

GUIDELINES UN2023 GAMECHANGER CHALLENGE

Purpose of this document:

This document will provide clarity about the content and process of the Gamechanger Challenge, organized by Wavemakers United and IHE Delft towards the UN Water Conference 2023 in New York. It will outline what the challenge is about, how the challenge is organized and how you can participate. Furthermore, this document will elaborate how juries will assess the applications by teams and which terms and conditions are involved in participation.

Document outline:

In the first chapter of this document, we will elaborate on what the Challenge is, whom it is organized by and what we are working towards. After that you can find more information about the content of this challenge. Namely, the question or task we want you to work on, the relevant topics involved and the goal of this challenge. In chapter three, you can read all about the process of the challenge, from the moment of application up until the judgement criteria. The Frequently Asked Questions (FAQs), who also can be found on our website, are addressed in the chapter four. We conclude this document with the terms and conditions that are applicable to this challenge.

Content summary:

The challenge will focus on the following question:

Develop an innovative and implementable idea that takes on global water challenges and ensures a climate resilient future.

It is a challenge for student teams, consisting of 2-6 students of 17+ who are connected to a knowledge institute. Teams are to be motivated to spread knowledge in their local communities, using our SDG-toolbox, and gather inspiration from youth about sustainability and water. This inspiration will give them input to develop an innovative and implementable idea. Teams will do so in a period of 3 months, while being inspired and guided by young professionals, policymakers, and athletes. Direct guidance comes from their 'coaches', which they can appoint themselves or find using their regional matchmaker. Teams submit their idea on our online community website, where they can view ideas of other teams as well.

Ideas will be reviewed by a youth jury, who will then select teams that will be reviewed by a jury of experts in water management, climate change and sustainability. This jury will choose the 5 teams with the most potential to pitch their ideas during the UN Water Conference 2023 in New York.

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1. INTRODUCTION

1.1. **The UN2023 Gamechanger Challenge**

The world faces many challenges. From severe poverty and hunger to climate change and a global pandemic – many people and animals face a very uncertain future. Therefore, in 2015, all member states of the United Nations adopted the Sustainable Development Goals (SDGs). 17 goals to be achieved in 2030, representing ways to make the world a better place.

We, Wavemakers United and IHE Delft, together with many others, believe that water connects all these goals. We also believe that the creativity and ambition of the next generation is needed to achieve the SDGs. Therefore, we have joined forces to enthuse youth around the world to work on the SDGs by using water.

With support of the Dutch Government, co-host of the UN Water Conference 2023 in New York, we organize a challenge to accelerate sustainable impact and create awareness around the value and power of water. Together, we can create impact to face global water challenges and ensure a climate resilient future for all.

1.2. **Wavemakers United**

Wavemakers United is a community of students, young professionals, and athletes with a passion for water. As a youth organization we focus on local challenges while having a global reach with the aim to contribute to the UN2030 SDGs and involve as many youngsters as possible. After the launch of Wavemakers United during the World Expo in Dubai, a globally oriented team has started on the expansion of the Wavemakers-community. The first result being this Challenge, in collaboration with IHE Delft.

We believe that the UN2023 Water Conference can be a key moment towards 2030 in accelerating youth-engagement for sustainability. This also means that New York will not be the end of this project, nor our organization. We move beyond to keep creating local impact. We believe that through sports, education and positive energy we reach communities that are hard to reach. To activate these communities, let them create their own capacity to become climate resilient, and to bring together the whole world for sustainability and water.

1.3. IHE Delft Institute for Water Education

IHE Delft Institute for Water Education is the largest international graduate water education facility in the world and is based in Delft, the Netherlands. Since 1957 the Institute has provided water education and training to 23,000 professionals from over 190 countries, the vast majority from Africa, Asia, and Latin America. Due to its global orientation, IHE Delft alumni are creating impact around the globe with the knowledge they obtained in Delft. Also, numerous research and institutional strengthening projects are carried out in partnership to strengthen capacity in the water sector worldwide. Through our overarching work on capacity development, IHE Delft aims to make a tangible contribution to achieving all Sustainable Development Goals in which water is key.

1.4. Challenge timeline

1.4.1. Application period

The application period runs from the beginning of September 2022 up until the 24th of November 2022. When you've finished your application and got admitted to the challenge you can start using our toolkit and your personal online environment on our website. This means you can start with the challenge before November 24th.

1.4.2. Sharing knowledge & idea development

After your admission to the challenge, you can start sharing knowledge within your local community. This is the first step in the process of developing your idea.

