



Innovation Project: Unofficial Rules (ProjectB)

FIRST **ENERGIZE**
SM

PRESENTED BY
Qualcomm

A Good Innovation Project

What makes a good Innovation Project?

What makes a good Presentation?

We'll let you know when we find out!

- The Innovation Project is the most open-ended part of *FIRST* LEGO League Challenge.
- We are constantly getting new ideas and approaches
- A brilliant approach one season may be completely unsuitable the next.
- These “unofficial rules” work for Project Bucephalus – but that doesn’t mean you can’t do better!
- **Show Core Values throughout!**

Innovation Project: Unofficial Rules

#1: Research the Project

The Project has rules. Read the Engineering Notebook and Challenge Guide to understand which subjects are valid!



Innovation Project: Unofficial Rules

#2: Don't Fear The Rubric

*In fact, the rubric is a great template for your Innovation Project.
It shows exactly what the Judges are looking for!*



Innovation Project: Unofficial Rules

#3: Research, Research, Research

You can never do too much research!

*Don't rely on Google. Include documentaries, articles, books, interviews with professionals, and **hands-on experiments**.*

Multiple Sources!



Innovation Project: Unofficial Rules

#4: Keep it Professional.

Involve as many Professionals as possible in your Project.

An emailed list of questions can be just as valuable as a personal interview.



Innovation Project: Unofficial Rules

#5: Milk it for all it's worth

Every team has their own opportunities and perspectives.

Location, Hobbies, Jobs, Contacts – these are all opportunities. Use them in research, solution, or even the presentation!





Innovation Project: Unofficial Rules

#6: Start with your passions

Begin your Research in areas where team members are enthusiastic. The results may surprise you!

Stage, sporting field, or great outdoors can all provide unique problems to be solved.

Innovation Project: Unofficial Rules

#7: Rocket-powered wheelchairs are cool

Don't restrict your ideas to "Sensible" solutions. Sometimes crazy ideas are fun, interesting, and valuable. Just remember to treat them seriously





Innovation Project: Unofficial Rules

#8: Never underestimate the power of an idea

Don't be too quick to dismiss an idea for an Innovation.

Many good solutions have come from ideas that initially seemed "lame", uninspiring, or just a lost cause.

Innovation Project: Unofficial Rules

#9: Escape the Obvious

(Suggestion Only)

“Obvious” subjects will be tackled by lots of teams, particularly those mentioned in the Game Manual.

Look for something unusual!

Focus on a narrow area rather than an entire field – and then look for a broader application.



Innovation Project: Unofficial Rules

#10: Join the Circus

*Presentations can involve music, drama, special effects, gymnastics, dancing, mime, or **ANYTHING** you can think of.*

Be impressive. Be passionate. Be outrageous!





Innovation Project: Unofficial Rules

#11: 300 seconds

...that's how long you get for your Presentation. Don't waste a single one.

- *Set the scene and characters in the first few seconds – even if your presentation DOESN'T involve a skit.*
- *Go over the script and look for words to remove or shorten.*
- *Start strong and **be memorable.***
- *Rehearse!*

Innovation Project: Unofficial Rules

#12: The first script read-through should always go long

This is a good sign! Yes, you WILL have to cut material, but it's a sign of good research.

If you have time to spare, go and visit an extra professional or two (or read more books).



Innovation Project: Unofficial Rules

#13: FAQ (and Answers)

The Judges will ask questions: How do you prepare?

*Get the team used to being interviewed **BEFORE** the tournament*

Everyone should have something to talk about.

Innovation Project: Unofficial Rules

#14: Imitation is the sincerest form of flattery.

Murphy's Law for Innovation Projects...

The closer you are to your tournament, the more likely you are to discover someone has just solved the problem you are researching...or has come up with the same idea!

Don't let this discourage your team.

Research this new solution as part of your Project

Innovation Project: Unofficial Rules

#15: The Good Project

*Understand the purpose of the Innovation Project: **Discovery***

A Good Project will see your team members exploring, learning, and asking questions. Anything else is a bonus.



