



Navigating Innovation and Seizing Global Fortune

1st January 2024 - 27th April 2024

HYBRID COMPETITION (PHYSICAL & VIRTUAL PRESENTATION)

CENTRE OF FOUNDATION STUDIES, UITM CAWANGAN SELANGOR,

KAMPUS DENGKIL, SELANGOR, MALAYSIA

CHANGE THE WORLD THROUGH INNOVATION

# INNOVATION VIDEO GUIDE LINE

FOR VIRTUAL/ONLINE PARTICIPANTS

GENERAL RULES | VIDEO INFORMATION

### GENERAL RULES

The resolution of the video should be of high definition (720p or 1080p).

A clear, creative and informative product video will give a good impression to the juries.

Video duration must be 3-5 minutes to promote the product.

DELIVERY RESOLUTION UNIQUENESS DURATION

The product video with digital background of CDU2024 can be done in English / Malay language to highlight the innovation idea and product.

The competing product must be unique, innovative, and have commercialization value.

#### GENERAL RULES

There is no restriction to use other support product video such as Canva, Power Point or a recording of you presenting the product with attractive style.

Video must be uploaded in the YouTube channel. Please set the privacy setting to 'UNLISTED' if you want to restrict the audience to those who have the link only.

FLEXIBILITY PRESENTATION SHARING SUBMISSION

The flow of the product presentation is easily understandable.

Submit your product video link to Submission Form. The product video should add information to the content as in video information.

## VIDEO INFORMATION

01	TITLE OF PROJECT AND CATEGORY  • Creative name of project or
02	product CORRESPONDENCE • Full name and email
03	PROJECT MEMBER(S) & AFFILIATION(S)
04	PROBLEM STATEMENT  • Related issue to the project & product
05	INTRODUCTION OF THE PROJECT & PRODUCT  • Product description / Features and characteristics / Objective of development
06	MATERIAL & METHOD  • Product development strategy / Market survey / Product testing

# VIDEO INFORMATION

07	RESULTS • Any related or supporting data
08	NOVELTY & UNIQUENESS  • Originality/ Performance / Price / Cost reduction / Convenience etc.
09	COMMERCIALIZATION POTENTIAL  • Price to offer / Market positioning
10	CONCLUSION  • Related issue to the project & product
11	APPENDIX  • Award / Related publication / Intellectual property rights (if any)

#### WINNING OPPORTUNITIES

Originality & adaptively

Content & presentation skill

Level of development & implementation

CREATIVE & INNOVATIVE

VIDEO PRESENTATION

LEVEL OF IMPLEMENTATION

INNOVATION SIGNIFICANCE

INNOVATION SELLING POINTS

Significance to the community

Time and cost saver /
Increase productivity / Ease
of use / Sustainability