1.4.3. First admission deadline

To get to the second round of this challenge you will need to upload your impact report and first preliminary idea before January 24th, 2023. This report and idea will be reviewed by our youth jury which consists of global youth leaders in sustainability and water. More information about the youth jury can be found in the chapter about the process of the challenge.

1.4.4. Second admission deadline

If you are admitted to the second round of the challenge, it's time to further develop your idea and get inspired by our masterclasses. You will have until the 14th of February 2023 to submit your final idea. Together with the youth jury, a high-level jury will decide which five teams can compete to become the winner of the Game Changer Challenge at the end of March.

1.4.5. Final at the UN Water Conference New York 2023

The UN 2023 Water Conference New York is organized in close collaboration between the governments of The Netherlands and Tajikistan. The event will mark the halfway point for the UN Decade for Action on Water and Sanitation, which started in 2018. It will take place from the 22nd until the 24th of March 2023 in New York.

During this important conference will be the final of the Wavemakers United & IHE Delft Game Changer Challenge. The five teams will be represented at the conference to present their idea to the public with a three minute pitch. To provide context, the teams create a banner with additional information. The expert jury will decide on the winning pitch.

1.4.6. Beyond New York

UN 2023 Water Conference New York City marks the end of only the first phase of the challenge. The challenge will continue for phase 2: idea development working towards the Olympic Games in Paris in 2024. In close collaboration with a business partner, participants will develop their initial idea into a social or technical innovation. The finalists, including the winner of phase 1 have had the opportunity to develop their idea the longest, continuing with a significant head start. Phase 2 will be open to join for all previously participating and new participants of youth, athletes, local communities, experts, knowledge institutes and partners.

2. CHALLENGE CONTENT

2.1. The Challenge

During the UN2023 Gamechanger Challenge teams will need to address the following challenge:

Develop an innovative and implementable idea that takes on global water challenges and ensures a climate resilient future.

This Challenge has a broad scope. This reflects the aim of this Challenge: mobilize multiple levels of educations, across the world, around all water related challenges the climate is facing. Water is the connector of all SDGs, goals that touch upon all aspects of daily life on our planet. This means that the solutions to a more climate resilient planet can also be found in every aspect of our lives.

Every part of the academic world will need to think about its contribution to sustainable development. Not only water management students can come up with water solutions. Economics students need to think about how to price climate risk. Medicine students need to find more sustainable ways to produce pharmaceutical products, or the way water is used in hospitals. Art students can find ways how to best bring water-related issues and solutions can be presented to create awareness. Every academic field can and must contribute, which this Challenge wants to motivate.

We do not only call on teams to present technologically innovative ideas, but we are also focused on socially innovative ideas and whether an idea is implementable. In the following paragraphs we will elaborate more about the relevant topics mentioned in this question.

2.2. Relevant topics

2.2.1. Innovation & implementation

Innovation stands for a new idea, concept, approach, working method, technical solution, technical product, or process. An idea is innovative if the idea is new, so it has not been applied in any comparable form, way, or context. This means that an old idea with a new implementation approach is an innovation. A new idea with an existing implementation method is also an innovation.

Innovation can be technical; for example, resulting in a product or method, or an innovation can be social; the focus leaning towards behavioral change, awareness and/or systemic

thinking. The two forms of innovations need each other to create real change: new techniques need to serve the needs of societies. Social systems need the right methods to implement technical innovations successfully. Mostly when we think of innovation, we look at our phones, computers, or solar panels. However, social innovation is just as important to create impact and improve the lives of those that are influenced by an innovation. Therefore, this Challenge welcomes social innovations as much as technical innovations – it’s all about impact!

2.2.2. Global Water Challenges

Water challenges the world is facing can be classified in too much water, too little water, too dirty water, and water safety. On a local, regional and global level solutions are found to improve water quality, safety, hygiene, adapt to droughts and prevent floods. Technical solutions, awareness campaigns and behavioral change are key to create sustainable and meaningful impact.

Next to this, all these challenges and solutions need good quality management, interdisciplinary cooperation and conflict-resolution. Many water challenges can be prevented if we work together! This means that water challenges are also management and conflict challenges.

2.2.3. A Climate Resilient Future

Climatic resilience is defined as “the capacity of social, economic and eco -systems to cope with a hazardous trend or disturbance”. In this Challenge, the term refers to increasing the capacity for social, economic and eco -systems to cope with the effects of climate change.

