

# Frequently Asked Questions

If you have questions about the Longitude Explorer Prize which are not answered in the FAQs or elsewhere on this website, please contact us by emailing [explorer@nesta.org.uk](mailto:explorer@nesta.org.uk).

Please ensure you have read our [Terms and Conditions](#)

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# FAQs & Answers

## 1. About the Challenge

### 1.1. What are Challenge Prizes?

Challenge prizes offer a reward to whoever can first or most effectively meet a defined challenge. Through a public competition, challenge prizes aim to tap into and engage the broadest possible community of innovators in the solving of a specific problem or challenge.

### 1.2. Who are Nesta Challenges?

Nesta Challenges exists to design and run challenge prizes that help solve pressing problems that lack solutions. We shine a spotlight where it matters and incentivise people to solve these issues. We are independent supporters of change to help communities thrive and inspire the best placed, most diverse groups of people around the world to take action. We support the boldest and bravest ideas to become real, and seed long term change to advance society and build a better future for everyone. We are part of the innovation foundation, Nesta.

### 1.3. What is Longitude Explorer?

The Longitude Explorer Prize is a unique opportunity for young people to learn about innovation, entrepreneurship and artificial intelligence. It presents a new way for young people to engage as technology inventors and not just as consumers of technology. The

Longitude Explorer Prize supports young people in developing not only technical/STEM skills but also soft abilities such as problem-solving, presentation, communication, teamwork as well as entrepreneurship skills.

Longitude Explorer is unique in that it runs across the academic year, giving students an extended amount of time to engage with the activities, and importantly gives them the time to take their idea to a reality and to develop the skills needed for this. Longitude Explorer also provides all the resources to take part, from activity session plans to encourage initial ideation to the kit and mentors to help develop finalist team's prototypes.

### 1.3 What is the Industrial Challenge and the Grand Challenges?

The [Industrial Strategy](#) sets out Grand Challenges to put the UK at the forefront of the industries of the future, ensuring that the UK takes advantage of major global changes, improving people's lives and the country's productivity.

The first 4 Grand Challenges are focused on the global trends which will transform our future, and for Longitude Explorer we have translated these to our four main themes:

Grand Challenge	Longitude Explorer Theme
Artificial Intelligence and data	Living Longer
Ageing society	Living Better
Clean growth	Living Greener
Future of mobility	Living Together

## 2. Challenge Structure and Timeline

### 2.1. What are the key dates of the Prize?

The key dates for your diary include:

- 23 September 2019 – Prize opens
- 29 November 2019 – Deadline for first round of entries at 17:00 GMT
- 16 December 2019 – Semi - finalists informed ; Prize reopens
- 16 December 2019 - Prize reopens for wildcard round
- W/c 27 January 2020 – Induction event for semi-finalists
- 14th February 2020 - Deadline for wildcard entries at 18:00 GMT
- March 2020 - Announcement of finalists
- Week commencing 27 April - Finalist development event
- Week commencing 07 July 2020 – Award event

### 2.2. How many teams will be selected as semi-finalists and finalists?

There will be 60 teams selected as semi-finalists from there 30 teams will go through to the finalists stage.

An additional 10 finalist places have been created as part of our Wildcard round, which are open to those who are not already semi-finalists. To apply for one of these places you must submit your entry by 6pm 14th February 2020.

2.3. [Is the competition divided into age categories?](#)

No, there won't be any division of ages.

2.4. [What are the prizes and who will win them?](#)

£25,000 will be awarded to the winning school or group which the judges deem to have the best solution. There will be three runner up prizes of £10,000 each and individual prizes for participants. All prizes will be awarded to the group or school of the winning team, not individuals, and will be subject to signing a grant agreement with Nesta.

2.5. [When will the winner be announced?](#)

The winner will be announced at the Award Event the w/c 7th July 2020.

