



# **Illuminate Challenge**

## **Student Packet**

Team Name: \_\_\_\_\_

Mentor Name: \_\_\_\_\_

Team Members: \_\_\_\_\_



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# I. Welcome to the Illuminate Challenge

The Illuminate Challenge is a high school innovation competition organized by Luminosity Lab, a student-led research and development lab at Arizona State University. The competition is designed to empower and engage young students in solving real-world problems and pursuing their passions, while encouraging creativity, critical thinking, and entrepreneurship. The competition is open to **teams of four or fewer students** who are currently enrolled in high school.

This competition has 3 phases including a project proposal, pitch presentation, and build phase and presentation through which teams can develop their projects and showcase their innovative solutions. The phases of the competition are as follows:

1. Proposal and 2-Minute Video (August - October 2023): Teams register for the competition and submit a proposal outlining the issue they aim to address and their proposed solution. In addition, they create a 2-minute video explaining their project, highlighting the problem statement, and showcasing their innovative idea.
2. Pitch Presentation Phase (November - December 2023): Based on the submitted proposals and videos, a panel of judges selects the top 7 teams to advance to the pitch presentation phase. These selected teams are given the opportunity to present their projects in front of the judges, where they elaborate on their proposed solution, its potential impact, and their implementation strategy.
3. Build Phase and Showcase (January 2023 - March 2024): From the pitch presentations, the judges choose the top 3 teams to proceed to the build phase. In this phase, these teams are given resources and support to further develop and build out their proposed solutions. They can refine their designs, create prototypes, and implement their ideas in a tangible form. The culmination of the Illuminate Challenge is the Presentation and Showcase event. The top 3 teams selected for the build phase will present their fully developed projects to a panel of judges and a wider audience. They demonstrate the functionality and effectiveness of their solutions, explain the methodologies they employed, and highlight the impact their innovations can make in addressing the identified problem.

Whether students are passionate about science, technology, social entrepreneurship, or any other field, the competition provides a supportive environment for them to explore their ideas and turn them into reality.



## II. Important Dates and Deadlines

All of the dates listed below can also be found on <https://illuminatechallenge.com>, where you also have the option to add the dates to your Google Calendar.

| <b>Date</b>                    | <b>Time</b> | <b>Event</b>                             | <b>Location</b>   |
|--------------------------------|-------------|--|---|
| October 6- November 6, 2023    |             | Phase 1: Proposals                       |   |
| October 6, 2023                |             | Registration Deadline                    | <a href="https://forms.gle/y6mijq4mTy82Dt957">https://forms.gle/y6mijq4mTy82Dt957</a> |
| October 6, 2023                |             | Form Submission Deadline                 | <a href="https://forms.gle/UT7toK9fv8KmT9Bp8">https://forms.gle/UT7toK9fv8KmT9Bp8</a> |
| August 30- October 11, 2023    |             | Webinars                                 |   |
| September 6- November 15, 2023 |             | Office Hours                             |   |
| October 20, 2023               |             | Proposal Submission                      | <a href="https://forms.gle/5T7cdT1ZpcR4Xu1J9">https://forms.gle/5T7cdT1ZpcR4Xu1J9</a> |
| November 6, 2023               |             | Semi-Finalists Announced                 |   |
| November 7- December 4, 2023   |             | Phase 2: Pitch Presentations             |   |
| December 2, 2023               |             | Pitch Presentation Event                 |   |
| December 4, 2023               |             | Finalists Announced                      |   |
| December 5- March 2024         |             | Phase 3: Build Phase                     |   |
| March 2024                     |             | Illuminate Showcase, Final Presentations | Luminosity Expo   |



### III. 2023-2024 Prompt

How can you create sustainable and inclusive infrastructure that benefits all communities, including those in developing regions? What could you build to make it easier for citizens of your community to have equal access to resources, services and opportunities? How would you innovate on industries and their practices to be more sustainable and better address the concerns of the environment and community they're involved in, considering natural disasters, manufacturing, and other common obstacles?

