



# BeChangeMaker

## OFFICIAL RULES

### OVERVIEW

The BeChangeMaker (BCM) is a joint project funded, initiated, and implemented by WorldSkills International and the HP Foundation. The BCM is a series of social entrepreneurial skill training projects that enable youth with skills and great ideas to explore their career potential as a social entrepreneur. The participants are made up of WorldSkills Champions and students who are receiving or have finished vocational education and training. The participants accept these official rules by signing the application agreement and submitting the application form to WorldSkills International.

### ELIGIBILITY

To be eligible to enter the BCM, the participants must:

- be from 18 to 30 years old
- be receiving vocational education and training at the time of participation or
- have finished vocational education and training at the time of participation
- join the BCM with one to a maximum of four other participants as a team (total team size is five persons maximum)
- be responsible for ensuring that their participation in the BCM complies with any policies of their corporations, agencies, institutions, schools, or colleges where they are employed or trained. WorldSkills International and the HP Foundation are not responsible for any disputes arising between participants and their employers, schools, or colleges

### PARTICIPATION

#### TIMELINE

The participants must complete their learning, submit their assignments, and join the online pitch competitions based on the following timeline once they have applied to join the BCM:

- Complete stage one learning and application by 9 March 2017.
- Complete stage two learning by 6 April 2017.
- Submit stage two assignment by 7 April 2017.
- Join the first online pitch competition on 12 April 2017.
- Complete stage three learning by 14 May 2017.
- Submit stage three assignment by 15 May 2017.
- Join the final online pitch competition on 19 May 2017.

#### FEEDBACK

At the end of each stage and during the post-project monitoring, the participants are to be interviewed and surveyed for collecting feedback on issues such as learning experience, performance, lessons learned, and other areas which help improve the project and create a baseline for measuring the impact of the BCM.

The participants are to send photos and updates on teams' collaboration during the BCM for WorldSkills International and the HP Foundation to promote the development and progress to the target audience.



## LANGUAGE

Though the courses on HP LIFE are offered in seven different languages, the other learning components and activities of the BCM, such as webinars and online pitch competitions, are held in English. All documents created and submitted as part of the BCM must be written in English too. Therefore, the participants of the BCM must be able to understand instructions in English with one or two team members who are fluent in English to present their ideas in a clear and concise manner.

## REQUIREMENTS OF IDEAS AND SOLUTIONS

During the process and upon completion of ideation and creation of solutions, the works produced by the participants must meet the following requirements:

- The works must not be derogatory, offensive, threatening, defamatory, disparaging, libellous or contain any content that is inappropriate, indecent, sexual, profane, tortuous, slanderous, discriminatory in any way.
- The works must not contain content, materials, and any elements that are unlawful or otherwise in violation of or contrary to all applicable federal, provincial, territorial, local laws or regulations where the works are created.
- The works must be original, unpublished, and do not contain, incorporate or otherwise use any content, materials, or elements that are owned by a third party or entity.
- The works cannot have any content, elements, or materials that violate a third party's publicity, privacy, or intellectual property rights.
- If the participants use third party copyrighted materials, the participants must show the permission of use to WorldSkills International.

WorldSkills International and the HP Foundation reserve the right to disqualify participants, along with his/her team, whose works are not in compliance with these requirements.

## JUDGING

The participants will be evaluated based on their team performance by a panel of judges at the first and final online pitch competitions and by the public. The main judging criteria include, but not limited to the followings:

- Relevance: how relevant is your solution to the chosen social issue?
- Innovation: what is the core insight or innovation that differentiates your solution from other existing ones? What makes your solution/social venture idea unique?
- Impact: how will your solution improve lives? How many people will be affected if successful and to what extent? Is the solution rooted in research that identifies the scope of the social issue and the solution will help solve it?
- Scalability: if successful, how easily can your solution be replicated nationally, regionally, and globally? How will your solution be a model for other efforts?
- Feasibility: do you have a well-developed and realistic plan to implement your solution? Is your social venture financially sound?

The teams will be ranked based on their performance. The videos of online pitch competitions and team works will be posted on WorldSkills website for public voting. At the end of the final pitch competition, three top teams will be chosen based on the feedback from the judges and public. In case of a tie in the pitch competition, the judge panel will make the final decision on which of the two (or more) teams will be chosen as part of the top three teams.

## AWARD

The award for the top three teams will be seed funding which includes further trainings by pre-selected business incubators based in their own countries. The seed funding will be transferred to the business incubators for facilitating the teams to manage their funds according to their progress and readiness for launching their



social enterprises/implement their solutions. The final amount of seed funding for each team will be announced before the end of BCM's final stage. During the period of three to six months after the project, the team that has proven to have made the most progress out of the three teams will be awarded with further post-project support with the possibility to attend an exclusive global event (to be confirmed).

## EXPENSES

There is no fee to join and participate in the BCM. However, WorldSkills International and the HP Foundation are not responsible for any costs occurred due to any activities or works initiated and originated from the participants during and after their participation in the BCM. For events and activities which are initiated by WorldSkills International and the HP Foundation as invitation to the participants, WorldSkills International and the HP Foundation will cover the associated costs.

## PRIVACY

Any information that is submitted by the participants to WorldSkills International will be treated in accordance with WorldSkills [Private Policy](#).

## PUBLICITY AND INTELLECTUAL PROPERTY RIGHTS

The participants agree and consent to WorldSkills International and the HP Foundation's use of the participants' profiles, comments, feedback, images – such as photographs and videos as agreed in the application agreement – as well as all materials, content, and all elements of the created ideas and solutions for marketing, communication, and research purposes during and after the project without time and geographic limits.

The participants retain the ownership of all intellectual property rights in all materials created and submitted during and after the BCM.

## TAXES

All taxes imposed on awards are the sole responsibility of the winning participants – i.e. the top three teams. The participants must submit the tax documentation required by applicable law to the relevant tax authority, all as determined by applicable law, including, where relevant, the law of the participants' country of residence. The winning participants are responsible for ensuring that they comply with all the applicable tax laws and filing requirements. If the winning participants fail to comply with such laws, the award may be forfeited and WorldSkills International and the HP Foundation may, in their sole discretion, select alternative winning participants.

## WARRANTY AND INDEMNITY

The participants warrant that their works are original and that they have the ownership to grant all required licenses and rights. The participants agree the submitted works strictly follow the requirements stated in the official rules and indemnify WorldSkills International and the HP Foundation, including their staff, affiliates, and partners, at all times from and against any liability, claims, demands, losses, damages, costs, and expenses resulting from any act, default or omission of the participants and/or a breach of any warranty set forth herein.

IN PARTNERSHIP WITH THE HP FOUNDATION

