

INNOVATION AWARD COMPETITION 2026



Theme:
***Towards a
Sustainable
Tomorrow***

REGISTER NOW



Why Join?

- Showcase your innovative school projects
- Build your portfolio and experience
- Compete individually or as a team
- Stand a chance to win exciting prizes!

1

**Project Registration
& Submission**

1 June - 19 July

2

**Project
Shortlisting**

10 August

3

**Project
Pitch**

September

Open to all PB students

INNOVATION AWARD COMPETITION BRIEF 2026

PREFACE

As we step into 2026, the urgency to cultivate innovation that supports environmental stewardship and sustainable development has never been greater. This year's Innovation Award at Politeknik Brunei embraces the theme "Towards a Sustainable Tomorrow," calling on students to develop ideas that create positive environmental, social, and economic impact.

Politeknik Brunei (PB), as Brunei Darussalam's leading national provider of technical and vocational education and training (TVET), stands at the forefront of efforts to produce innovative and future-ready graduates. The vision is to generate innovative and future-ready graduates, and its mission is to deliver industry-driven quality education and training. This commitment drives the institution to continuously improve, deliver high-impact outcomes, and nurture learners with the skills to navigate and shape the evolving demands of the workforce.

It champions applied research, innovation, and enterprise, while promoting sustainability and 21st century skills across all levels of teaching and learning. The competition encourages students not only to explore sustainable solutions, but also to develop prototypes and ideas with strong commercial potential i.e. solutions that can be scaled, marketed, or translated into viable products or services. This emphasis on commercial value fosters a culture of entrepreneurship and ensures that innovation contributes meaningfully to Brunei's socio-economic growth.

Aligned with Wawasan Brunei 2035, the Innovation Award contributes to the national vision of cultivating a well-educated, highly skilled, and accomplished society. It supports the Ministry of Education's Greening Education Plan (GEP) 2025 vision 'Education for a greener tomorrow' and its mission 'to educate and inspire a generation of environmentally friendly responsible individuals'. The innovation award is inline with the GEP strategy under research and innovation where institutions and students are encouraged the development of new technologies and approaches for sustainable education.

Furthermore, the Innovation Award 2026 contributes to regional and global frameworks including the UN Sustainable Development Goals (SDGs), particularly SDG 4 (Quality Education) and SDG 13 (Climate Action); the ASEAN Work Plan on Education 2021–2025 and the Roadmap on the ASEAN Higher Education Space 2025, promoting cross-border TVET mobility and green skills; the SEAMEO Strategic Plan 2021–2030, which encourages innovation and education for sustainable development in Southeast Asia; and the UNESCO TVET Strategy 2022–2029, which champions inclusive and sustainable skills development.

As a platform for interdisciplinary collaboration and bold ideation, the Innovation Award 2026 challenges students to push the boundaries of what is possible—turning ideas into viable, sustainable solutions. By fostering a spirit of innovation grounded in sustainability and commercial viability, this initiative not only recognizes student excellence but also empowers future innovators who will shape Brunei and the region's transition to a greener and more resilient future.

THE INNOVATION AWARD

The Innovation Award serves as a key initiative to encourage students of Politeknik Brunei to contribute thoughtfully toward a more sustainable and innovative future. In line with the institution's mission to deliver industry-driven quality education and training, this competition provides a valuable platform for students to apply their learning, explore ideas, and propose practical solutions with potential commercial value.

Welcome to the Innovation Award 2026, a platform dedicated to encouraging innovation and celebrating promising ideas that aim to make a positive impact. This competition seeks to recognize students who have demonstrated curiosity, creativity, and initiative through their proposed solutions, projects, or initiatives. We invite you to take part by sharing your ideas and joining us in shaping a brighter, greener and sustainable tomorrow.

To cultivate students' abilities in problem identification and critical thinking by encouraging innovative responses to real-world challenges.

- To promote the development of original and creative ideas through technically sound and practically feasible project designs.
- To enhance students' teamwork and communication skills through collaborative project work and structured presentations.
- To foster a culture of reflective practice and continuous improvement by encouraging students to evaluate their learning and project outcomes.
- To encourage exploration of the practical application and scalability of student innovations within relevant real-world contexts.

The Innovation Award welcomes a diverse array of entries from students across all disciplines and semesters of Politeknik Brunei. While participants may still be honing their skills and confidence, this competition offers a valuable opportunity to experiment, learn, and grow by tackling real-world challenges through creative problem-solving.