These are just a few questions to consider around the UN's Sustainable Development Goal (SDG) #9: Industry, Innovation, and Infrastructure. Build a team to respond to these questions, or one of your own, with a product that would improve your community or the world. Register your team with the Luminosity Lab's Illuminate Competition for the opportunity to present and build your idea, and begin improving the world around you!



## IV. Rules and Guidelines

Failure to comply with any of these rules will result in team disqualification.

1. Teams are made up of four students or less
2. Every member is a current high school student that will not have graduated before May 2024
3. Each team must have one formal mentor. A mentor must be an individual over the age of 18 and can not be currently enrolled in high school. Ideally the individual mentoring would have obtained a bachelor's degree or some other form of higher education. Examples of mentors include teachers, parents, or administrators.
4. Students must complete every aspect of each phase
5. Teams must register each individual by the correct deadline, otherwise, the team's proposal submission will be disqualified
6. Each team must have a community partner or industry professional
7. Students' ideas are original and not in production at the time of proposal submission
8. NO plagiarism will be tolerated. Plagiarism will result in an immediate disqualification
  - a. Idea must originate from (a) student(s) on the team, NOT from a teacher or industry professional
  - b. Idea cannot have been submitted in a previous competition
  - c. Idea cannot be developed beyond ideation phase prior to proposal submission
9. Interactions between and within teams, judges, and Luminosity Lab are professional and respectful
10. Each team must create a team Google account. The email will be used for all communication with Luminosity staff. Additionally, the account will be attached to team videos, communication, and team documents. Account creation is required for professional communication and will be required in order for teams to upload



their short video to YouTube during the proposal phase. The email should be appropriate and reflect your team name.

11. Each team member must complete the permissions form attached at the end of the Student Packet and obtain guardian approval to participate in Illuminate Challenge. Submit all forms through <https://forms.gle/UT7toK9fv8KmT9Bp8>.



## V. Phase Scoring

The following section outlines the criteria and categories that will be used for evaluating and scoring the submissions in this competition. Each category is assigned a specific weight that reflects its relative importance in the overall evaluation process. Positive and constructive feedback will be provided to teams based on the evaluation to support their growth and improvement. Please refer to the criteria, categories, and weights below for a comprehensive understanding of the evaluation process.

### **Phase 1: Proposal Evaluation**

#### Category 1: Innovation (Weight: 35%)

- Solution is original
- Research is done regarding other solutions for inspiration and awareness, but not completion of the project
- Examples of specific possible community partners
  - i. brief background
  - ii. relation to the problem

#### Category 2: Feasibility (Weight: 35%)

- Solution makes sense and is possible
- Mechanics and software elements are thoroughly researched

#### Category 3: Formatting, Grammar, and Spelling (Weight: 10%)

- Proposal should have little to no grammar or spelling mistakes
- The proposal should be thoroughly edited

#### Category 4: Professionalism (Weight: 10%)

- Sincere tone that speaks to the attitude held towards the project should be used
- Careful attention to detail

#### Category 5: Organization (Weight: 10%)





- The proposal should be visually appealing
- The proposal should be organized in the specified manner previously described
- All content requirements are met in the sections previously described

## **Phase 2: Pitch Presentation**

### Category 1: Feasibility (Weight: 35%)

- Solution is feasible
- Community partners are listed and explained
- Sound mechanics and reasonable explanations for any software/mechanical aspects in depth

### Category 2: Added Value (Weight: 35%)

- Solution is original
- Iterations of the solution and consideration for existing solutions are addressed
- The solution aims to create a better world

### Category 3: Professionalism (Weight: 10%)

- The entire presentation conveys a very professional tone while maintaining audience engagement
- Each section makes sense and follows a natural order
- There is cohesion among team members

### Category 4: Intent to Implement (Weight: 10%)

- The team plans to deliver their solution to their stakeholder(s)
- The plan is reasonable
- The plan is in motion

### Category 5: Proposal Score (Weight: 10%)



### **Phase 3: Build Phase**

#### Category 1: Feasibility (Weight: 35%)

- Solution makes sense and is mechanically sound
- Solution has potential for scalability
- Solution operates the way it was intended