2.2.4. The SDGs and their link to water

Water is one of the most powerful tools in achieving the 2030 Agenda for Sustainable Development. Water is the resource that connects all the SDGs and counts as either dealmaker or dealbreaker in achieving them. Water enables offshore energy and life below water (SDG 7 & 14), zero hunger by providing clean drinking water (SDG 2 & 6), and quality education and health by improving water access and sanitation (SDG 4 & 6). Research also shows that access to clean water can also improve gender equality (SDG 5 & 6). In conclusion, water connects all the SDGs and we need water to achieve them!

2.3. The goal

The goal of this Challenge is to develop a collection of ideas for social, technical, and environmental innovations that mitigate the global water challenges and can accelerate achieving the SDG’s. These ideas are locally sourced by youngsters and are ultimately

applicable on global scale. Obviously, sub-goals such as creating awareness, improving education and local-to-global-to-local cooperation are necessary to create a community that makes impact.

2.4. Education and SDGs

As stated before, education is a sub-goal and prerequisite of participation in the Challenge. It is expected that students and young professionals seek ways to educate their local communities (especially the youth they are collaborating with) on the SDG's and water. Methods to do so will be supplied by the Challenge organization. However, participants are motivated to use their own knowledge-base to organize guest-lectures or activities that create awareness.

3. CHALLENGE PROCESS

3.1. **Application**

3.1.1. *Participants*

Participants of this Challenge are students, who are 17 years or older, that are registered at a knowledge institute. This means that participants from every form of education can join the Challenge. Because education systems vary across the world, we use the UNESCO-IESCD standard. Formally, team members need to be registered at institutes that offer UNESCO-IESCD level 4-8 education¹. For example, PhD, post-docs, masters, bachelors-students are all welcome to participate. Students are not required to be enrolled in an academic field of sustainability or water management.

3.1.2. *Teams*

A team can consist of 2 to 6 students. In principle, these students do not have to be part of the same knowledge institution or faculty. The knowledge institutes are functioning as team-owners and will give their team its unique name, like ‘Team IHE-Delft’, or ‘Team Khalifa University’. When multiple teams apply per institute numbers will be added to the team-name by the organization, or the faculty of the team (e.g. ‘Khalifa University Economics Faculty’) will be added to the team-name.

Every team will have a “team captain”, who will submit the required documents and the team information to the Challenge-website. The captain will be the main point of communication for all Challenge-specific information. This does not mean that the captain is responsible for the presentation of the idea in front of the juries or in the video.

We entuse teams to form active and ongoing collaborations with and ask guidance from faculties within their knowledge institute. Next to this, we motivate teams to collaborate with young professionals from local companies or governments that have expert knowledge in their idea-field. These teachers and young professionals will be labelled as the team’s “coaches”. A coach can assist teams in their idea-development, join them to local communities, or connect the teams to a network. How involved a coach will be is up to the individual. The time-consumption estimation is around 2 hours per week.

3.1.3. *Requirements*

¹ National education systems might use the IESCD system differently. For reference, please consult your knowledge institute for guidance, or the UNESCO IESCD manual at: <http://uis.unesco.org/sites/default/files/documents/international-standard-classification-of-education-isced-2011-en.pdf>.

In summary, to participate in the Challenge, you will need the following things:

- A student team, with 2-6 students, all aged 17 or older, registered at an IESCD level 4-8 knowledge institution.
- A team-captain as main point of communication.
- Information about the team members.
- Contact information from the knowledge institute.
- The capacity to share knowledge with local communities.
- Agreement with the terms and conditions of the Challenge.

The admission can be completed on the Challenge-website. For any further questions about the admissions procedure, please send an email to challenge@wavemakersuntied.com.

If you do not meet the above-mentioned requirements, you can get in contact with the Challenge organization at challenge@wavemakersuntied.com to explain your situation.

3.1.4. Application period

The application period for teams runs from the 1st of September 2022 until the 24th of November 2022. Teams will need to have submit all documents necessary to be taken to participate. The Challenge committee will inform the team as soon as possible, but no later than November 31st, 2022, about further steps and the process towards the first submission deadline.

The Challenge committee can grant an extended deadline upon request and will inform all teams through the monthly newsletter and the Challenge website. However, the extended deadline will not exceed beyond January 2023.

Currently, there is no maximum number of teams that can participate in the Challenge. If, however, due to organizational restrictions and unexpected situations, this will be the case the organization will inform all teams and those interested through our newsletter and website with all details necessary.

