**APPLICATION QUESTIONS**

*Your application to the #DigiInventors Challenge should answer the following question:*

***“How can digital technology and/ or e-gaming be used to re-invent the game of field hockey to inspire increased physical activity, participation, and well-being of our young people?” Earn extra points if your idea has a positive impact on our environment and supports efforts to reach net carbon zero.***

*IMPORTANT: Entries must never have been published on any website, blog or online forum, nor have won or/ been placed (i.e. 2nd, 3rd, runner up etc) in any other competition.*

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| **School:**  **Team name:**  **Team members name:**  **Teacher/ Mentor name:** |
| **Q: How does your idea re-invent the game of field hockey to inspire increased physical activity, participation, and well-being of our young people**  Your application should explain how it will re-invent the game of field hockey and increase activity and participation. Make sure you explain why it is important to the health and well-being of young people. To make sure you get the best score possible your answer should refer to researched facts and numbers to help explain how big the problem is that your idea will help fix. |
| **A:** |
| **Q: What is your idea and how does it work?**  We are looking for a description of a brand-new digital idea. Judges will need to understand what your digital idea is and exactly how it will work. |
| **A:** |
| **Q: How does your idea apply digital technology and/ or e-gaming?**  The best applications should show how much you understand about the technology your idea is developing or will use. Your idea needs to be realistic as we want to help you make it a reality. |
| **A:** |
| **Q: How does your solution benefit the environment and contribute to achieving net zero carbon emissions?**  Research ways that digital technology solutions can contribute to achieving net zero carbon emissions. |
| **A:** |
| **Q: Could your idea be made available to all young people? If so, how?**  Your application should tell us how you think your idea can be made available to all young people. This should include ideas on how you could advertise your idea or what you could do to make it easy for everyone to access your technology. |
| **A:** |
| **Q: Why do you think your idea should win?**  Your application should explain what you think will make people want to use your idea? And what are the benefits of your idea for health and wellbeing of young people? |
| **A:** |

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| **Team presentation/video**  Presentations/videos should help the judges clearly understand your idea and how it will work.  Your pitch should include:   * What problem of young people’s health your team is trying to solve and why is it important to the health and care of young people? * How big the problem is **(include facts and figures).** * What your solution is and how it will work. * Diagrams/drawings/images of your solution **(no more than 4).**   **Important: No more than 4 diagrams and video no more than 5 minutes long** |
| **Please include a link to the presentation/video or share it with your teacher so it can be sent with your application (when submitting if via GLOW please ensure the** [**info@digiinventors.com**](mailto:info@digiinventors.com) **email address is added for access)** |