#### Category 2: Incorporated Feedback (Weight: 35%)

- Solution passed through multiple iterations, each of which was informed by stakeholder input
- Solution has been tested and adapted based on the results
- Solution has added value to the stakeholder in a novel manner

#### Category 3: Professionalism and Aesthetics (Weight: 10%)

- Solution is presentable
- Thought has clearly been put into the aesthetics of the solution so as to convey a finished, if not finalized, look
- Evidence of iterations and progression of the solution is apparent

#### Category 4: Next Steps (Weight: 10%)

- Team has a clear idea of what future iterations of their solution might include
- Team intends to bring the solution to a logical next step (to another stakeholder, through another round of testing, to market, etc.)
- Team has analyzed the impact their solution can make and intends to follow through to a reasonable extent

#### Category 5: Pitch Score (Weight: 10%)



## VI. Webinars and Office Hours

Listed below are the dates, times, and topics of webinars and office hours provided by Luminosity Lab. These events are hosted and available to all participating teams with a goal of providing additional information, clarity, and support for students. Also, every semi-finalist team will be assigned a Luminosity student mentor who will be available for questions, meetings, and support throughout the pitch presentation phase.

| Date       | Time | Topic                              |
|------------|------|------------------------------------|
| 08/30/2023 | TBD  | Project ideation and brainstorming |
| 09/06/2023 | TBD  | Office Hours                       |
| 09/13/2023 | TBD  | What is a proposal?                |
| 09/20/2023 | TBD  | Office Hours                       |
| 09/27/2023 | TBD  | Technical writing                  |
| 10/04/2023 | TBD  | Office Hours                       |
| 10/11/2023 | TBD  | Software to use                    |
| 10/18/2023 | TBD  | Office Hours                       |
| 11/08/2023 | TBD  | Pitch vs. presentation             |
| 11/15/2023 | TBD  | Dos and don'ts                     |



## VII. Proposal Guidelines

Submission requirements include the written proposal and a summary video. Please reference the directions and expectations below for more information.

### Written Proposal

Below is a general outline of what is expected from each team in the initial written project proposal. The written proposal can be no longer than 10 pages. Visuals, the team cover page, and reference pages do not factor into the page count. Please use an appendix to showcase any or all visuals. To see additional examples of the written proposal please navigate to \*INSERT WEBSITE HERE\*, previous winning proposals can be found there. Below is the expected outline for the written proposal.

- 1) Cover Page
  - a) Include project name, names of the team members, school, instructor or supervisor, and date of submission
- 2) Introduction and Problem Outline
  - a) Introduce the problem at hand
  - b) Specify which interpretation of the prompt will be addressed
  - c) Ensure the problem statement is clearly stated
- 3) Research
  - a) Must be in MLA or APA format
  - b) Include sources utilized to further understanding of the problem
    - i) Recommended place to begin:  
<https://sdgs.un.org/goals/goal2>
  - c) Include any research conducted in the team's community
    - i) Interviews with potential community partners
    - ii) Interviews with people who have experience with the problem
- 4) Solution Outline
  - a) Define solution
  - b) Explain how it would work



- c) Detail all the ways in which it solves the problem
- d) Preliminary design
  - i) CAD or wireframe (Recommended softwares: Fusion 360 or Figma)
- 5) Community Partner(s)
  - a) Include identified individuals that might serve as community partners or stakeholders (1-3 in total)
  - b) Explain their relationship to the problem
  - c) Provide relevant background on them
- 6) Timeline
  - a) Detail the stages in which needed to produce and implement the solution
  - b) Can be graphical or prose, but must explain each stage in detail
- 7) Team
  - a) List each team member with relevant background
- 8) Insert the Summary Video link
- 9) Appendix
  - a) All visuals should be located here
- 10)Reference Page
  - a) Please cite any or all resources used.

### **Summary Video**

This video should be roughly 1-2 minutes. It should be a slide presentation with a voiceover- to do this, we recommend that teams use iMovie for simplicity. The summary video should be submitted and the link should be included at the end of the written project proposal. This video should include the chosen problem statement and a high level overview of the proposed solution. All videos should be posted as unlisted on the teams youtube page. Please use the directions below to post the video.

