Judging Criteria iidex 2023

INVENTOR (Academic / Researcher)

No	Criteria		
1. Orig	1. Originality/Novelty		
	The quality or state of being Novelty / Uniqueness / Inventiveness of the project		
2. State	us of the Invention / Innovation / Design		
	Technology/Product Readiness Level		
3. App	3. Applicability of the invention / innovation / design		
	The degree of usefulness of the Invention / Innovation/ design		
4. Com	mercial Potentials		
	Market potential of the Invention / Innovation / Design		
5. Pres	sentation and Demonstration		
	Presentation of Product and settings demonstrating the SDG		
6. Impa	6. Impact to Quintuple Helix		
	The marked effect or influence by the project : 1) Academia (Indexed Publication (WoS/SCOPUS/ERA) /IPR) 2) Industry LOI/LOA/ Proof of Collaboration 3) Community / society (end user feedback) 4) Environment 5) Government (policy paper)		

INVENTOR: OPEN (Academic / Researcher)

No	Criteria		
1. Orig	1. Originality/Novelty		
	The quality or state of being Novelty / Uniqueness / Inventiveness of the project		
2. Statu	us of the Invention / Innovation / Design		
	Technology/Product Readiness Level		
3. Appl	licability of the invention / innovation / design		
	The degree of usefulness of the Invention / Innovation/ design		
4. Com	mercial Potentials		
	Market potential of the Invention / Innovation / Design		
5. Pres	entation and Demonstration		
	Presentation of Product and settings demonstrating the SDG		
6. Impa	ct to Quintuple Helix		
_	The marked effect or influence by the project : 1) Academia (Indexed Publication (WoS/SCOPUS/ERA) /IPR) 2) Industry LOI/LOA/ Proof of Collaboration 3) Community / society (end user feedback) 4) Environment 5) Government (policy paper)		

YOUNG INVENTOR POSTGRADUATE

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1. (1. Originality/Novelty		
		The quality or state of being Novelty / Uniqueness / Inventiveness of the project	
2. 5	Statu	s of the Invention / Innovation / Design	
		Technology/Product Readiness Level	
3. A	Appl	icability of the invention / innovation / design	
		The degree of usefulness of the Invention / Innovation/ design	
4. (Com	mercial Potentials	
		Market potential of the Invention / Innovation / Design	
5. F	Pres	entation and Demonstration	
		Presentation of Product and settings demonstrating the SDG	
6. li	6. Impact to Quintuple Helix		
		The marked effect or influence by the project : 1) Academia (Indexed Publication (WoS/SCOPUS/ERA) /IPR) 2) Industry LOI/LOA/ Proof of Collaboration 3) Community / society (end user feedback) 4) Environment 5) Government (policy paper)	

YOUNG INVENTOR POSTGRADUATE: OPEN

No	Criteria
1. Orig	inality/Novelty
	The quality or state of being Novelty / Uniqueness / Inventiveness of the project
2. Statu	us of the Invention / Innovation / Design
	Technology/Product Readiness Level
3. App	licability of the invention / innovation / design
	The degree of usefulness of the Invention / Innovation/ design
4. Com	mercial Potentials
	Market potential of the Invention / Innovation / Design
5. Pres	sentation and Demonstration
	Presentation of Product and settings demonstrating the SDG
6. Impa	act to Quintuple Helix
	The marked effect or influence by the project : 1) Academia (Indexed Publication (WoS/SCOPUS/ERA) /IPR) 2) Industry LOI/LOA/ Proof of Collaboration 3) Community / society (end user feedback) 4) Environment 5) Government (policy paper)

JUNIOR INVENTOR PHYSICAL (School Student)

No	Criteria		
1. Cor	1. Concept & Project Preparation		
	Present the concept and development of the product as well as the application and collaboration.		
2. Product Exhibition			
	Provide evidence(s) of the novelty and inventive features of the product. Highlight the impact of product towards the environment and society.		
3. Commercial Potentialities			
	Demonstrate how the product provides solution for the user's needs and its marketability.		
4. Presentation of Research			
	Presentation & Demostration		

INVENTOR VIRTUAL (Academic / Researcher)

No	Criteria		
1. Orig	1. Originality / Novelty		
	The quality or state of being Novelty / Uniqueness / Inventiveness of the project		
2. Statu	us of the Invention / Innovation / Design		
	Technology/Product Readiness Level		
3. App	icability of the Invention / Innovation / Design		
	The degree of usefulness of the Invention / Innovation/ design		
4. Com	mercial Potentials		
	Market potential of the Invention / Innovation / Design Displayed in the video presentation		
5. Pres	entation and Demonstration		
	Video Presentation of Product and settings demonstrating the SDG		
6. Impa	ct to Quintuple Helix		
	The marked effect or influence by the project : 1) Academia (Indexed Publication (WoS/SCOPUS/ERA) /IPR) 2) Industry LOI/LOA/ Proof of Collaboration 3) Community / society (end user feedback) 4) Environment 5) Government (policy paper)		