As we embark on this initiative, let us nurture the spirit of innovation, support students in their growth journey, and develop a culture of purposeful creativity. Welcome to the Innovation Award 2026, a platform for exploration, learning, and the shared ambition of building a more sustainable and inventive future

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1. COMPETITION OVERVIEW

This year's Innovation Award 2026 carries the theme: "Towards a Sustainable Tomorrow".

This theme reflects the growing urgency to develop ideas that are not only innovative but also environmentally responsible and sustainable. "Towards a Sustainable Tomorrow" speaks to the need for solutions that prioritize long-term impact, environmental resilience, and sustainable growth. It calls upon students to explore new ways of thinking, working, harnessing green skills and using green approaches to provide green solutions.

According to Pavlova (2017), there are four category analytical frameworks for the classification of generic green skills as shown in Figure 1. At the most bottom tier consist of a positive attitude towards sustainability and a green mindset. This is the basis of this year's theme. The projects and innovations are expected to contain any of the above tier greening categories i.e. generic skills within environmental context and technological processes for greening, topping up skills for greening existing occupations and specific green skills for new occupations. These will be part of the judging criteria this year.

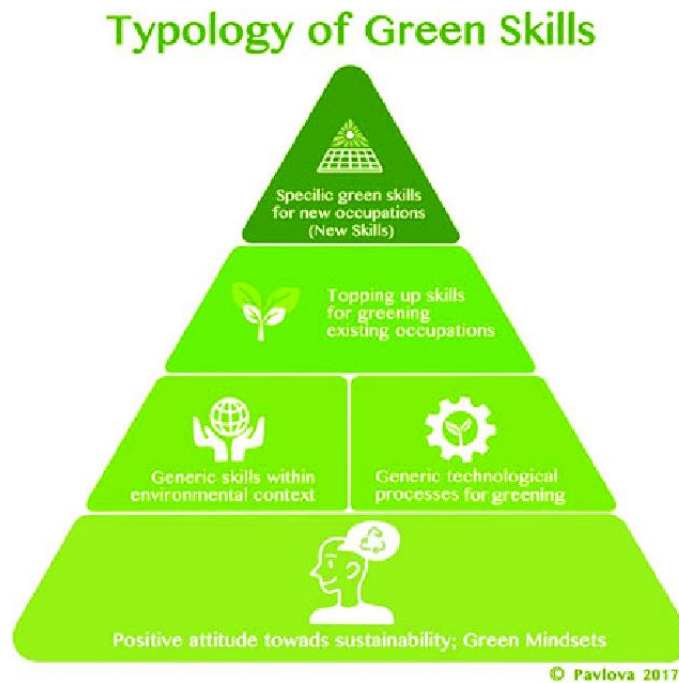


Figure 1.0 Typology of Green Skills

This theme also emphasises the importance of creating a culture of responsibility, collaboration, and forward-thinking. By embracing experimentation, learning from setbacks, and refining their approaches, students can begin to understand how their innovations can contribute to broader efforts for sustainability.

“Towards a Sustainable Tomorrow” is not just a title. It is a guiding principle for this year’s competition which challenges all participants to reflect on how their ideas can make a difference, and to take their first steps toward becoming thoughtful, solution-driven changemakers.

2. THE COMPETITION BRIEF

The Innovation Award competition entries encompass a wide range of project from five (5) different schools under Politeknik Brunei such as below:

1. School of Business (SBS)
2. School of Information and Communication Technology (SICT)
3. School of Science and Engineering (SSE)
4. School of Health Sciences (SHS)
5. School of Petrochemical (SPC)

This project focuses not only creating but also modifying or improving existing product, process and technology by the incorporation of green skills, sustainability and environmental awareness. Participants will conceptualise and design prototypes, aiming to showcase the feasibility and functionality of their innovative ideas. Prototypes can also be in physical or digital simulations. Projects should also be able to create positive impacts to society and economy as well as be sustainable in the long run.

Factors such as market demand, key expenses (materials and labour), projected return of investment (ROI) should be considered as well. Is there potential in expanding the project? Participants can do projections as well based on research conducted on existing products/solutions even if they have not sold any yet. More information on judging criteria can be found in sub-chapter 2.3.

2.1 SCOPE OF PROPOSAL TOPICS

The table below shows the areas and scope of topics that are included in the theme but is not limited to.