- 1) Create a YouTube account using the team's email address.
- 2) Navigate to the plus sign on the YouTube homepage.
- 3) Click on "Video", locate the desired video you wish to upload.
- 4) The video that you have chosen will pull up and play, please make any cuts or edits here if you have not done so. Otherwise click "Next" to continue.



- 5) Add a title, please list your title as “Illuminate Competition 2023-2024: INSERT TEAM NAME HERE”
- 6) Change your visibility to “Unlisted”
- 7) Once the title and visibility is completed. You can click “Next”, and finally click “Upload Video”
- 8) Copy the unlisted link and insert it into your presentation. If you no longer can view this video, please use YT Studio to find the link, it will not show on your public facing channel.



## VIII. Pitch Presentation Guidelines

For the Pitch Presentation Phase, semi-finalist teams are required to create a pitch presentation and further ideate on their proposed solution to the prompt. Teams are also required to identify a community partner/stakeholder who provides feedback on plans and designs based on the problems they face on a regular basis. This is a large part of how the team will earn points in both Feasibility and Added Value. Additionally, during this phase, each team will be matched with an Illuminate Staff member for mentoring throughout this phase of the competition.

### 1) Professionalism:

- a) Dress professionally and maintain a polished appearance for pitch presentation
- b) Use clear and concise language
- c) Maintain good posture and eye contact to establish credibility and engage with the judges.
- d) Prepare well-rehearsed and organized presentations with a logical flow of ideas.
- e) Demonstrate confidence and enthusiasm for your project throughout the pitch.
- f) Keep pitch within 5 minutes
- g) Be prepared to answer questions from the judges confidently and knowledgeably.

### 2) Implementation:

- a) Clearly outline your project's goals, objectives, and milestones.
- b) Provide a detailed implementation plan, including timelines and specific tasks required to achieve your objectives.
- c) Discuss any potential challenges or risks you anticipate and explain how you plan to mitigate them.
- d) Showcase any existing prototypes, models, or evidence of progress made towards implementation.
- e) Demonstrate how you communicated and worked with your stakeholder.

### 3) Feasibility:

- a) Clearly articulate the feasibility of your project, considering technical, financial, and logistical aspects.
- b) Present a realistic budget, outlining the required resources and their associated costs.
- c) Explain your project's scalability and its potential for growth or expansion in the future.



- 4) Added Value:
  - a) Clearly communicate the unique value proposition of your project and its potential impact.
  - b) Explain how your project addresses a specific problem or meets a market need.
  - c) Showcase the potential benefits and advantages your project brings to stakeholders and end-users.
  - d) Highlight any competitive advantages, such as innovative features or intellectual property.
  - e) Provide evidence or case studies to support claims about the added value your project offers.
- 5) Stakeholder/Community Partner
  - a) Identify who the stakeholder is and how they pertain to your problem statement
  - b) Provide evidence of working to solve a problem they face regularly, including getting their feedback on iterations to ensure an accurate solution





## IX. Build Phase Guidelines

In the Build Phase, each team will be required to build out the first tangible prototype of their solution. This phase will be tailored to the needs of each of the three teams and will heavily involve the mentors and Illuminate staff members to identify what this phase will entail and what is appropriate to build within the constraints. Each team will need to:

- 1) Provide a Budget
  - a) Budget should include
    - i) Each item you need for your design
    - ii) How many of each item are needed
    - iii) Individual unit price for each item
    - iv) Link to where that price was found
    - v) A total cost
  - b) Talk to your mentor and Illuminate Staff member about how to format your budget, and make sure it is checked multiple times with them to reduce any miscommunication about what is needed
- 2) Fulfill all Expectations
  - a) Meet with your mentor at least twice a month. These meetings should entail updates on progress, discussion of obstacles, and any major decisions to pivot or alter your design. You may coordinate as many meetings with them as needed
  - b) Meet with your Illuminate Staff member at least twice over the course of the phase. You may coordinate as many meetings with them as needed
- 3) Adhere to All Safety Rules
  - a) Ensure that you are following all safety regulations when dealing with tools of any kind, especially power tools
  - b) If you are ever unsure about how to proceed or use a tool, do NOT continue without your mentor or Illuminate Staff member present
  - c) Reference the release at the end of this document

