

Organised by



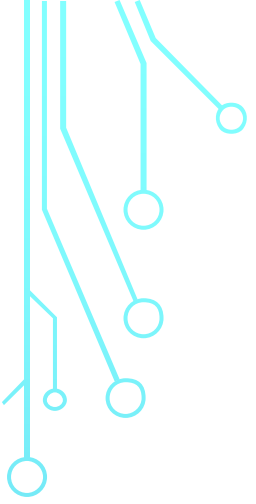
MINISTRY OF HIGHER EDUCATION
DEPARTMENT OF HIGHER EDUCATION



University Research and
Innovation Investment
Summit (URIIS 2026)

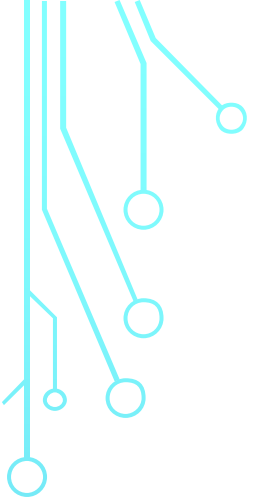
URIIS – STUDENT BIZ INNOV CHALLENGE 2026

STUDENT SUBMISSION TEMPLATE



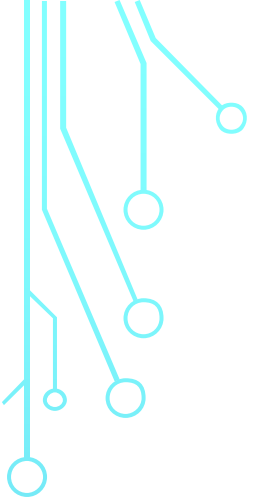
TEAM INFORMATION

- Team Name
- Team Leader
- University
- Team Members Details (2–5 members)
- Email
- Contact Number



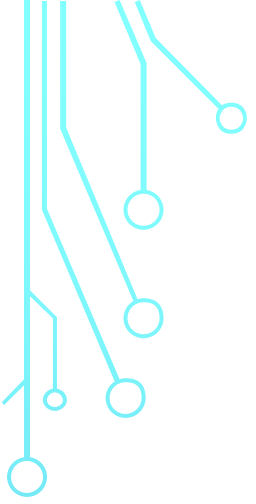
1. THE PROBLEM

- What related problem are you trying to solve?
- Who is affected and why is it important?



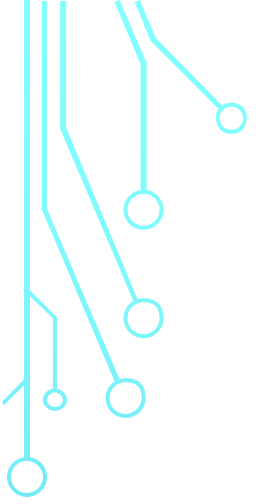
2. TARGET USER

- Who will benefit from your solution?
- Describe the users and their challenges.



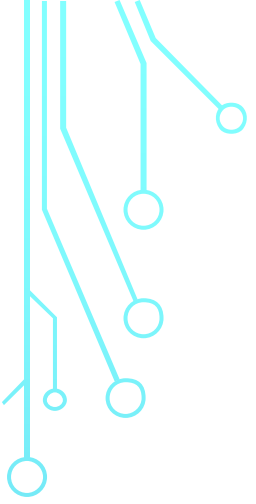
3. YOUR SOLUTION

- What is your proposed solution?
- Explain how it works and helps prevent scams.



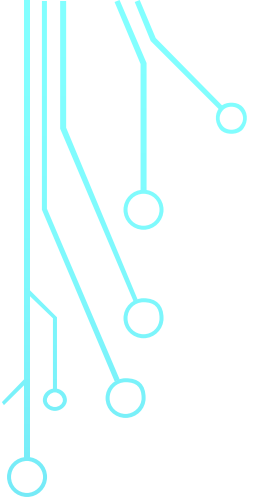
4. INNOVATION ELEMENT

- What makes your idea unique?
- How is it different from existing approaches?



