

Optus Future Makers

Application Requirements

Introduction

Future Makers supports **innovative tech solutions which help solve societal issues for disadvantaged youth**. Future Makers is a 4 month Accelerator, mentoring and grants program which builds capacity. Finalists will gain key knowledge, skills and connections to the broader ecosystem.

About you and your project

Name: _____

Title: _____

Organisation: _____

Organisation type (Check box): NGO/Charity* Social Entrepreneur Social Enterprise

Project Name: _____

Mobile Number: _____

Email: _____

Address: _____

Are you an employee of Optus?**: YES NO
Check box

* If you are applying for Future Makers from an NGO or charity, please attach a letter signed by your organisation CEO or Board approving this application and your participation in the program.

** If you are applying as an employee of Optus, please attach approval from your Manager for your participation in the program including attendance at all workshop dates. Please note that to ensure equity in the process, Optus employees will be required to meet the same standards of entry as all applicants and all applications will be assessed by an independent Adjudication panel.

Terms and conditions

Agree and accept Terms and Conditions Agree to participate in media and marketing activities

Disadvantaged youth

Optus Future Makers is focused on innovative technology solutions which improve social outcomes for disadvantaged youth.

Disadvantaged youth are young people aged between 4-26 years who have fewer opportunities and more difficulty reaching their full potential. We believe every young person should have the same opportunities in life. Perhaps they live in poverty, have mental health issues, live in remote areas with limited access to vital services or have limited access to education due to family circumstances.

These challenges put youth at risk as they navigate the adolescent world, potentially resulting in lifelong economic or social hardship.

Which of the following categories fits the problem you're trying to solve for young people? Some projects may be across more than one area, it's ok to choose the most appropriate:

Employability

Will improve a young person's ability to be job ready, become employed or help them get ahead with future career options and transitions to employment. You may also be acting on an innovative idea to remove barriers which prevent disadvantaged young people from accessing training or employment.

Education

Will improve education outcomes or close education gaps for disadvantaged youth. You might also have some bold thinking that'll help kids stay engaged in school or remove barriers to completing their education.

Mental Wellbeing

Will improve young people's mental wellbeing online or offline. This may include access to vital services or increasing resilience for young people who face real disadvantage. Includes projects focused on youth wellbeing online such as addressing the many challenges young people face in the social media world and helping develop responsible young digital users.

Proposal requirements

Please submit a 6 slide PDF presentation covering the following points:

1. About you and your team

- About you and your background
- Your team and organisation
- Any training that you have been involved in including participation in other Accelerator or Incubator programs.
- Does your organisation have IT support or expertise?
- Do you have other investors or made commitments to other third parties?
- Please provide links to any social media accounts, websites, media coverage etc
- Elevator Pitch: a summary of your project in 30 words or less

2. Social impact

a) Alignment to Vulnerable Youth and Focus Areas

How does your project create a better social outcome for vulnerable youth? Which focus area does it specifically address?

b) Social Impact – Problem

What is the social problem that needs to be addressed and why. Reference any sources.

Data and Research - What is the social issue, need for the solution, market gap analysis

c) Social Impact – Reach

What is the potential reach and size of the audience that your technology could reach. Future Makers is seeking projects with the potential to create positive change on a mass scale. Demonstrate any workings or references.

d) Social Impact – Use of technology

How will the use of technology achieve the social impact in a way that is not achievable without using technology? Why is technology integral to solving this social issue?

3. About your solution

- What is your idea, how have you validated the idea?
- How will your idea work?
- How have you validated the tech solution?

4. About your prototype & MVP

- Information on your basic prototype, user testing and feedback – have you developed a basic prototype and tested it with end users? What was their feedback?
- What is your progress to date? – describe your progress and any pivots
- What is your minimum viable product?

5. How will Future Makers help your project?

What are your aims and objectives for applying to Future Makers? Describe how the Future Makers program will progress and develop your project.

Please clarify which of the following will be of most benefit to you/your project (you can choose more than one).

- Mentoring
- Technology development
- Funds
- Marketing
- Networking and connections to broader ecosystem
- Investor Readiness

6. What would your next steps be following Future Makers?

Please describe your intended next steps following the Future Makers program if you are successful in being selected as a finalist to participate.

Applications are due 11:59pm, Friday 5th May 2017.

All applications must be emailed with this form to grants@optus.com.au