COMPETITION FAQ

Q: What is Game Changer?
A: Game Changer: Manitoba’s Idea Competition is an exciting, two-part contest that will give all Manitoba residents over the age of 16 an opportunity to identify problems and work in teams to devise “game-changing” solutions, with a chance of winning up to $10,000 in cash prizes.

Q: How does Game Changer Work?
A: Game Changer is a two phase competition.

In Phase 1, individuals or teams (max. 2 individuals) can each submit up to a max. of 2 problems or challenges with a wide scope. The best 5 problems are chosen by a committee. Individuals or teams will receive $500 if their problem is selected.

In Phase 2, teams form made up of at least 2 individuals from Manitoba post-secondary institutions from different faculties/schools/degree programs, per team.

Q: Who can participate in the competition?
A: The competition is open to any Manitoban over the age of 16.

Q: Do you have to participate in Phase 1 and Phase 2 of the event?
A: Anyone can participate in either Phase of the competition, e.g. you can submit a problem in Phase 1 and not participate in Phase 2 on a team. Or you can participate on a team in Phase 2 (with a solution) and not have submitted a problem in Phase 1.

Q: How many problems can someone submit in Phase 1?
A: Individuals or teams can each submit up to a maximum of 2 problems.

Q: What are some examples of what a “global problem” would be?
A: Problems need to be practical and solvable. Some examples are:

• How can food waste be reduced in order to make quality food available for all?
• How can we detect early-onset Alzheimer’s disease before there is irreversible damage?
• How can we reduce CO\textsubscript{2} emissions in the transportation of goods?

Q: Can the problems come from an existing business?
A: No, entries must be ideas and not active businesses.

Q: How does someone submit their problem?
A: Problems need to be submitted via an online form on the Game Changer website www.umanitoba.ca/gamechanger by Wednesday, September 20, 2017.

Q: Do you have to be part of the winning problem to be part of the team that comes up with a solution?
A: Any eligible individual is allowed to create a solution to any one of the winning problems.

Q: What are the requirements of the team for Phase 2?
A: Teams must consist of between 3 and 5 members, 2 of which need to be affiliated with a Manitoba post-secondary institution. At least 2 faculties/schools/degree programs need to be represented. Cross institution participation is encouraged, but not required.
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Q: Can a team have a mentor or advisor?
A: Industry partners or mentors are encouraged (but not required), to act as an Advisor. If you need assistance locating an industry advisor/mentor please contact gamechanger@umanitoba.ca and we will do our best to find an appropriate Advisor, however it is not guaranteed. Advisors cannot compete at the final event and are not considered a member of the team, nor will they be formally recognized.

Q: Who owns the intellectual property arising from Phase 1 or Phase 2?
A: Solutions remain the property of the submitters, and if appropriate, intellectual property protection should be sought prior to disclosing the solution at the public event.

Q: How many teams can form a solution to each winning problem?
A: Multiple teams can form around any of the winning problems.

Q: When are the competition important dates?
A: Phase 1:
- **August 2017:** Competition launch, with a call for problems. We encourage problems with global reach (i.e. solve a large, real world global issue)
- **September 20, 2017:** Deadline for submitting problems (via online form on Game Changer website)
- **September 26, 2017:** The 5 chosen problems will be announced via the University of Manitoba Facebook page (live broadcast).

Phase 2:
- **November 1, 2017:** Deadline for submitting solutions (via online form on Game Changer website)
- **November 3, 2017:** Semi-finalist solutions (maximum 10) announced through e-mail and online
- **November 14, 2017:** Game Changer: Finale – Semi-finalist oral presentations, Q & A, and feedback in the Engineering Atrium, University of Manitoba. Winners selected by a panel of professionals and awarded cash prizes.

Q: What is expected in the solution submissions?
A: Solutions must be one to two pages of written content, with up to 10 pages of optional supporting material/appendices (e.g. charts, budgets, photos, figures, market research, etc.). A suggested template for important content will be provided on the Game Changer website.

Q: Does every team who submits a solution compete at the final event on November 14?
A: No, a Selection Committee will review all submitted solutions and up to 10 teams will advance to the final.

Q: What is required at the final event?
A: Teams who qualify to the final event on November 14 are required to prepare a five-minute oral presentation (can include Power Point and other necessary props and material).

Q: What are the prizes?
A: - Grand Prize Winner - $10,000
- 2nd Place - $5,000
- 3rd Place - $2,500
- People’s Choice Award - $500
- Remaining finalists - $500 each

Q: What is the point of Game Changer?
A: - Stimulate entrepreneurial thinking by students, the public and faculty. Everyone has a role to play in driving innovation.
- Promote effective teamwork within and among wide-ranging disciplines
- Engage non-traditional fields (social sciences, humanities, and fine arts) to collaborate with traditional entrepreneurial fields (e.g. business, engineering, science)
- Provide opportunities for emerging entrepreneurs to work with potential employers, advisors, and partners

Q: Who do I contact if I have more questions about Game Changer?
A: You can use the Game Changer e-mail address: gamechanger@umanitoba.ca