2.6. [What can the Prize be used for?](#)

The Prize must be used by schools or groups on activity to encourage entrepreneurialism or the uptake of STEM subjects, or on equipment that can be used in learning about entrepreneurship, STEM or technology.

2.7. [Is the prize money taxable?](#)

Yes - those receiving funding are responsible for the payment of taxes where applicable when using the prize money.

2.8. [How will teams receive updates and communication around the Prize?](#)

We will be regularly updating our website with resources, news and updates so keep an eye on [longitudeexplorer.challenges.org](https://longitudeexplorer.challenges.org). We will also keep in touch regularly by email - make sure you're on our mailing list by clicking "register your interest" on our home page. You can also follow us on Twitter (@NestaChallenges), Instagram too (nestachallenges), Facebook, LinkedIn and Youtube.

## 3. Types of ideas we are looking for

3.1. [What ideas are you hoping to see come through?](#)

That's one of the great things about Challenge Prizes, we don't try to be too prescriptive, which in our experience encourages a huge range of creative solutions to come through. We're looking for innovative and creative ideas that use AI to help make the world a better place. For inspiration, see our [theme briefs and case studies](#).

3.2. [Does my idea need to relate to a theme?](#)

Your idea needs to be about using AI for social good.

Within this there are four key themes that have been identified, and your project must be related to one of them. These are listed below:

- **Theme 1: Living Longer** - As our societies age, how can we use AI to keep us independent, safe, and healthy as we become elderly?
- **Theme 2: Living Better** - How can AI help us all live healthier lives?
- **Theme 3: Living Together** - How can AI help us create transportation that is cleaner, greener, and safer?
- **Theme 4: Living Greener** - How can we use AI to help us protect the environment and mitigate or adapt to climate change.

### 3.3. [Where can I find guidance or help on how to develop my idea?](#)

There is both guidance and resources on the Longitude Explorer website to help you develop your ideas. You can access these materials at the resources page on our [website](#).

## 4. Who can enter

### 4.1. [I'm not familiar with AI - can I still enter?](#)

Yes! The Longitude Explorer Prize is all about exposing young people to new forms of technology, so we're not looking for experts. See our AI page on the website to get up to speed on the basics of AI. All you need to enter is a basic understanding of IF your product uses AI - we'll help you figure out HOW it does.

### 4.2. [What are the team requirements?](#)

2 - 5 young people should be involved in the development of the idea at all times throughout the challenge prize. We recommend mixed gender teams where possible. An adult must be responsible for the team at all times. This adult will submit the entry form on behalf of the group.

### 4.3. [What age range of young people can take part?](#)

11-16 years old at the point of entry on 29 November 2019.

### 4.4. [Am I eligible to enter?](#)

You are eligible to enter as long as the team is aged 11-16 years old by the entry period deadline (29th November 2019). 2 to 5 young people can enter as a team. An adult needs to represent as a guardian throughout the challenge prize as a member of staff of a UK secondary school or constituted youth group. See more about eligibility by reading our [terms and conditions](#).

### 4.5. [Can teachers submit their ideas?](#)

No, the Prize is specifically looking for ideas from young people. Entries written by teachers or other adults will not be accepted, however, an adult should supervise students' submissions.

### 4.6. [Can more than one team from the same school or youth group enter the Prize?](#)

Yes, we encourage this! Longitude Explorer is a great activity for a whole class or group to get involved in. Our resources page provides activity session plans and learning resources that will help large or small groups start thinking of ideas, and they can then split into teams. In previous prizes we have had plenty of teams from the same class.

Please note that each team will require their own entry to be made by their Team Champion

4.7. [Can a team enter more than one idea?](#)

Yes. There is no limit to your creativity! However, we strongly recommend focusing on quality rather than quantity.

4.8. [What do you mean by constituted school or group?](#)

Basically we mean that your group or school must have a constitution and a bank account. You can find more information [here](#).

