Join us to learn about the competition and what is new for 2019. This year we will award cash prizes in two tracks:

1. **Problem Discovery**: an in-depth understanding of the problem you are passionate about, a map of existing and tried solutions (what worked and what failed), and the possible unintended consequences. A solution in this track is not required, but can be suggested.

2. **Solution Discovery**: with an in-depth understanding of the problem and an assessment of the solutions space, teams present their recommendation for a solution that can be a novel product/service, a collaboration with existing actors in the community to support their work, or replication of already tested solution in that sector.

**KEY DATES**

- March 11: Intent to Compete Form Due
- March 29: Application Deadline
- April 11: I2S Finals
WORKSHOPS

Are you contemplating participating in the Ideas to Serve Competition? Need help mapping out the issue area you are interested in? These workshops will introduce you to a variety of tools you can use on your problem discovery journey.

4:30–5:45 PM | CoB Room 101/311A

January 28: Sustainable Community Development
February 4: Systems Approach and Stakeholder Mapping
February 11: Empathy
February 18: Impact Gap Canvas
February 25: Pre-Mortem
March 4: Customer Discovery
March 11: Human-Centered Design
March 25: Pitching Your Idea

Please note this workshop series is part of MGT 4803 J: Social Impact: In-depth Exploration and Design, but you don’t have to be enrolled in the course to participate in the workshops.