



## Global Design Challenge for Sport and Physical Activity

Covid-19 is having a transformative impact on how communities engage with sport and physical activity. People world-wide are fearful of contracting the virus and yet have a powerful social hunger to be with others. Because of this, in many regions organised sport is at a standstill. And yet there is a dramatic increase in individual physical activity.

In the new era – learning from the Covid-19 pandemic but being prepared for others – the relationship between sport and physical and mental health will be profoundly altered as the significance of physical well-being in mitigating the most severe effects of the virus become more evident.

**The question is:**

***How might we sustainably redesign sport and physical activity for children and families, the young and the not-so-young, for participants, spectators, fans and community groups, so that it is inclusive, accessible, attainable – and fun! – during the pandemic and afterwards?***

**This is our Global Design Challenge for Sport and Physical Activity!**

We invite teams to take part in a FREE contest to find the best ideas, globally.

**Stage 1: Competition:** This will take place over the weekend of 26<sup>th</sup> – 28<sup>th</sup> June 2020. Teams will work together to develop their ideas and submit them online.

**Stage 2: Judging:** An international panel of judges will select up to 15 of the best ideas.

**Stage 3: Matching:** The winning teams will be invited to “pitch” their ideas to a group of sports organisations, investors, and other experts who will assess how to turn the ideas into reality.

**Stage 4: Incubation:** The successful ideas will be given a trial run.

**The Global Design Challenge for Sport and Physical Activity is based on the principles of design thinking.**

**All registered teams will receive FREE support:**

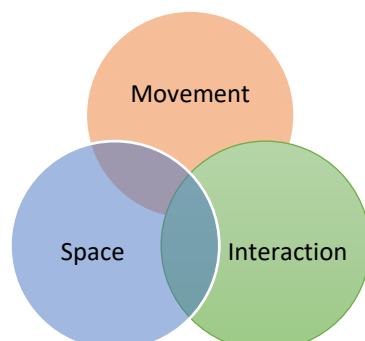
- They will be invited to a preliminary one-hour FREE Workshop on Design Thinking led by internationally recognised expert, Dr Fiona Chambers of University College Cork, Ireland.
- Judie Russell, Founder and Mobile Video Coach at *The Vidacademy*, will also provide FREE learning resources to help teams to design their pitch.

**For further details and instructions on how to participate in this FREE event please go to**

**[:www.sportireland.ie/participation/design-challenge-2020](http://www.sportireland.ie/participation/design-challenge-2020)**

## What is it?

The **Global Design Challenge for Sport and Physical Activity** is based on three intersecting Design Challenges.



Proposals should address the question:

***How might we sustainably redesign sport and physical activity for children and families, the young and the not-so-young, for participants, spectators, fans and community groups, so that it is inclusive, accessible, attainable – and fun! – during the pandemic and afterwards?***

Proposals may be targeted at specific age groups or ability levels, and at the different ways in which people interact with sports and physical activities but must not be discriminatory (e.g. based on gender, race, religion, or socio-economic status).

When coming up with your idea, you might consider some of the following dimensions:

- Examine the potential of sport and physical activity as a mitigation strategy in moderating the impact of Covid-19
- Develop methods for measuring sport and physical activity during and after Covid-19 pandemic
- Identify factors that influence sport and physical activity in the context of the Covid-19 pandemic and its aftermath
- Use big data to understand changes in sport and physical activity during and after the Covid-19 pandemic
- Learn how to reduce disparities in sport and physical activity opportunities during crises and post-crises
- Develop and evaluate interventions to increase physical activity during and after the Covid-19 pandemic
- Improve clinical care of people with Covid-19 infections through sport and physical activity
- Evaluate methods for managing the safe use of sport and physical activity locations during and after the Covid-19 pandemic
- Evaluate local mapping of safe places for sport and physical activity during the during and after the Covid-19 pandemic
- Investigate cultural tailoring of sport and physical activity promotion during crises and post-crises
- Translate research into practice and policy for the current and future pandemics

## Who are we?

We are a multi-disciplinary group of NGOs, sports experts, academics, and design thinkers motivated to tackle the challenge of redesigning sports and physical activity for the duration of the pandemic and afterwards. The challenge is being run by a network of sporting organisations in Ireland: UCC Sport (University College Cork), Sport Ireland, Cork Local Sports Partnership, the Irish National Centre for Outdoor Education and Training, and the Federation of Irish Sport, in cooperation with the International Sport and Culture Association. We are delighted to have the support of Devpost in hosting the event.

## Who can take part?

Teams are invited from anywhere in the world. There is no limit to the number of members in a team. The more diverse the background, skills and expertise in the team the better.

## How will the event take place?

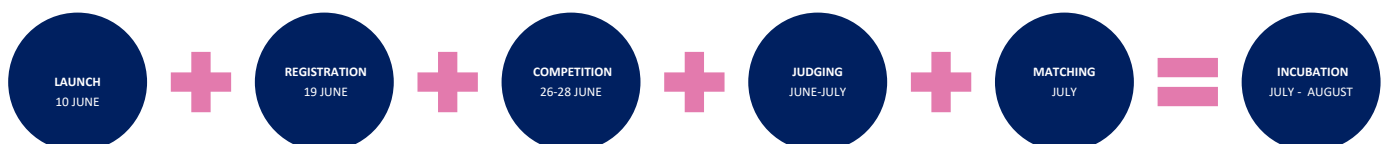
There are four stages

**Stage 1: Competition** This will take place over the weekend of 26<sup>th</sup> – 28<sup>th</sup> June 2020. Registration will take place on Devpost from 19<sup>th</sup> June. To launch the event, a preliminary FREE workshop on Design Thinking will be held for participating teams, and resources will be provided on designing the submission. Teams will work together to develop their ideas and submit them on the Devpost platform.

**Stage 2: Judging** An international panel of judges will select up to 15 of the best ideas.

**Stage 3: Matching** The winning teams will be invited to “pitch” their ideas to a group of sports organisations, investors, and other experts who will assess how to turn the ideas into reality.

**Stage 4: Incubation** The successful ideas will be given a trial run. Teams will benefit from mentoring and be given the opportunity to seek investment for their ideas.



## What are the judging criteria?

The Entries will be judged according to the following criteria:

- i. originality/creativity (20%);
- ii. innovation (25%);
- iii. analytical skills (10%);
- iv. strategic thinking (15%);
- v. practical implementation (30%).

## What do we submit?

Proposals will be submitted online to Devpost. Teams are permitted to supply links to websites, GitHub repos, and other materials such as documents and videos. Please note there is a limit to the size of the file/document submission (10MB).

### **Is Design Thinking required?**

No, but **Global Design Challenge for Sport and Physical Activity** is based on the principles of design thinking. All registered teams will be invited to a preliminary workshop on Design Thinking led by internationally recognised expert, Dr Fiona Chambers of University College Cork, Ireland. Teams are encouraged to put these ideas into practice to help with the development of their proposals, but Design Thinking will not be assessed in the judging.

### **Who are the Judges?**

The Judging Panels will come from the world of sport and a wide range of other backgrounds such as engineering, healthcare, education, law, food and nutrition, geography, technology, etc.

### **How do we register?**

Registration will be on DevPost. The Team Leader will register on behalf of the team.

### **Is there a fee to enter?**

There is no entry fee.

### **What are the Terms of Participation?**

A detailed document outlining these will be available at registration on the Devpost website. It will address the issues of data protection and confidentiality and state that the Intellectual Property in the project resides with the submitting team.

### **How can we keep up to date with news on the event?**

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