In addition, each team will be able to use the Luminosity Lab as a resource. Located in Tempe, AZ, the Illuminate Staff will coordinate with you to find a time to visit if it is possible and beneficial to the team! Make sure to bring all inquiries and questions you have to your Illuminate Staff member. They will serve as your liaison to the lab and will help get you in touch with any resources the Luminosity Lab can provide.



## X. Recommended Tools and Software

Access to valuable resources can greatly empower and enhance the journey of participants in the Illuminate Challenge. Here are some key resources that are available to support and guide you throughout the competition. Utilize these resources to unlock your potential, fuel your creativity, and achieve your goals. Please note that if you choose to use open-source art, graphics, etc., you should disclose that in a proposal or pitch.

*Figma*- Figma is a powerful design and prototyping tool that enables teams to collaborate on creating user interfaces and interactive designs. It allows for real-time collaboration, seamless design handoff, and prototyping capabilities, making it an ideal platform for designing and iterating on user experiences. Figma also has a platform called FigJam that can be great for brainstorming and ideation.

[www.Figma.com](http://www.Figma.com)

*Inkscape*- Inkscape is a free and open-source vector graphics editor. It provides a wide range of tools for creating and editing graphics, making it useful for designing logos, illustrations, icons, and other scalable graphics. Inkscape's user-friendly interface and extensive feature set make it a versatile tool for graphic design projects.

<https://inkscape.org>

*Midjourney*- Midjourney AI is a creative platform that allows users to generate unique worlds, characters, and images through the use of short text descriptions. It is a text2image converter AI tool which generates images based on your prompts.

[www.midjourney.com](http://www.midjourney.com)

*Draftbit*- Draftbit is a no-code platform that empowers users to design, build, and launch mobile apps without coding knowledge. It provides a visual interface and pre-built components, allowing users to drag and drop elements to create customized mobile app interfaces. Draftbit simplifies the app development process and enables rapid prototyping and iteration.

<https://draftbit.com>

*Xano*- Xano is a backend-as-a-service platform that simplifies backend development for web and mobile applications. It offers a suite of tools for building and managing APIs, handling data storage, authentication, and other backend functionalities. With Xano, developers can quickly set up a robust backend infrastructure, saving time and resources.



[www.xano.com](http://www.xano.com)

*TinkerCAD*- CAD software enables users to create detailed and precise 2D and 3D models of objects, structures, or systems. It is commonly used in engineering, architecture, and product design to visualize and simulate designs before production. CAD software allows for precise measurements, analysis, and documentation of designs, facilitating efficient design iterations and collaboration.

<https://www.tinkercad.com>



## XI. Required Form

The form below must be completed by all participants and mentors. It must be submitted through <https://forms.gle/UT7toK9fv8KmT9Bp8> in order to participate in the Illuminate Challenge. Failure to complete this form will result in disqualification from the competition.



# ILLUMINATE INNOVATION CHALLENGE

## STUDENT CONSENT TO PARTICIPATE AND RELEASE AGREEMENT

The Participant identified below (“Participant”) desires to participate (as a team member, coach, mentor, judge, volunteer, trainee, or in some other manner) in the *Illuminate Innovation Challenge* program hosted by The Luminosity Lab at Arizona State University. For detailed information about *Illuminate*, visit <https://illuminatechallenge.com>.

In consideration of and as a condition of allowing Participant to participate in a Program, The Luminosity Lab requires that the Participant agree to the terms of this Consent to Participate and Release Agreement (the “Agreement”). Participant understands that participation in the Programs is voluntary. Intending to be legally bound, Participant (or their parents or legal guardians, if Participant is under age 18) knowingly and voluntarily executes this Agreement on behalf of him/herself and their personal representatives, heirs, and next of kin. References to “Participant” in this Agreement include the Participant’s parents or legal guardians if the Participant is under age 18, unless otherwise noted.

