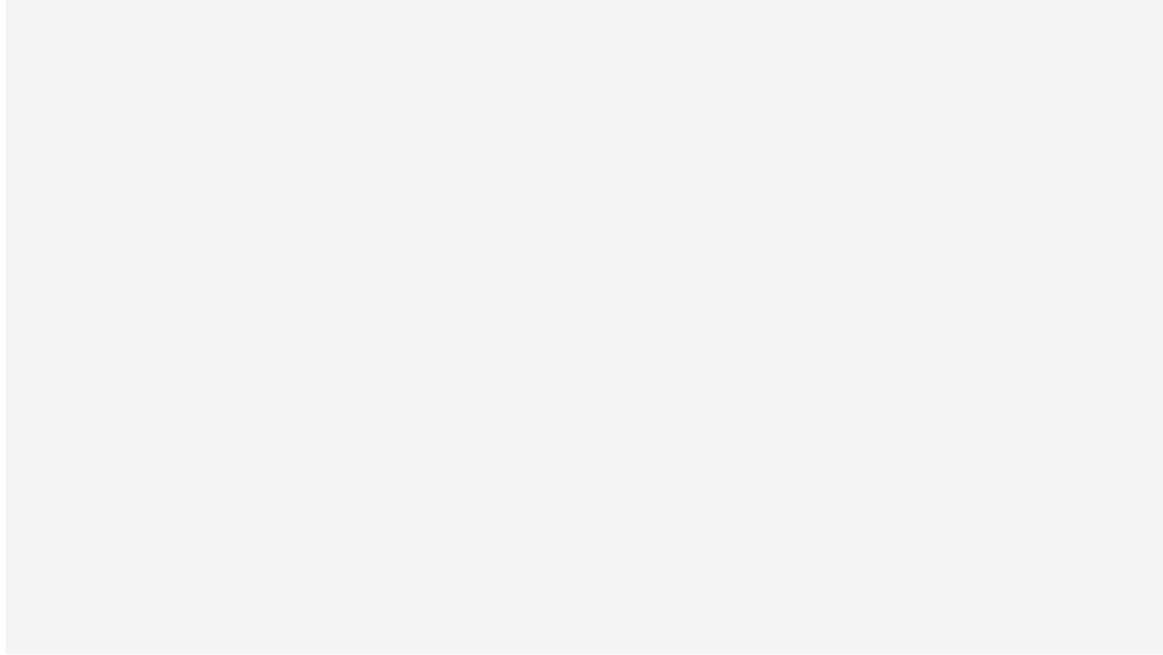
Lily’s “Chalkonator3000”

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Nikola Tesla Prize (Grades 6–8): “ISFD”

With a number of exceptional inventions in this category, it was perhaps the toughest to judge. So we’ve included *two* runners-up.

The prize goes to Bram, a middle school student from Villanova, Pennsylvania. His “ISFD,” or “Integrated Stress Fault Detector” is a potential solution to the devastation caused by building collapses. Using an arduino microprocessor and “flex sensor,” this device can alert emergency services when it detects excessive stress on structures like support beams, allowing more time for evacuation.