Area	Scope
Science and engineering	<ol style="list-style-type: none">1. Artificial intelligence and digital transformation2. Sustainable construction materials3. Energy efficiency4. Waste management5. Recycle and reuse6. Food waste7. Waste-to-resource/waste-to-energy8. Biomaterials/bioplastics

	<ul style="list-style-type: none"> 9. Renewable energy (e.g. solar, wind, fuel cell) 10. Carbon capture 11. Hydrogen and biomass 12. Emission control 13. Degradation of aquatic ecosystem 14. Emerging pollutants 15. Green building 16. Water conservation 17. Urban planning and green spaces 18. Climate change challenges
Business, marketing and human resource	<ul style="list-style-type: none"> 19. Entrepreneurship 20. Circular economy 21. Bitcoin/Cryptocurrency 22. Digital economy and business 23. Environmental, social and governances (ESG) 24. Green and sustainable investment 25. Sustainable business development 26. Tourism and hospitality
Information, communication and technology (ICT)	<ul style="list-style-type: none"> 27. Artificial intelligence and cybersecurity 28. Internet of Things (IoT) 29. Green informatics 30. Smart sustainable cities 31. Energy efficient building 32. GIS 33. Fuzzy logic
Healthcare	<ul style="list-style-type: none"> 34. Sustainable procurement 35. Energy conservation 36. Promotion of green habits 37. Telehealth 38. Prescribing green 39. Green thinking for patient care 40. Green healthcare policies

2.2 COMPETITION ENTRY

There will be two stages of the competition.

A. Project Video Presentation	B. Project Pitching
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2.2.1 PROJECT VIDEO PRESENTATION

The first level requires participants to create a video presentation that explains their project. Participants must finish the presentation in a manner consistent with the standards outlined below.

2.2.1.1 VIDEO SUBMISSION REQUIREMENTS

The video should contain and run in the following sequence:

a)	Project Title Page	Video title should follow the following format: '(Project Title)', Group Name, & Innovation Award Competition 2026 For example, 'Tag Card Pro', by Tag Technologies, Innovation Award Competition 2026
b)	Copyright statement	To include centrally aligned written statement below: <i>The contents of this video, including (but not limited to) all written, images, photos and code are copyright of Politeknik Brunei – ©Politeknik Brunei 2026.</i> <i>All right reserved.</i> <i>You may not copy, reproduce, modify, republish, transmit or distribute any material from this video without written permission."</i>

c)	Meet up the Team	The team description should introduce the team members and their roles within the project that give readers a clear understanding of who is involved in the project and how each member contributes to its development and implementation.
d)	Introduction	In the introduction, participants articulate the problem they are addressing and its significance. They state the project's goals and briefly outline their approach. Overall, the introduction aims to give a clear understanding of the project's objectives and purpose.
e)	Problem Identification	The problem identification section sets the stage for the rest of the project. Participants should clearly define the issue they are addressing, explain why it matters, and who it affects. They can provide background information and any research they have done to support their understanding of the problem.
f)	Proposed Solution <ul style="list-style-type: none"> ● Prototype Explanation ● Prototype demonstration/showcase 	<p>Participants should outline their ideas for addressing the identified problem. They need to explain how their solution will work and why it's effective.</p> <p>This might include describing the features of their prototype or how it will be used in real-life situations. Participants should mention how their prototype or method involves greening, sustainability and environmental awareness.</p> <p>It is essential to keep the explanation clear and straightforward, making it easy for readers to understand the proposed solution's benefits and potential impact.</p>
Project Analysis and Evaluation		
g)	Market	In the market analysis section, students examine potential users for their solution, assess existing products or services, and identify market opportunities. They investigate customer needs, competitor offerings, pricing, and distribution channels. This analysis ensures their solution meets customer needs and is well-positioned for success.

h)	Financial <ul style="list-style-type: none"> • Proposed Budget • Return of Investment 	<p>In the financial analysis, students look at how much it will cost to make their solution and how much they might earn from it (proposed budget). They estimate expenses like materials and labor and then predict how much they could make from selling their solution (Return of Investment). This helps them see if their project can make enough money to be successful.</p>
i)	Feasibility <ul style="list-style-type: none"> • Resources required 	<p>In the feasibility analysis, students evaluate whether their project is achievable and beneficial. They consider technical, economic, and operational aspects to determine if they have the necessary resources and if the project is financially viable and compatible with existing systems. This analysis helps students decide whether to proceed with their project.</p>
j)	Conclusion	<p>In the conclusion, students summarize their project's main findings, reflect on its significance, and discuss any limitations or future directions. It provides closure to the project, reaffirming its objectives and highlighting its contribution to the field.</p>