3.2. Sharing knowledge

3.2.1. Local initiative

After admission to the Challenge, teams will start with creating local impact. They will do so by using the Wavemakers United SDG-toolkit, presented on the Challenge website. By going

into their local communities, like primary and secondary schools, and offer guest-lectures and activities they will achieve two things:

- Local impact and awareness about sustainability
 - Education about sustainability and climate change is not easily available to everyone. Next to this, teachers have their own tight schedule and knowledge base. Therefore, we motivate our teams to educate youth with positive energy.
 - Local communities will be offered easy to use tips and tricks within their own lives to improve the climate and to become more eco-efficient.
- Inspiration and creative input from the next generation
 - With the activities from the Wavemakers United toolkit we aim to gather the creative energy from children about sustainability. This creativity can be used to develop an idea that will potentially create global impact.
 - The energy from youth is a great inspiration and hope to keep working on a more sustainable future. Teams will inspire youth with positive energy instead of negative urgency, and in our experience that will give even more positive energy!

Teams will have to deliver an ‘impact report’ about their activities in their local community during the first deadline of this Challenge. Within this report teams will elaborate on the abovementioned goals: impact and inspiration. How many youngsters have you inspired? Which creative ideas were delivered? What does your local community need to become more climate resilient? You can find an example impact report on the Challenge website.

3.2.2. SDG-toolkit

Within our SDG-toolkit teams can find information about SDGs and their link to water, together with fun activities for local communities. It gives content for guest-lectures about the water-SDGs with powerpoint-slides and other tips on how to give guest-lectures. During the Challenge this SDG-toolkit will be updated regularly with more information, so feel free to send in your feedback or fresh ideas!

3.2.3. Regional guidance

Through this Challenge we not only enthuse youngsters about water and a career in sustainability, but we also want to help teams develop a network to kickstart their career. Therefore, teams get guidance from a young professional (their coach) in their region to get in contact with companies, government institutions and NGOs. Next to this, we aim to connect as many local youth organizations as possible to teams to inspire and create an eco-system of youth with ambition for impact. Teams will get more information about this during the Challenge!

3.3. Idea development

3.3.1. Teamwork

This Challenge is focused on collaboration and teamwork, making sure everyone is valued and feels good in their respective role within the Challenge. We will offer tools and online masterclasses to make sure you dream, think and work together as a team. In our online environment you will find more documents about ways you can approach the development of your idea. Next to this, educating your local community with your team, getting fresh insights from global environmental leaders, are great ways to get to know students with the same ambitions.

3.3.2. Collaboration with third parties

Implementable and innovative ideas need feedback and knowledge from all parts of society to be successful and impactful. Therefore, we entuse teams to seek collaborations with companies and governments that help them develop their idea. Let us know when you've found a partner that can help you develop your idea into a concrete solution!

3.3.3. Global inspiration

During the idea development phase teams will be offered masterclasses on relevant topics from experts in sustainability, climate change and water management. With our partners we guide teams through the idea development phase and motivate them with inspiring speakers. An overview of the masterclasses and their content will be made available on the Challenge website as soon as possible.

3.4. Submission

3.4.1. Form requirements first round

For the first round, teams are required to submit an impact report and the first summary of the idea they have in mind. The impact report is focused on the impact teams made in their local community. In the team-environment on the Challenge website teams will find an impact report teams can fill in. The report will get insight in how communities were educated, what the findings were of teams, and what the experiences were of the youth they've met.

The second part of the submission will elaborate on the inspiration teams got from their local community and their first preliminary idea. Teams will need to upload a three-slide PowerPoint presentation with three topics:

- Findings from the local community & problem statement
- Idea(s) to solve the problem stated in the first page

- Method(s) to come to that idea in the following Challenge phase
- PowerPoints may consist of more than three slides, but the presentation must be concrete and understandable.

3.4.2. Form requirements second round

For the second submission round teams will need to create a 90-second video and a five-page PowerPoint with a further specification of their idea. Teams will get more creative freedom in this round to present their idea and get the attention of the youth and high-level jury. Next to this, teams will need to fill in a questionnaire about the period towards the final in March 2023.

3.4.3. Assessment period

The aim of the juries is to assess the submission as fast as possible, but no longer than two weeks after submission. Teams will be informed via their Team Captain whether their submission is through to the next round of the Challenge. In the next sub-chapter we will elaborate more on the different juries and their respective roles during the Challenge.