### 1. Assumption of Risk:

- (a) Participant understands that participation in the Program may expose Participant to risks of injury and illness including, without limitation, injury and illness resulting from building, lifting, and using electrical/mechanical robots and robot components; using tools; other participants; physical activities; COVID-19 (see below) and other infectious diseases; and other activities associated with participation in the Program. Participant understands that *FIRST* does not select, employ, supervise or otherwise exercise authority or control over the coaches, mentors, and other participants during their participation in the Program.
- (b) Participant acknowledges and agrees that they are primarily responsible for their safety. The Parent/Guardian of a Participant under 18 years of age acknowledges and agrees that the Parent/Guardian is primarily responsible for the Participant’s safety and that the Parent/Guardian will monitor, as appropriate considering the age of the Participant and other factors, the Participant’s participation in the Program.
- (c) COVID-19. Participant understands and agrees that participation in the Program presents certain risks and dangers to Participant, both serious and minor, arising from being exposed to the COVID-19 virus. COVID-19 is a disease caused by the virus SARS-CoV-2, declared by the World Health Organization to be a global pandemic. Participant understands that COVID-19 is considered highly contagious and is primarily spread from person-to-person, including by asymptomatic persons. COVID-19 is more likely to spread when people are in close proximity to one another. Participant understands that, while participating in a Program, Participant will be in close proximity to other persons, some of whom may be infected by, and able to spread, COVID-19.
- (d) Participant understands and acknowledges that, given the unknown nature of COVID-19, it is not possible to fully list each and every risk of contracting COVID-19. Nevertheless, some of the generally understood risks include health consequences, personal injury, illness, permanent disability and even death, and may include coughing, shortness of breath, difficulty breathing, fever, chills, shaking, muscle pain, headache, sore throat, loss of taste or smell, pain or pressure in the chest, confusion, upper respiratory distress syndrome, pediatric multisystem inflammatory syndrome, and other symptoms and risks (“COVID-19 Exposure”).
- (e) Participant understands and appreciates that COVID-19 risks are inherent in participating in a Program and that Participant may contract COVID-19 as a result of participating in a Program. Participant agrees that Participant knowingly assumes the risk of any and all COVID-19



Exposure. Participant understands and agrees that this Agreement waives and releases the right to make any and all claims whatsoever related to COVID-19 Exposure and any and all claims for any resulting injury, disability, or illness up to and including death.

2. COVID-19 Symptom-Free Participation: Participant agrees that Participant will not participate in person in a Program if Participant or any individual residing in the same home as Participant has had any symptoms of COVID-19 during the 14 days preceding the date of participation or has tested positive for COVID-19. This requirement applies regardless of the vaccine status of Participant unless and until guidance is updated by public health authorities regarding the transmissibility of COVID-19 by individuals who have been fully vaccinated. Participant will comply with any COVID-19 screening or exposure control practices which may be adopted by *The Luminosity Lab* when participating in a Program and will also comply with any COVID-19 requirements of the state or local jurisdiction in which the Program is located.
3. Release of All Claims: In consideration for Participant's voluntary participation in the Program, Participant (or the Parent/Guardian of a Participant under 18 years of age for and on behalf of the Participant and the Parent/Guardian) assumes all risk of such participation and hereby releases *Arizona State University's The Luminosity Lab* and its directors, officers, employees, other participants, and agents ("*Illuminate* Releasees") from any and all claims, suits, liabilities, actions, and causes of action, including but not limited to claims of negligence on the part of *The Luminosity Lab* Releasees, which Participant, or their legal heirs, representatives, successors, conservators and assigns may have, now or in the future, which arise directly or indirectly from the Participant's participation in the Program. This release covers any property or personal loss or damage or other loss caused or alleged to be caused, in whole or in part, by the ordinary negligence (but not gross negligence or intentional wrongdoing) of the *Illuminate* Releasees.
4. Indemnification: Participant (and the Parent/Guardian of a Participant under 18 years of age) agrees to indemnify Releasees from and against any and all claims, suits, actions, causes of action including, but not limited to, claims of negligence, and any other liabilities, including attorneys' fees by any person arising out of, or resulting directly or indirectly from the Participant's participation in any Programs, including, but not limited to, damage to personal property caused by the Participant or injury of any person caused by the Participant.
5. Covenant Not to Sue: Participant agrees that they shall never institute or cause to be instituted, any suit, charge, demand, claim, complaint, or cause of action, in law, in equity, or otherwise, in any court, or in any arbitration system or procedure, against the *Illuminate* Releasees arising out of the Participant's participation in any Programs.
6. Consent to Record and Collect Personally Identifiable Information, and Ownership of Recordings:
  - (a) Participant understands that live broadcasts, photographs, videotapes, and other recordings (collectively the "Recordings") may be made of participants in the Programs, including the Participant. Participant consents to those broadcasts, photographs, videotapes, and other recordings and the use thereof (i) as part of a record of the Program and (ii) to publicly promote *The Luminosity Lab* and the Programs.
  - (b) Participant understands that *The Luminosity Lab* is the sole and exclusive owner of all right, title and interest in the Recordings including all copyrights and other intellectual property rights and that the Participant will not have any right to review and approve any such Recording before it is used or disclosed.