2.2.1.2 VIDEO SUBMISSION GUIDELINES

1. **The video presentation should be done in a professional manner.** No acting or ludicrous act is allowed in the video.
2. Video duration must be within **five (5) to seven (7) minutes**.
3. **Audio must** meet the required criteria below:
 - a. English language.
 - b. Presented by team members.
 - c. Clear and audible.
 - d. Low to no background noises.
 - e. (Optional): Special sound effects / background music may be added to your video, if it is appropriate, does not interfere with audio description, does not contain copy right items and is relevant to your presentation.
4. **Subtitles** are required throughout the video presentation to facilitate audio description.
5. Video file must be saved in a single **MP4** format (minimum **720p HD Quality**).
6. Video file size **must not** exceed 500MB.
7. The video **should not** include the face of the presenter.
8. The video must be renamed to **Video_{Project Name}.mp4**

2.2.2 PROJECT PITCHING

Successful shortlisted teams will be invited to present their projects in front of panels of judges in a one-day event, physically. This face-to-face interaction allows judges to assess the projects firsthand and provides participants with a platform to effectively communicate their ideas and findings.

During the event, participants will have to stand before a group of evaluators and explain their projects, likely using visual aids or demonstrations to support their presentations. They will have the opportunity to showcase their work prototype, answer questions from the judges, and demonstrate their understanding and expertise in their respective fields.

2.2.2.1 ASSESSMENT DAY REQUIREMENT

On presentation day, it's crucial to have all the necessary items to ensure a smooth and successful delivery. Here's a list of items you might need for your presentation assessment:

1. An allocation of up to a **maximum of 30 minutes** will be allocated per team which includes 10 minutes' presentation and 20 minutes' question and answer session.
2. **Digital Presentation Slides** should be the same as the one that is submitted for Open Stage but with voice over omitted. Participants are to ensure slides are properly prepared and ready to be displayed and bring any necessary equipment such as a laptop, projector, or pointer to support their presentation.
3. **Your Project Prototype:** make sure they are set up and functioning correctly for demonstration.

By ensuring you have all these items prepared and ready to go, you can focus on delivering a polished and impactful presentation on the day of your assessment.

2.2.2.2 ASSESSMENT DAY GUIDELINES

1. **Presentation Materials:** Bring printed copies of your presentation slides or any handouts for the judges to refer to during or after your presentation.
2. **Notes or Cue Cards:** Prepare concise notes or cue cards to help you remember key points, transitions, or responses to potential questions. Avoid relying too heavily on these and aim for a natural delivery.
3. **Professional Attire:** Dress appropriately in professional attire that reflects the seriousness of the occasion and demonstrates your respect for the assessment process.

4. **Confidence and Positive Attitude:** Lastly, bring confidence and a positive attitude to your presentation. Approach the assessment with enthusiasm and a willingness to engage with the judges and audience.

2.3 THE JUDGING CRITERIA

The table below shows the judging criteria for this innovation award. Participants should use this rubric as a guide for their project submission.

No	Criteria	Objective	Descriptors	Weightage (%)
1.	Novelty and Innovation	Demonstrates exceptional creativity and originality in generating new ideas, offering innovative and distinctive solutions that effectively address the identified problem or opportunity.	<ul style="list-style-type: none"> • Has the team introduced innovative concepts or offered creative solutions to the problem they are addressing? • Is the team's innovative concept or creative solution aligned with the theme "Towards a Sustainable Tomorrow"? • Does the idea demonstrate ingenuity and resourcefulness, offering a new or improved solution to an existing problem? • Is the idea a novel concept and more effective than current or existing solutions? • Does the idea involve risk-taking or pushing boundaries - is it bold and adventurous in its approach? • How effectively has the team applied relevant technical skills in executing the project? 	30%
2.	Potential Impact and Value	Demonstrates the potential of the idea to deliver tangible, functional, and sustainable benefits that enhance the well-being of end-users and contribute positively to the wider community or industry.	<ul style="list-style-type: none"> • Does the project make fundamental changes to the target audience and positively impact local communities and stakeholders? • Are any environmental concerns or issues being addressed by the project? • Is the concept sustainable in the long term? 	30%

