



## 2022 E-WEEK INNOVAQUERO INNOVATION CHALLENGE

### *Reimagining the Possible*

#### The Challenge

Help us reimagine your dream classroom!

Imagine that you can create your dream engineering or computer science classroom, your ideal learning environment. You may focus on a specific course or create a classroom ready for any course. Look around, think about your own experiences, what did you like, what could you improve? You are in charge, you can create, change, or modify your classroom, the layout, technology, equipment, furniture, even the teaching approach. You can use existing equipment, hardware, software, etc., or create new ones, use your creativity to innovate! You can propose a whole new classroom or focus on some aspects of the classroom you want to improve.

#### Deliverables

1. Prepare a 3-minute **YouTube video** explaining your idea. When uploading to YouTube you can set it as unlisted during the competition and then change to public after the competition. It can be a simple video, or you can edit it as you wish. You can be as creative as you want within those 3 minutes. We understand that time and video editing skills may be limited, we encourage you to use your creativity to create your video; use the video to tell us your story. Don't forget to include the following:
  - a. Identify your team's name, team members, affiliation (department, student org)
  - b. What is the problem to solve? Explain why the problem is important.
  - c. Explain your technical innovation idea by showing your sketches, diagrams, CAD, etc., you can build physical prototypes using recycled material found at home.
2. Create a **prototype**, this can be a virtual prototype such as sketches, diagrams, CAD renderings, or other graphics. You can also create a physical prototype by using simple, recycled materials you may have at home. Remember that the value of a virtual or physical prototype is how it helps in telling the story of your design; how it helps us visualize and understand your idea.
3. Be ready to explain your design during the **Sharktank Q&A**.

#### Sharktank Session

The Sharktank virtual session will be held on Monday Feb 21 at 10am. You will start by showing the 3-minute YouTube video where you explain your idea. After the video then you will engage in a short Q&A with the Shark judges. You cannot use any other files or documents (PowerPoint, pictures, etc.) during the Q&A, only your YouTube video which you can rewind and pause to show your graphics. You may show your physical prototypes during Q&A. Sharks want to understand the idea you are proposing. Even if you don't have all the answers, the Sharks want to understand your thinking process. Our InnoVaquero Sharktanks are always engaging, intense, and fun for everyone.

The event will be held in the Makerspace EENGR 2.454, you are welcome to join in person. You can also join us via Zoom using this [LINK](#). Dr. Jesus Gonzalez has reserved Salon Caria (BMAIN 2.402) in the Brownsville campus to connect to the Zoom event. Everyone is welcome to attend the Sharktank session in person or via Zoom.

#### Evaluation and Selection of Winners

All students will receive participation certificates.

Teams will be recognized in different categories (e.g., best overall, best video, most innovative, etc.)

Top selected teams will receive awards and will be recognized during the E-Week luncheon event on Friday Feb 25 @ 12pm.

To register your team for the competition click [HERE](#).

For questions, contact Dr. Vargas at [noe.vargas@utrgv.edu](mailto:noe.vargas@utrgv.edu)