

SMART Innovation Centre

Explorer Grant

Project Title:

Preferred contact person (Student Team Leader):

Name:

Email:

Phone:

Address:

Faculty Mentor:

Name:

Title:

Institution:

Email:

Phone:

Office Address:

Other Student Team Members

	First Name	Last Name	Email
Co-S1	[name]		
Co-S2			
Co-S3			
Co-S4			

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PROJECT TITLE

[name]

Executive Summary

Briefly describe the electronic game or web application you will develop and shortcomings of existing solutions. Briefly summarize your approach in one or two sentences. If a grant is awarded contents of the Executive Summary will likely appear on the SMART Innovation Centre website.

Opportunity

Provide an overview of the problem you propose to solve. What is the market doing now to address the problem? What is the market segment for the game or web application you propose to develop? Why would the customer be interested in this product? Why will your approach be compelling?

Proposed Approach

Describe the proposed game or web application and how it addresses the consumer needs. How will it work? For a game project, provide a high level description of the games features, characters and game rules and concept art. For a web application, provide a functional description of the product with initial mock-up of screens. What is the current status of the idea and any related intellectual property?

Commercialization

What do you envision to be the key next step to making impact with this game or web application? What is the time frame? Describe the technical and market uncertainty and risks that might be preventing this idea from proceeding along that path. How would SMART Innovation Centre funding and assistance reduce the uncertainty to advance the project to the key next step?

Prior Art

What are the alternative or competing games or web applications? Elaborate on the benefits of the proposed approach over current or competitive approaches. To the best of your knowledge, what is the prior art in this area? Comment on the novelty of your proposal with respect to this prior art. Comment on the IP implications of this prior art; for example, will other patents or copyrighted software have to be licensed in order to practice your technology? Please comment on whether this is an extension of existing research or something totally new for your team.

Background IP

Please provide a list of the copyrighted software or patents that you and the other team members plan to use or further reduce to practice utilizing the grant funds or that would be needed for the eventual commercialization.

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Research Plan

Describe a development plan including the strategy and key milestones to be undertaken to address goals of proposed work. (The length of the project shall be no longer than one year period with a preferred length of six months). What are the key questions that need to be answered?

Milestones and Deliverables

Date	Milestone
	[Specify 3-4 milestones that can be used to evaluate progress through the project, and include a timeline. For game development, the milestones may include: 1) produce a paper prototype with mock-up of screens and game rules. Prepare a plan on how to bring the product to the market; 2) produce a game prototype with some test market data; 3) playable prototype with detailed market strategy.]

[Additionally, list the expected deliverables that you propose to achieve *within the proposed time line of the grant* and at the end of the project– code, prototype, marketing data proving feasibility, etc.]

Resources and Budget

Summarize resources you require to complete project. Explorer Grants can request up to \$50,000. Because of the limited funds available and the number of proposals we expect, budgets will be scrutinized carefully, and entrepreneurial frugality is encouraged. Term of funding should not exceed one year with a preferred length of six months. A detailed budget must be attached to the Explorer Grant Application describing how the grant funds will be used.

Team and Collaborations

List team members and collaborators and describe their relevant experience and roles in the project. Identify areas of talent needed now and anticipated towards the end of the project term. Does this work require or depend on collaborations that involve the transfer of materials or information from others (e.g. companies, organizations, universities, individuals). If so, please identify the collaborator and their past, present or future role in this work. Please disclose financial interest or affiliation (if any) that investigators have with collaborators. Have any of the team members established a start-up related to the work? Identify any potential conflicts of interest and how they will be managed.

Expectations

We acknowledge that funding from the SMART Innovation Centre carries with it certain expectations, as outlined below:

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Use of Funds (Role of Faculty Mentor)

The funding shall be used for innovative research as described in the proposal. The Faculty Mentor shall oversee the use of the funds. The Mentor shall also provide space in his/her laboratory and equipment as needed.

Program Participation

There is an expectation that student teams funded by the Explorer Grants are keen to see their development make an impact on the marketplace, whether through a start-up or some other license. The Centre provides guidance and teambuilding opportunities through its Catalyst Program and connections to the entrepreneurial community. Funded projects may have the opportunity to present at the Deshpande "IdeaStream" event at MIT in the USA to enhance and showcase innovative work. We understand that, if funded by the Centre, you and your team will be asked to participate as appropriate.

Intellectual Property

Research and development funded by the SMART Innovation Centre through the Explorer Grants shall establish IP where appropriate, via disclosures of potentially patentable inventions or copyrighted design and code submitted to the SMART Innovation Centre. Please note that the IP ownership and revenue sharing with the student team is outlined in SMART Innovation Centre's website.

Communication

The Student Team Leader and Faculty Mentor shall communicate the project's progress through various means, including the following:

- **Initial kick-off and quarterly meeting with the Director of Innovation Centre**
- **Regular meetings with Catalyst** - as appropriate, usually monthly
- **Informal notification of all significant milestones achieved**
- **A midterm and final status report presentation**
- **Final written report to the SMART Innovation Centre**
- **Publications** - Publication of results from work sponsored by the Centre is encouraged, and with appropriate acknowledgement of the SMART Innovation Centre support.
- **Participate in a weekend Bootcamp** organized by SMART, the cost of which will be subtracted from the Grant funds
- **Media relations** – Grant recipients will be announced to the media shortly after they are selected. When appropriate, faculty funded by the Centre might be asked to interface with the press. Media training will be available.

Acknowledged

The Student Team Leader and Faculty Mentor agree that if the Explorer Grant is approved, they agree to meet the condition described above.

Student Team Leader

Faculty Mentor