

# Game Changer Challenge 2021 – Industry Partner

## Expression of Interest

Building on previous successes, the NSW Department of Education is seeking expressions of interest from industry partners to be involved with this year's [Game Changer Challenge](#). The Game Changer Challenge is a design thinking challenge open to all 2,200+ public schools across the state and centres on exploring tangible solutions for a real-world wicked problem.

**Expressions of interest close Friday 18 June**

## Background

### Harnessing the power of collaboration and creativity

One of the biggest drivers of the Game Changer Challenge is to encourage the interdisciplinary application of subject content to real-world problems and the development of general capabilities in students. As leaders of innovation and design thinking, our partnerships provide an instrumental role in delivering valuable learning outcomes and experiences for our students and teachers.

We live in an era of accelerated innovation and increasing uncertainty where the limits of technology lie in the imagination. The great challenges of the future will be solved by today's students. To flourish in this world, they will need to be deep thinkers, critical and reflective, empathetic and creative.

The Game Changer Challenge is an initiative of the department to develop and promote these future-focused skills among students and teachers, in the form of a design thinking challenge.

## Program Snapshot

- Applications are open until 11 June 2021
- 600 teams comprising more than 3000 students have registered
- 96 teams will be selected to compete in the virtual heats held in July and August.
- Winning teams from each heat (16 + 2 "wild card" teams) will travel to Sydney to participate in the 2-day, 2-night ultimate challenge held 8-10 September.

# 2021 Challenge Problem

**“Humans have unlimited needs, but the planet has limited capacity to satisfy them”**

This problem encourages students to think about sustainability, global thinking and ethical behaviour, while developing general capabilities in creative and critical thinking, and personal and social capability.

In 2021 teams will be addressing the problem above in one of two streams:

## **Create**

Teams who select the Create stream will work to create a product-based solution to answer: ***“How might we transform discarded items into something useful, beautiful or upcycled?”***

## **Advocate**

Teams who select the Advocate stream will undertake action research, creating social change through Implementation Thinking and persuading others by answering: ***“How might we rethink the use of single-use plastics in our community?”***

## Opportunities to Support (4)

### Personnel

#### **1. Judging Panellists**

Partners are invited to nominate a representative to sit on one of eight virtual judging panels at the Virtual Heats to assess work completed by our Game Changer Challenge teams. Panellists will be required on the day between **1:45pm and 3pm**.

We also request that judges are available to support the two winning teams from their respective virtual heats for 1-2 hours in August in the lead up to the ultimate challenge final on 8-10 September. This will be a virtual Q&A call organised at a time convenient for the winning team and the judging panellist.

#### **2. Tutorial Presenters (10-15 mins)**

Partners are invited to nominate a representative to present a short tutorial at the Ultimate Challenge Final on Thursday 9 September based around the Game Changer Challenge question above and exploring how the Create and Advocate stream questions intersect with the industry partner’s work or business.

#### **3. Ultimate Challenge Final Design Thinking Mentors**

Partners are invited to nominate a representative to participate in our Ultimate Challenge Final on Thursday 9 September face to face at the UTS Aerial Centre. Mentors will work with student teams

to provide guidance and expertise on the problem areas they are exploring and solutions they are developing.

*We recommend the same representative if possible for all three opportunities (judging panellist, tutorial presenter and design thinking mentor) as a way of building rapport and continuity with our Game Changer teams, however, each role can also be fulfilled by a different partner representative.*

*All partner representatives are invited to attend the finalist pitch session on Friday 10 September at UTS Aerial Centre.*

#### *Relevant skills:*

*We are seeking enthusiastic industry professionals experienced in design processes, skilled in developing creative solutions to real world problems, and able to communicate ideas to our Game Changer students ranging in age from 7 – 15 years old.*

## Prizes

### 4. Prizes

Partners are invited to contribute to the Game Changer Challenge prize pool with technology products and devices, as a value in kind sponsorship, or with a cash contribution.

## Timeline

<b>Monday 3 May</b>	The challenge opens!
<b>Friday 4 June</b>	Expressions of interest for industry partner open
<b>Friday 18 June</b>	<b>Expressions of interest for industry partners close</b>
<b>Wednesday 30 June</b>	Judging panellists and mentors finalised Sponsorship agreements signed
<b>Tuesday 27 July</b>	Virtual heat 1 - Rural North
<b>Wednesday 28 July</b>	Virtual heat 2 - Rural South & West
<b>Friday 30 July</b>	Virtual heat 3 - Regional South
<b>Tuesday 3 August</b>	Virtual heat 4 - Regional North
<b>Thursday 5 August</b>	Virtual heat 5 - Regional North & West
<b>Friday 6 August</b>	Virtual heat 6 - Metro North

<b>Monday 9 August</b>	Virtual heat 7 - Metro South
<b>Tuesday 10 August</b>	Virtual heat 8 - Metro South & West
<b>August (11-31)</b>	Judging panellists available for 1-2 hours for a virtual Q&A call with winning teams
<b>Wednesday 8 – Friday 10 September</b>	Teams compete in the ultimate challenge final held at UTS Aerial Centre, Sydney

## Selection Criteria

The successful applicant will be selected according to the criteria listed below and will work in collaboration with NSW Department of Education within the parameters outlined in the Special Conditions section:

- Ability to provide resources in accordance with the special conditions and timeline outlined in this EOI
- No conflict with departmental initiatives, programs or priorities including procurement contracts with existing or pending suppliers (including those on a prequalification scheme)
- Level of investment offered and capacity to add value to the Game Changer Challenge program and student educational outcomes and experiences
- Expertise and experience in designing solutions to real world problems
- Experience in communicating effectively and constructively with a student audience to provide practical and impactful advice
- Organisational alignment with the department's values, priorities, target audience, corporate image and reputation
- Variations requested to the opportunity and benefits and the department's capacity to accommodate them
- Sufficient resources to ensure deadlines for contracting, communications and collateral are met

## Special Conditions

- All partner personnel attending virtual and face to face events associated with the Game Changer Challenge will be required to provide a current **Working with Children Check** number prior to participation
- Successful respondents to the EOI will be required to countersign a **Sponsorship Agreement** or **Letter of Agreement** subject to:
  - Sponsorship Policy (<https://education.nsw.gov.au/policy-library/policies/sponsorship-policy>)
  - Sponsorship and Commercial Arrangements Implementation Procedures (<https://education.nsw.gov.au/policy-library/associated-documents/PD-2005-0295-02-SponsProc.pdf>)
- The department reserves the right to respectfully decline the offer of products and devices if those products and devices present on-costs (for example in set up, maintenance and technical support) that the department (through its ITD directorate) is unable to support.

## Partner acknowledgement and benefits

The department will provide acknowledgement on appropriate Game Changer Challenge marketing and communications materials. At the discretion of the department this may include web, printed collateral, event items, videos, media releases or social media content.

## How to express your interest

Please complete the [EOI online form](#) to indicate which opportunities are of interest to you, or contact us directly by **Friday 18 June**.

## Contact

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