

Student Tech Solutions

CATEGORY INFORMATION

Category Description

Recognises technology-led solutions developed by tertiary undergraduate students or equivalent, demonstrating the application of technology to address real-world problems or opportunities.

This category focuses on student-built digital and technology solutions that show technical understanding, problem-solving capability and potential for real-world application.

What Fits This Category (Examples)

Example technology and digital innovation solutions include (but are not limited to):

- Software, applications or platforms developed as part of coursework or project;
- Prototypes or proof-of-concept solutions;
- Data, analytics or AI-based student projects;
- Digital tools addressing business, government, social or environmental challenges;
- Technology solutions developed in collaboration with industry or community partners, where the student contribution is primary.

Eligibility & Context

Entries must be led by students enrolled in an undergraduate or equivalent tertiary program at the time the solution was developed.

This includes students from:

- TAFE and vocational education providers,
- colleges or other recognised tertiary institutions,
- universities,
- equivalent undergraduate-level programs.

Entries may be submitted by

- individual students, or
- teams of undergraduate or equivalent tertiary students.

Postgraduate students are not eligible for this category.

Supervisors, Mentors & Support

Students may be supported by academic supervisors, lecturers, mentors or industry partners as part of their course or learning program.

However:

- the solution must be substantially conceived, designed and developed by the student(s),

- supervisors and mentors must not be listed as entrants, and
- the student(s) must be able to clearly articulate their own contribution to the work,
- Support, supervision or guidance does not disadvantage an entry, provided student ownership and understanding are evident.

JUDGING CRITERIA

1. The Problem & Opportunity

How clearly does the student and/or team identify and understand a real-world problem or opportunity, and why does it matter?

This criterion will be judged on:

- clarity of the problem or opportunity being addressed,
- understanding of who is affected and why,
- relevance of the problem to a real-world context, and
- insight demonstrated in identifying the opportunity.

2. The Solution & Technology

How effectively has the student and/or team designed and applied technology to address the identified problem or opportunity?

This criterion will be judged on:

- appropriateness of the chosen technology or technologies,
- understanding of how the technology works,
- quality of technical design and implementation relative to the level of study, and
- creativity in applying or combining technologies.

3. Applicability & Impact

How viable is the solution in a real-world setting, and what impact could it have?

This criterion will be judged on:

- suitability of the solution for its intended users or context,
- evidence of prototyping, testing or user feedback (where available),
- realism of assumptions about use or adoption, and
- clarity of how the solution could be further developed or applied.

4. Innovation, Learning & Capability

What makes the solution innovative, and what does it demonstrate about the student and/or team's capability?

This criterion will be judged on:

- originality of the idea or approach,
- innovation relative to the student's discipline or level of study,
- evidence of learning, experimentation or problem-solving, and
- the student's ability to explain and defend their technical choices.