FIRST[®] ENERGIZESM

PRESENTED BY **Qualcomm**

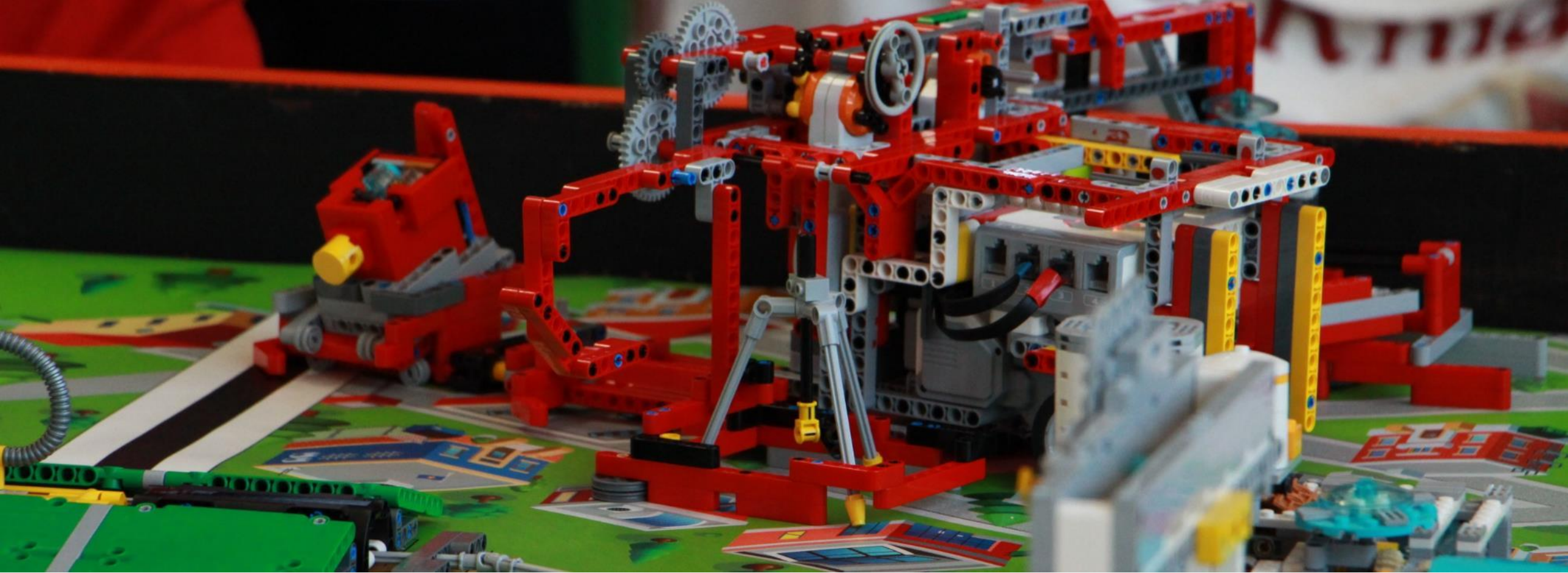


PRESENTED BY  **Raytheon**
Technologies



PRESENTED BY  **HAA5**
Gordon & Moore Foundation

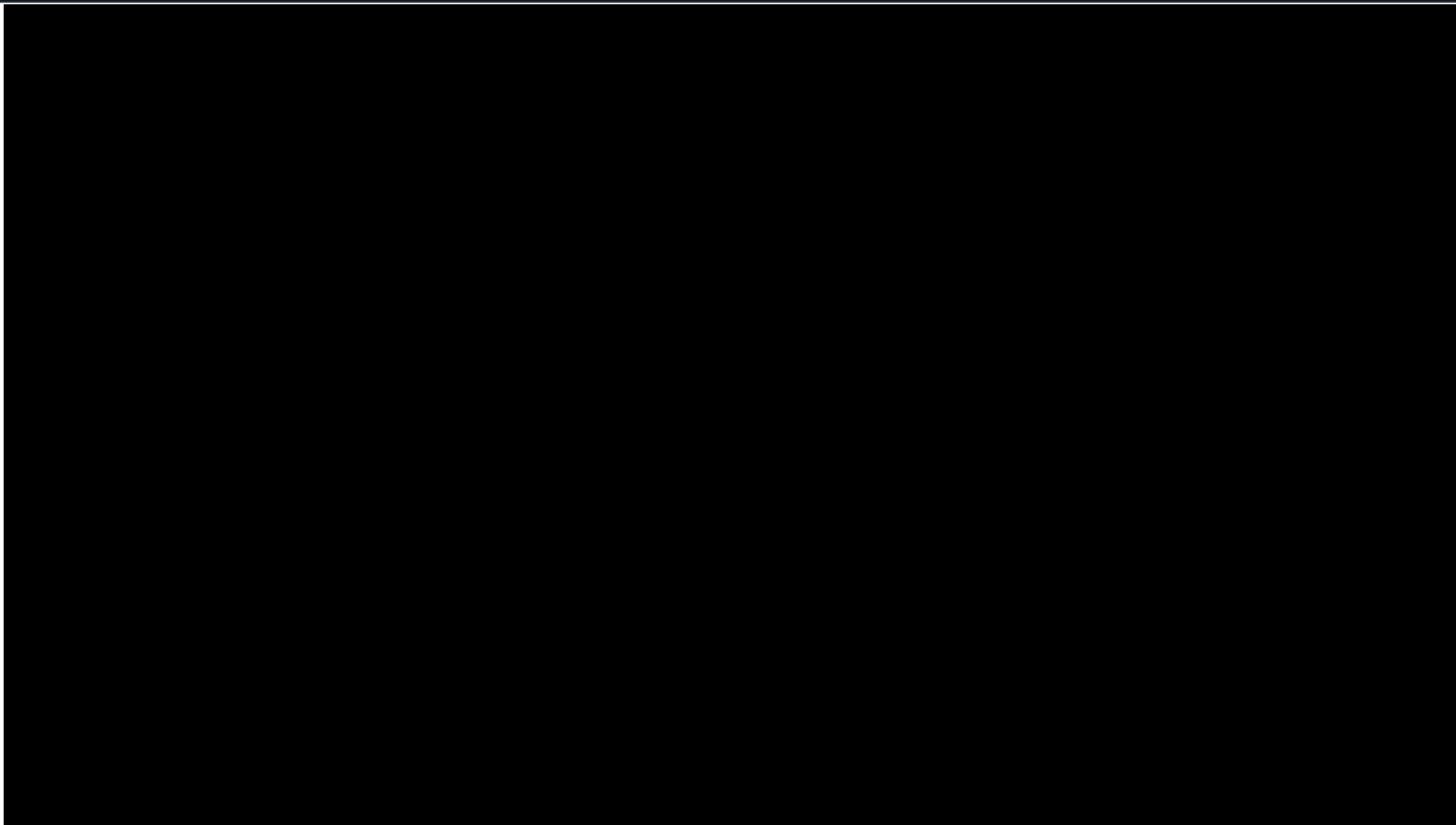
2022-2023 FIRST[®] Season



Innovation Project: Encore

FIRST **ENERGIZE**
SM

PRESENTED BY
Qualcomm





[Project B Animal Allies \(Denmark\)](#)

FIRST[®] ENERGIZESM

PRESENTED BY **Qualcomm**



PRESENTED BY  **Raytheon**
Technologies



PRESENTED BY  **HAA5**
Gates Hearn Foundation

2022-2023 FIRST[®] Season