3.5. Judging process

3.5.1. Youth & Expert Jury

Both juries consist of people with very different backgrounds, working all over the world. Each member of the jury has a great passion for water, just like all participants. The expert jury is assisted by the youth jury, which consists of members from different (youth) organisations focused on water, climate, and sustainable development. These (youth) organisations play a key role in strengthening the eco-system this Challenge will create.

The jury members will receive and evaluate the submitted materials but will also give great tips during masterclasses or educational videos. Jury members will be announced in November 2022 and can be found on our Challenge website.

3.5.2. Process & Criteria

The Challenge consists of two judging rounds. The first one, after the 24th of January deadline, by the youth jury. And the second one, after the 14th of February deadline, by the high-level and youth jury combined.

For every selection round the following primary criteria will be taken into consideration:

- Addressing the Challenge question correct and in a relevant way
- Connection to one or more SDGs, using water
- Originality of the idea
- Connection to the local communities' perspective

Next to this, teams are motivated to add another aspect to their idea, such as:

- A connection to fundamental human rights
- Direct applicability to another part of the world
- Contribution to minorities and the most vulnerable

Juries will form their judgment using a standard ranking system, which is defined by the juries themselves. Teams cannot appeal to a decision of a jury. The Challenge committee is not, in any way, involved in the judgement of juries.

3.5.3. Outcome selection rounds

We emphasize that this Challenge is not about competing *against* other teams but competing *with* other teams. The climate issues we are facing are issues for every one of us, therefore the solutions should not be exclusive or competitive. With that mentality our juries will be 'judging' the ideas of teams.

After the first submission round, ... teams will get the opportunity to further develop their idea and submit it February 14th for the second rounds. Teams not admitted to the second round can still follow the plenary online Challenge program through the 'Beyond New York side-track', which is explained in the next paragraph.

After the second submission round, the high-level and youth jury will choose five teams that are invited to present their idea during the UN Water Conference in March 2023. At the final of this Challenge the high-level jury will choose the winner of the Gamechanger Challenge.

3.5.4. Beyond New York side-track

Participating is more important than winning, and we mean it. Teams that are not through to the second round or the final are still actively involved in the Challenge. Informative online masterclasses, local or regional events and other activities are still accessible for all teams participating in this Challenge. This is because we don't stop in New York after the UN2023 Water Conference.

We still have until 2030 to work together and achieve the Sustainable Development Goals. The next dot on the horizon will be the Olympic Games in Paris of 2024. At this event, sports mentality and sustainability will be at the core of the organization – and we cannot think of a better place to show the world what youth can achieve together. All teams participating in this Challenge will be invited to join us in our journey towards Paris and beyond.

3.5.5. Prizes

The prizes you can win are designed to give opportunities for further development and new experiences. First and foremost, the chance to take the idea into a business case towards the Olympic Games in Paris 2024. Together with your own local network, but also the global network of gamechangers, you have access to due to the Challenge.

The top-5 teams will be represented in New York to pitch their idea during the UN2023 Water Conference. How this event will look like will be made available on our website in 2023, and we will keep you updated through our newsletter!

All participants will receive a certificate which states that they've successfully participated in the Gamechanger Challenge.

4. TERMS & CONDITIONS

4.1. **Third party collaborations**

Wavemakers United and IHE Delft are not liable for any actions, commitments, or damages to property rights of teams towards their third-party collaborations. These collaborations are solely between a Challenge team and the third-party. Any conflict between parties is ideally settled using mediation but must follow the rule of law in the jurisdiction applicable to the region the knowledge institute is active in.

4.2. **Intellectual property rights**

4.2.1. *Content from Wavemakers United*

The educational content provided by Wavemakers United and its partners is property of Wavemakers United and cannot be spread any further without written permission from the organization.

4.2.2. *Content from teams and its aligned contributors*

Teams will keep all intellectual property rights of the idea(s) that they develop during this Challenge. We also urge coaches, third-party collaborations and knowledge institutions to uphold with this principle.

4.3. **GDPR**

Teams give permission that their team information can be reviewed by other teams from the Challenge. When the Challenge organization is using team information for promotional purposes, it will do so with explicit consent of the teams and without presenting personal information of the participants. The Challenge organization will contact the team-captain about this through e-mail.

4.4. **Liability**

Wavemakers United and IHE Delft are not liable in any way for damages caused by teams, collaborators of teams or any other party aligned with the Challenge. This includes violations of intellectual property rights and copyright during and after the Challenge.