

CHICAGO TOY & GAME YOUNG INVENTOR CHALLENGE

November 23, 2019

at the Navy Pier in Chicago, Illinois
8:30 am - 3:00 pm

October 15, 2019 , Early Registration Ends

October 31, 2019, Registration Deadline

November 11, 2019, 9:00 am, All submission materials due

<https://www.chitag.com/yic>





**An Initiative of
Chicago Toy and Game Week**

OUR MISSION is to inspire the next generation to use creativity, critical thinking, and STEAM skills in the invention and innovation process and to connect professionals within the toy industry to mentor these young innovators in their design process.



Inspiring Creativity and Innovation!

The YIC provides an opportunity for children ages 6 to 18 to develop and pitch their original inventions to major toy companies, industry professionals, members of the media and general public. This unique and educational experience ignites imagination, creativity and presentation skills like no other, providing a means of taking these inventions to greater heights, with professional critiques from our industry experts.

We are the only young inventor program that has sponsorship and mentoring participation from top toy and game manufacturers around the world. Many of the winning inventions have been licensed by these global companies and can be found on store shelves today!



Our 2018 Sponsors Included:



The Young Inventor Challenge is in its 14th year!



In 2018:

Over 250 students from 14 states and 5 countries entered the YIC.

Over 100 Mentors from all over the world participated in the event, both online and in person.

1 Presenting Sponsor, 6 Category Sponsors, and 3 In-Kind Sponsors made this event possible.



In 2018 Over 100 Mentors Participated

Mentors included Toy Industry Executives, Marketing Directors, Product Acquisition Executives, Engineers, Inventors, Toy and Game Designers, and Teachers.

Mentors came from renowned companies such as Hasbro, Mattel, LEGO, Spin Master, Play Monster, Goliath, Pressman, KID Group, Design Edge, 7Towns, The Walt Disney Company, FUSE London, NEXT Toy, BlueSquare Innovations, IDEO, Shoot the Moon, Random Games, Green Toys, Product Counsel, Creativity Inc., Brain Games, UIA, ASTRA, TIA, Quirky, USAopoly and many more.

They volunteered their time to review concepts and give written feedback to entrants.

Concept review happened both pre-event (online) and in-person.

Students received scores and written feedback from several industry experts.

Want to find our more about being a mentor?

<https://www.chitag.com/yicmentors2018>



Why Participate?

- IT'S FUN!
- Win a chance to have your toy or game made and sold at stores everywhere by a major toy company!
- Use your creativity and the design process to create an amazing toy or game to be shared with friends, family, and toy and game industry professionals.
- Win great prizes like a trip to Target Headquarters or to New York to be a presenter at the national Toy of the Year Awards and have a private tour of Toy Fair!
- You might even get to be on TV!
- We provide lots of materials and resources to help you even if you've never done something like this before!





Success Stories

Many of our entrants have had their inventions made by toy companies. Here are some of their stories:

- Nick Metzler won in 2012 for his game Squashed licensed by PlaSmart and still selling around the world. Nick now works for Spin Master as a designer and product acquisition executive and won the Toy & Game Inventor Rising Star Award in 2018.
- Olivia Wasilewski and Brynna Siewers won in 2016 for Ship of Treasures, a Target exclusive, and still on retail shelves today.
- Ellie Skalla won in 2017 for GalactiQuest, and her game is now selling at Target.
- Edie Piacenza won in 2017 for There's a Poo on My Shoe and her game is hitting retail shelves in 2019.
- Tiggy Sliwinski won in 2017 for Draw-n to Crime and her game is hitting retail shelves in 2019.
- In 2018 three winners were flown to Target and their games are under consideration for 2020 and there are other winners under consideration by toy and game companies for licensing.

In My Classroom?



- YES! The Young Inventor Challenge is a great classroom activity! Fantastic for integrating STEAM subjects, focusing Tinker Time or Maker Lab activities.
- Promotes hands-on, active real-life learning experiences.
- Develops critical thinking and problem solving skills.
- Empowers students to become active creators and innovators.
- Builds perseverance, inspires questioning and further investigation, and encourages rethinking and modifying concepts and ideas.
- Use our Inventor Design Guide to create a custom program to suit your specific classroom needs!
- Easily tie into curriculum: language arts, math, engineering, science, public speaking, art and more!
- Additional teacher and student resources are available on our website!

The Basics

All the information you need is on our website!

<https://www.chitag.com/yic>

1. **REGISTER!** You can compete online, in person or both.
2. **CREATE** your toy or game Use our Design Guide and Student Resources to guide you through the invention and design process.
3. **WRITE** and **PRACTICE** your pitch! Sell us your idea.
4. **VIDEO** your pitch and take photos of your prototype.
5. **CHECK** items off of our Young Inventor Challenge Checklist to make sure you haven't forgotten anything!

If you are coming to compete in person...

6. **MAKE** your poster display.
7. **PRACTICE** your pitch some more.

You will be presenting to a small group of students and mentors at the event. You will also have the opportunity to answer questions from the group and present to the general public.