## 5. How to enter

5.1. [How do I enter?](#)

You can enter your idea via the main challenge web page. Please make sure you have read the eligibility criteria on the Longitude Explorer website, judging criteria and T&Cs. You may want to plan your answers by downloading the mock entry form from our resources page. Only entries submitted electronically will be accepted and these should be submitted by an adult on behalf of a team.

5.2. [Is there a registration fee?](#)

No. The prize is free to enter.

5.3. [Who can we contact if we have questions about our entry or prize process?](#)

You can send an email to [Explorer@nesta.org.uk](mailto:Explorer@nesta.org.uk)

5.4. [When is the deadline for online entries?](#)

The deadline for entries is at 5pm (17:00) on the 29th of November 2019.

5.5. [My computer crashed or the form timed out before I finished my online entry. What do I do?](#)

Plan your answers using the Word document (making sure you save the document regularly). Once you are happy with your answers, copy and paste the text into the entry form fields and submit.

5.6. [Can I edit my entry once it's been submitted?](#)

If you need to edit an entry once it's been submitted please email [explorer@nesta.org.uk](mailto:explorer@nesta.org.uk)

5.7. [Can I remove my entry once it's been submitted?](#)

Yes, you can remove your entry after it has been submitted by emailing [explorer@nesta.org.uk](mailto:explorer@nesta.org.uk)

## 6. Judging

6.1. [What will the judges be looking for in my project?](#)

The judges will review the entries against the judging criteria. In the early stages, judges will be more interested in the concept of the idea. Later, the Challenge judges will be looking at

how well the team can demonstrate their understanding of the criteria by developing their idea.

6.2. [How will you judge the best from all of the entries?](#)

A knowledgeable group of assessors and a judging panel with relevant experience to the Longitude Explorer Prize will assess each entry fairly at each assessment point of the prize.

These are:

- Selecting up to 60 semi-finalists in December 2019
- Selecting up to 30 finalists in February 2020
- Selecting 1 winner and up to 3 runners up in July 2020

6.3. [Who are the judges?](#)

The panel will be made up of our partners including individuals from Nesta with technical, AI and/or business backgrounds. Full list of the judges will be announced soon.

## 7. Team Leader Specific

7.1. [How much time will I need to dedicate to the challenge if I enter with a team?](#)

The activity sessions to help your group are designed to take 40-60 minutes to come up with an idea, and the application form is designed to be as simple to fill in as possible.

Once selected, semi-finalists and finalists will be required to attend the events outlined in Q 2.1.

Semi-finalists will be required to demonstrate how their idea has developed (more information on this to come) and this will take an average of 2-4 hours.

Finalists will be supported to develop their ideas into prototypes. We encourage teams to think about their own time availability and how they will work together but recommend spending an hour a fortnight on the development.

7.2. [How will this competition fit into my teaching plans?](#)

It can relate to any subject matter if you think about it creatively, and is therefore relevant to all topics, from PE (Theme 2: Living Better) to geography (Theme 3: Living Greener), to name but a few. This is obviously a great opportunity for STEM and business subjects, but the prize is not only relevant to science, technology, engineering and maths. See [Team Champion](#) notes for more details.

7.3. [As my students create their projects, what can I do to ensure that they only include media they have permission to use?](#)

We advise students to state if the media they are using is royalty free or check the source to make sure that they can use it in a public manner. Websites that can provide free stock images include:

- [Pexels](#)
- [Unsplash](#)

7.4. [My students have submitted their projects for judging. What happens now?](#)

An assessment takes place after each stage of submission. All participating teams will be informed of the outcome at each stage and next steps will be clearly outlined. The shortlisted entries will be informed on or by 16 December 2019.

7.5. [Once the prize has ended, then what?](#)

Hopefully, this will just be the start! Participants should be in a position to continue to develop their solutions and potentially even get them to market.

7.6. [Am I responsible for organising travel and accommodation for my team if they make it to semi-finalist event, finalist development event and Award Ceremony?](#)

Yes, although this will be subsidised by the challenge. More details will be made available later on.

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