			<ul style="list-style-type: none"> • Can the project, initiative and/or technology lead to other innovative solutions/applications? • Does the project positively influence economic outcomes? • Has the project addressed the UN Sustainable Development Goals (SDGs) and Wawasan 2035 been addressed? 	
3.	Feasibility and Implementation	Demonstrates that the idea is practical, achievable, and scalable, supported by sound design features that ensure adaptability, compatibility, and relevance to evolving technologies and approaches.	<ul style="list-style-type: none"> • Is there clear market demand and potential marketability for the product or service offered by the project? • Can the project meet future demands? • Are necessary resources such as manpower, materials, and infrastructure readily accessible for project execution? • Has the team/individual considered key expenses (e.g., materials, labour) and projected return of investment (ROI)? • Does the project have potential for expansion? • Can the project adapt to changing market conditions? 	30%
4.	Presentation	Communicates the idea effectively through a well-structured, engaging, and visually appealing presentation that highlights key insights, originality, and potential impact with clarity and confidence.	<ul style="list-style-type: none"> • Is the information delivered with appropriate voice projection, pace and enthusiasm/energy? • Are the presenter(s) professionally dressed? • Is the presentation well-structured, organised, and visually appealing without detracting from the content? • Do the presenters demonstrate strong subject matter understanding beyond surface level? • Are responses to questions clear, accurate, and well-supported by sufficient details or relevant examples? • Was the 10 minute time allocation used effectively and appropriately? 	10%
TOTAL MARKS				100%

3. SUBMISSION TIMEFRAME



4. COMPETITION REGISTRATION PROCEDURE

- i. Participants may start submitting their project(s) from **1st June 2026, 9.00a.m.** until **19th July 2026, 11:59 p.m.**
- ii. To register for this competition, participating student(s) will need to fill out an online Registration Form.

The Registration Form link: <https://forms.gle/xbiz3i2S1nMM5UYx7>

This link and competition brief can be obtained by **scanning the QR code** found in the poster and PB website.

- iii. Participants will need to fill in not more than **300-words** synopsis of their project in the registration form as well.
- iv. Information and data are **strictly private and confidential between the organiser and the participants** and will not be shared with third parties.
- v. By submitting entries, participants are deemed to have read, understood, and agreed to the Terms and Conditions. Any breaches of the terms and conditions will be subject to automatic disqualification and the organiser will not be responsible for any dissatisfaction or complaint.

5. GENERAL TERMS AND CONDITIONS

5.1 ENTRIES

- i. The competition is open to currently enrolled Politeknik Brunei Students only.
- ii. Participants may join the competition either **individually or in teams comprising a minimum of two (2) members and a maximum of five (5) members per group**. No changes of team members are allowed after the submission deadline and only one entry is allowed per individual or team.

5.2 CONTENT OF SUBMISSIONS

- i. Entries must not necessarily be new; they can be from students' existing projects. It must be original and not copied from other sources.
- ii. However, submission entries must not have been previously published nor received awards at any other competitions.
- iii. Participants are responsible for ensuring infringement of racial sensitivity, religion, political views, and violence of any kind, sexually explicit materials, obscenity, profanity, or nudity will be subjected to immediate disqualification.
- iv. Participants must ensure that they own the copyright for their materials and that their entry does not infringe on the privacy rights, copyright, or any other rights of any organisation or individual.
- v. Participants are advised not to include confidential or proprietary information in their entries, as the organisers cannot guarantee absolute confidentiality.

5.3 ASSESSMENT AND SHORTLISTING

- i. The entries will be reviewed by internal and external assessors and participants of shortlisted entries will be notified.
- ii. Suitable judges for the assessment and evaluation of entries will be identified and appointed by the organising committee.
- iii. All decisions of the organising committee (including those of the shortlisting and judging panels) are final, and no correspondence will be entertained.

5.4 OWNERSHIP

- i. Participants will retain ownership of their entries.
- ii. By submitting an entry, participants grant the organisers a non-exclusive, royalty-free license to use, modify, and distribute their entries for promotional and marketing purposes related to the competition.
- iii. The organisers may feature winning entries in promotional materials, websites, social media, and other communication channels, with appropriate attribution to the participants.
- iv. The organisers will take reasonable measures to protect the confidentiality of sensitive information submitted as part of the competition entries.

- v. The organisers reserve the right to amend the terms and conditions at any time without prior notice. In the event amendments are made, the revised terms and conditions shall be notified to participants immediately.

5.5 QUESTIONS AND ENQUIRIES REGARDING COMPETITIONS

- i. Any questions and enquiries should be directed to competitions innovation.award@pb.edu.bn.