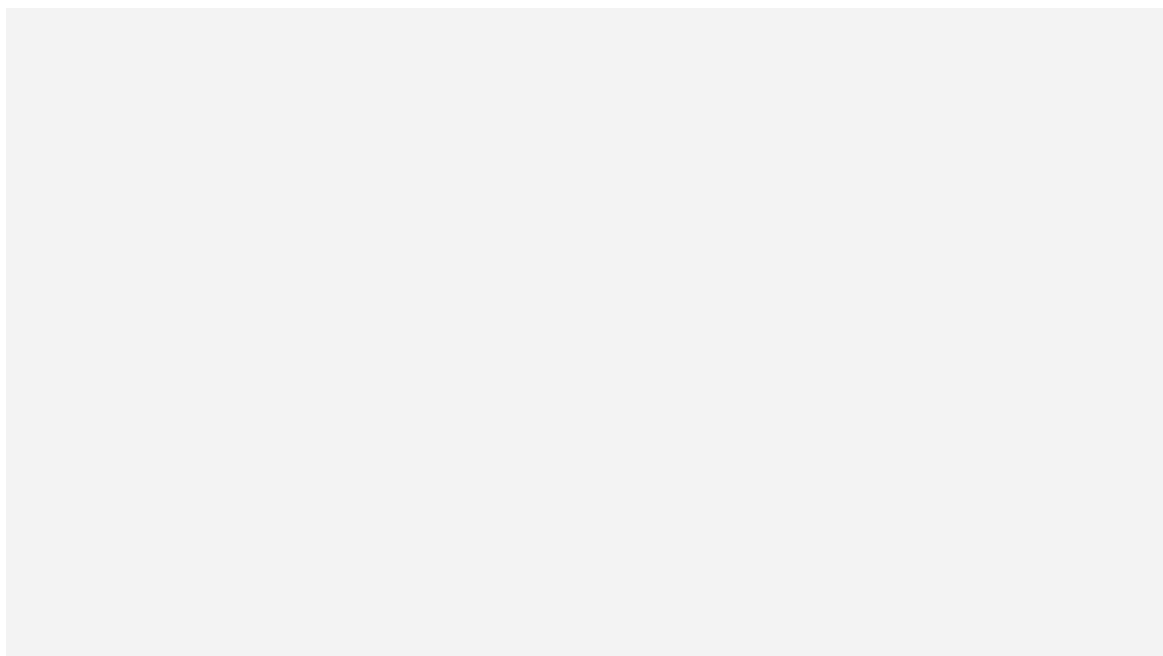


Bram's "ISFD"

Runner-Up: "Lose and Reuse App"

12-year old Colin, from St. Davids, Pennsylvania, is the inventor of the "Lose and Reuse App." This invention is designed to help users reclaim or recycle lost items, and to limit the negative environmental impact of waste:

"My invention is an app that allows users to find lost items and recycle unclaimed items into something brand new!"