(c) Participant (or the Parent/Guardian of a Participant under 18 years of age for and on behalf of the Participant and the Parent/Guardian) consents to the collection and processing of personally identifiable data, of the types and for the purposes expressed in *The Luminosity Lab* Privacy Policy. *The Luminosity Lab* Privacy Policy is available at [www.theluminositylab.com](http://www.theluminositylab.com) or by requesting a copy by emailing Team Support at [luminosity@asu.edu](mailto:luminosity@asu.edu). Participant acknowledges they have read, understand, and affirmatively consent to *The Luminosity Lab* Privacy Policy.

7. Entire Agreement/No Waiver: This Agreement represents the entire agreement between the parties with regard to the matters herein and supersedes any other agreement or understandings, whether written or oral, and cannot be changed unless agreed upon and signed by an authorized representative of *The Luminosity Lab* in writing. Any waiver of any obligation of either party to the Agreement by the other party shall not be construed to be a waiver of any other obligations or the same obligation on a future occasion.
8. Severability and Counterparts: The terms of this Agreement are independent of each other. If a term in the Agreement is deemed unenforceable by a court, the remaining terms shall remain in full force and effect. Multiple copies of this Agreement may be signed, all of which constitute one and the same agreement.
9. Jurisdiction Participant acknowledges and the validity, effect, and operation of this agreement shall be determined according to the laws of Arizona (but not its conflict of laws rules), and Participant agrees to submit to the jurisdiction of the state and federal courts located in Arizona.

\* \* \*

Participant has read this Agreement and understands that it includes a release and waiver of the right to make any injury or damage claims (as described above) and that it is intended to be legally binding. By signing below, Participant (or the Parent/Guardian of a Participant under 18 years of age) acknowledges that they have read, understand, and agree to this Consent to Participate and Release Agreement.

Participant Name Printed:

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Signature of Participant (if 18 years or older):

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If Participant is under 18 years of age, Parent/Guardian Name Printed:

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Signature(s) of Parent/Guardian:

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Participant Date of Birth if under 18 years of age: [MM/DD/YYYY]:

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Participant Address:

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Participant Email (If Participant is under 18 years of age, Parent/Guardian Email):

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Allergies:

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Participant Program: *Illuminate Innovation Challenge*

Participant Team Name (if applicable): \_\_\_\_\_

Date: \_\_\_\_\_

Please submit a signed copy of this agreement to The Luminosity Lab at the link provided.





## XII. Contact Information

Should any concerns or questions regarding the proposal, judging process, rules and regulations, or any additional areas arise, please email The Illuminate Team via [illuminate.luminosity@gmail.com](mailto:illuminate.luminosity@gmail.com). To find more information on The Illuminate Challenge, visit <https://illuminatechallenge.com>