5. IMPACT

- What positive impact can your solution create?
- Who benefits and what outcomes can be achieved?

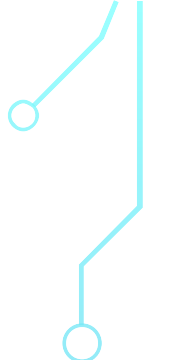
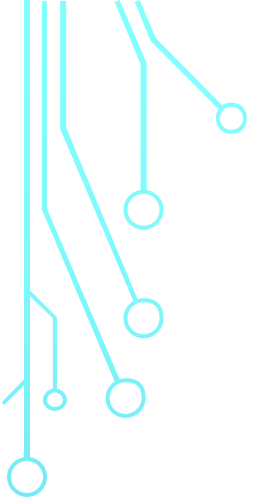


6. FEASIBILITY

- Can your idea realistically be implemented?
- Resources, stakeholders and deployment approach.

7. VISUAL CONCEPT

- Insert sketches, mockups, diagrams, screenshots or AI-generated visuals.



8. WHY YOUR TEAM SHOULD WIN

- In 100 words or less, explain why your solution deserves recognition.

ONE-PAGE INNOVATION CANVAS IN **A3** SIZE IN PORTRAIT FORMAT (JPG/PNG)

1. PROBLEM

What issue are you solving?

Clearly state which exact problem and solution your team aims to solve.

2. TARGET USER

Pinpoint who is affected (e.g., elderly, corporate, fresh students, etc).

THE CONCEPT

Your proposed solution: Is it a digital app mock-up, an educational program, or a community network?

Focus on the **uniqueness and viability** of the concept.

3. INNOVATION

Explain how your solution takes a unique angle compared to existing tools.

4. IMPACT

Quantify how this will affect communities and organization.

Keep it simple.

ONE-PAGE INNOVATION CANVAS IN A3 SIZE IN PORTRAIT SAMPLE

FROM IDEA TO IMPACT

BUILD SOLUTIONS THAT MATTER

Use these 4 key pillars to shape a strong, meaningful, and impactful solution.

1 PROBLEM



What issue are you solving?

Clearly state which exact problem and solution your team aims to solve.

2 TARGET USER



Who is your solution for?

Pinpoint who is affected (e.g., elderly, corporate, fresh students, etc.).

THE CONCEPT



Your proposed solution:

Is it a digital app mock-up, an educational program, or a community network?

Focus on the **uniqueness and viability** of the concept.

3 INNOVATION



What makes your solution different?

Explain how your solution takes a unique angle compared to existing tools.

4 IMPACT



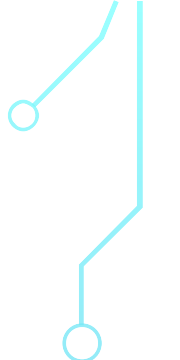
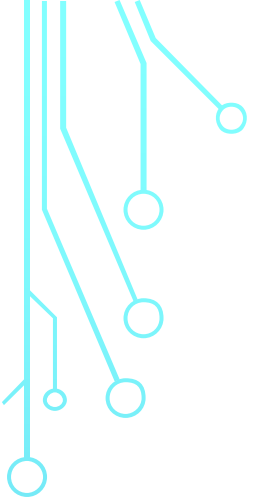
What impact will it create?

Quantify how this will affect communities and organizations. Keep it simple.

★ SOLVE REAL PROBLEMS. BUILD SMART SOLUTIONS. CREATE LASTING IMPACT.

JUDGING CRITERIA

- Innovation – 30%
- Feasibility – 25%
- Social / Economic Impact – 25%
- Submission Quality – 20%



THANK YOU

URIIS – Student Biz Innov Challenge 2026

Presented by: **Kolaxus**
Innovation Ecosystem Infrastructure

For enquiries:
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