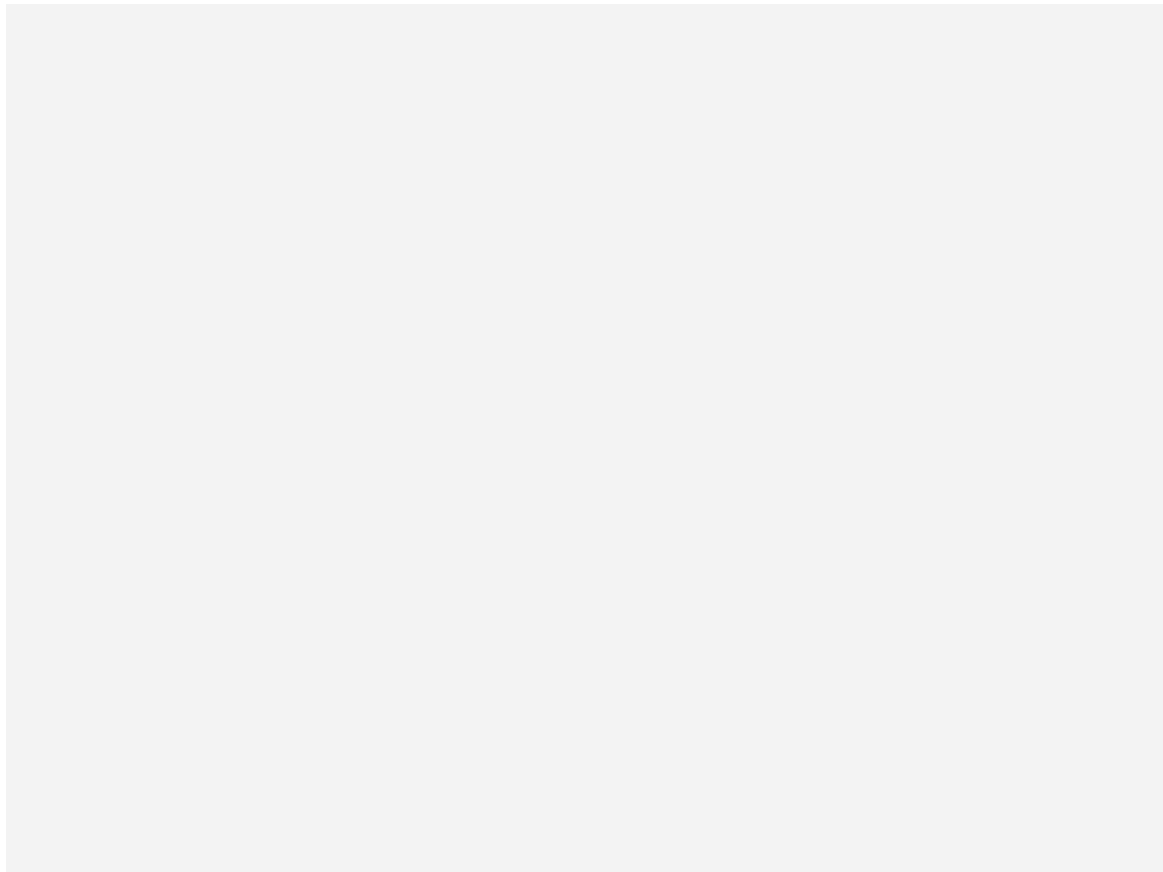


Colin's "Lose and Reuse App"

Runner-Up: "Card-GoCaddy"

Allie, a middle school student from Sioux Falls, South Dakota, is a prolific inventor with an eye for clever fixes to everyday challenges. (Also, check out her “[Got Your Back Binder Strap](#).”) Her invention, the “Card-GoCaddy,” makes it easier for families to play games together on long car trips.

“... can be used on the beach, or in a private jet, or camping, or anywhere. Folds up easy for storage when you make a rest stop. Screen Free and Electronics Free entertainment.”

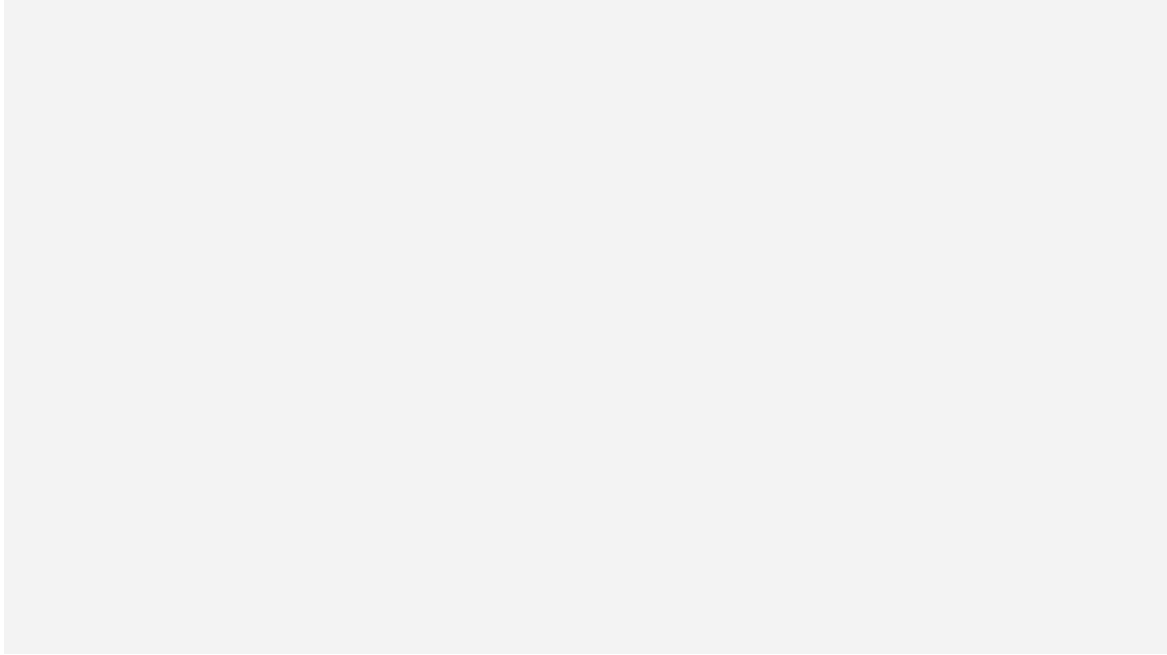


Allie's “Card-GoCaddy”

Leonardo Da Vinci Prize (Grades 9–12): “Switch Shelf”

Kellyn from Manchester, New Hampshire, takes this category. It's the simple, clever practicality of Kellyn's invention that impressed us most; a piece of furniture for people living in cramped spaces. With wheels fitted on to the back of a shelf, this piece of furniture can function as both a standup shelf, and a flat rollaway storage solution. It works by:

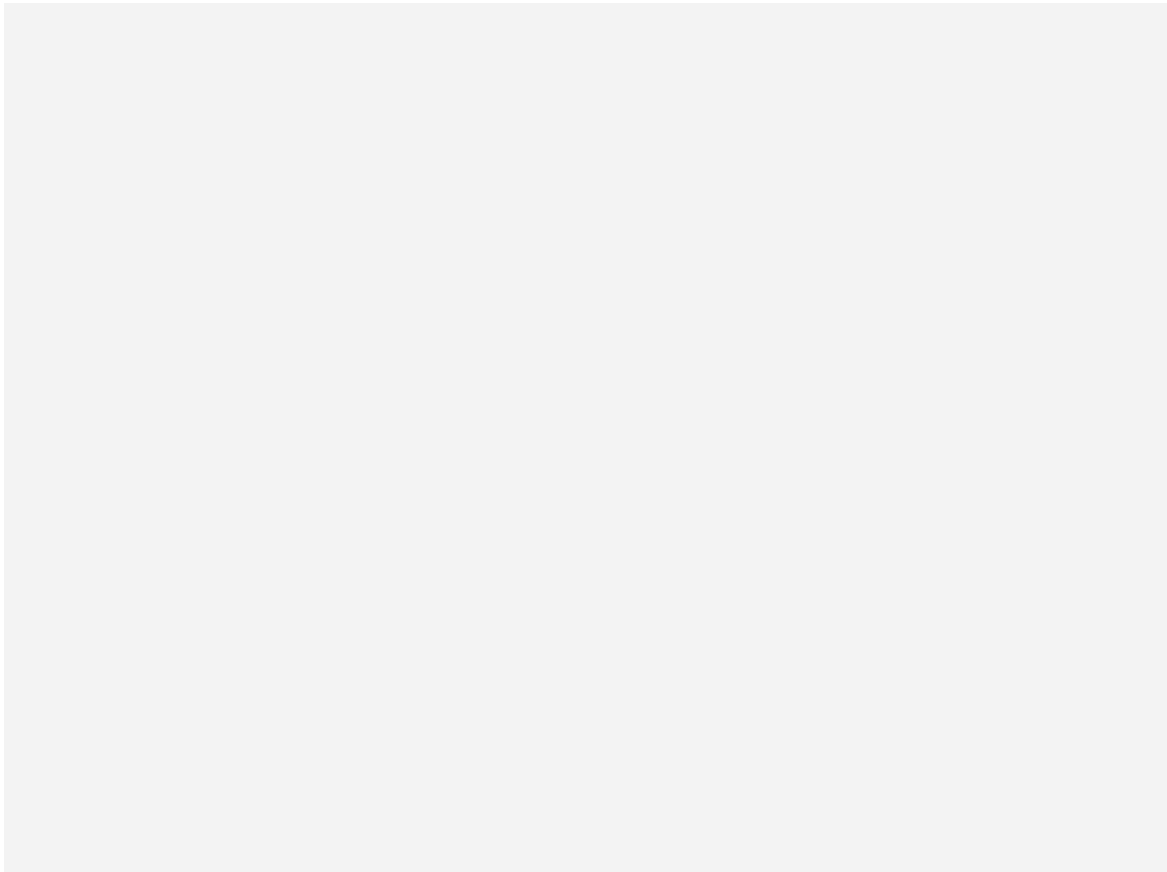
“... combining two organizational methods into one piece of furniture.”



Kellyn’s “Switch Shelf”

Runner-Up: “Illustria”

These high school students from New York invented an app to streamline the complex and daunting college scholarship application process. This app also works with local businesses and includes discount coupons to motivate and reward students as they use Illustria to travel the scholarship application journey.



“Illustria”

Thank you to our friends at AT&T Aspire for making the Inventor's Challenge possible. And to everyone who participated: *thank you for inspiring our confidence in the next generation of innovators and problem solvers.*

Check out more inventions on the 2017 Inventor's Challenge [YouTube playlist](#). We hope you'll join us again for the 2018 Challenge as well, and the upcoming Global Cardboard Challenge this Fall!

— Team Imagination & AT&T Aspire