

Keen to work on an impactful project?

Take on this real-world challenge and get your creative juices flowing!

Submission Rules and Criteria

- The National Design Project is open to all current primary, secondary and preuniversity students in Singapore.
- Entries must be submitted by a team comprising four (4) to (5) members.
- Each team is only allowed to submit a maximum of ONE (1) entry.
- Each school can send in a maximum of two (2) teams.
- · All entries must be supported by research. Submissions must include the following:

1. Project Overview: what is your problem statement, why the issue you are trying to solve is

important, who is your target audience, etc.

2. Research Findings: what did you find out about the issue you are trying to address through

your research (surveys, interviews, articles, etc.).

3. Proposed Solution: rationale of the proposed solution (why do you think the solution

addresses the issue you have identified), how does the solution

function.

4. Physical Prototype: this can be a physical model of your proposed solution or a

poster/video depending on your solution. Please have a digital image

of your prototype as well.

- Entries must be submitted in digital format. The submissions must include images of the
 physical prototype. Participants will be advised about submission of physical prototype
 after shortlisting of projects is completed. Formats can include PDF, JPEG, MP4 files up to a
 maximum of 3MB per file, up to a total of 9MB per submission.
- Participants may have to submit high quality files upon request.
- All entries submitted must be original work and must not have been submitted for any commercial purposes.
- Any infringement of intellectual property, copyright or evidence of plagiarism will render the entry disqualified.
- All entries must contain the following information:
 - Full name of team members
 - · School Name of Institution
 - Name of Teacher-in-Charge Email and Contact number
 - All submissions must be received no later than 1800hrs, Friday, 8 September.



1. Relevance: how relevant the proposed solution is to the problem identified

2. Originality: aesthetic, innovation, creativity and quality of work

3. Feasibility: functionality and usefulness

* 3 Selected **Projects**

- Shortlisted teams will be notified by email/phone and may be invited for a presentation and interview. Shortlisted teams will also be invited to showcase their work at the Design Education Summit in November 2023.
- It is the legal responsibility of each participant to ensure that no copyright has been infringed for the designs submitted.
- Entries that do not fulfil the submission criteria will be deemed ineligible and will be disqualified.
- Selected teams may be interviewed by the Organiser and media. They are to consent to the public disclosure of their names and the projects submitted.
- All shortlisted/winning entries may be showcased locally within the premise
 of the Organiser, or any external location deemed reasonable by the
 Organiser without prior permission sought for by the Organiser.

n*. 4 Organiser's Rights

- The Organiser reserves the right to disqualify any participant or entry that does not comply or that is found to have breached the Rules and Criteria.
- The Organiser reserves the right to revise these Rules and Criteria at any time without prior notice being given.

Organised by



Supported by

