



Creative
TECH LAB
TRINIDAD & TOBAGO

ORGANIZED BY
CARIRI
POWERED BY
BANJ

ARE YOU A DEVELOPER?

Interested in coding solutions that can offer a unique online Trinidad and Tobago Carnival Experience ?

**APPLY BEFORE
APRIL 15TH**



SUPPORTED BY LOOP IDB LAB FACEBOOK INNOVATION

TERMS AND CONDITIONS

CREATIVE TECH LAB TRINIDAD AND TOBAGO

March 22nd, 2021 to June 30th, 2021

This document describes the terms and conditions for the participants of the Creative Tech Lab Trinidad and Tobago. This initiative organized by The Caribbean Industrial Research Institute (CARIRI), powered by Banj, aims to connect creatives and developers and stimulate innovation and creativity that will lead them to the creation of digital products dedicated to offer online experiences of the Trinidad & Tobago carnival. This program is seeking software developers that will form teams in collaboration with creatives to create solutions that could help offer a set of fun and sustainable TT carnival experiences available online all year long. This program will start on March 22nd 2021 and will end on June 30th.

Submitting an application form as Developer automatically implies the acceptance of the terms and conditions of the Creative Tech Lab Trinidad and Tobago.

Filling the Personal Information Form as Creative automatically implies the acceptance of the terms and conditions of the Creative Tech Lab Trinidad and Tobago.

Developers and Creatives are considered “Participants” of the Creative Tech Lab Trinidad and Tobago. Wherever that term is used, it always refers to both.



PRIVACY

Each person who wishes to participate in the Creative Tech Lab must provide personal data through a registration form. The organizers will use that data strictly to manage the registration and the realization of the Creative Tech Lab TT.

- The participants authorize The Caribbean Industrial Research Institute (CARIRI) and Banj to maintain the personal information that they voluntarily provided when submitting their forms.
- All activities during the Creative Tech Lab will be open to the general public, documented by photos and/or videos and may be shared via different public media.

INTELLECTUAL PROPERTY

- The Creative Tech Lab TT participants expressly declare that they are the original authors of the ideas that they submit in their applications. The responsibility for the registration or management of intellectual or industrial property rights of any prototype, software, trademark, patent or any other type recognized by the legislation in force lies exclusively with the participants.
- It is established that the acceptance to participate in the Creative Tech Lab implies the expressed authorization of the participants to use their first and last name, as well as their image in any public activity or broadcast related to the challenge; without an obligation of compensation, payment or remuneration of any kind for the participants.
- The Caribbean Industrial Research Institute (CARIRI) and Banj are not responsible for legal offenses that future users of the built prototypes may have committed, in particular those related to intellectual and industrial property, copyright or the violation of confidential information.

SUBMISSION DEADLINE

The deadline to submit an application is April 15th 2021 at 11:59 PM (AST). Only applications received before April 15th 2021 at 11 :59 PM (AST) will be considered.

PRIZE

The Creative Tech Lab Trinidad & Tobago is not a competition between participants but aims for collaboration, visibility and the creation of solutions that can elevate the TT Carnival experience online. This initiative will allow participants to :

- Enrich the creative industry in Trinidad and Tobago, while exploring the application of new technologies;
- Leverage the workshops to gain in knowledge and advise to properly conceptualize and evaluate their creative ideas while gaining visibility on the local and international market;
- Create meaningful connections with champion creatives and other developers with the common motivation to advance the carnival industry in Trinidad and Tobago.

AVAILABILITY

During the period of the Creative Tech Lab TT (March 22nd to June 30th, 2021), participants agree to be available online to participate in all activities, which means having access to the necessary infrastructure such as computers, internet and electricity during the entire duration.

KEY DATES

Events	Dates
Opening of Applications	March 22nd 2021
Closing of Applications	April 15th 2021
Online networking for Creatives and Developers	May 1st
Panel Discussion Series	May 2nd; May 3rd
Trainings	May 5th; May 6th; May 7th
Build Days	May 15th; May 16th
Pitch Workshops	May 20th
Closing Event	June 1st



METHODOLOGY

The Creative Tech Lab TT will be held from March 22nd, 2021 to June 30th, 2021 online, starting with an official launch with the creatives and developers. The purpose is to start the process of creating teams of developers and to continue to inspire them on potential products they could focus on creating. First, the developers and creatives and influencers will be in one room together, then distributed into rounds of Zoom Breakout Rooms with smaller numbers of people for more direct ways to connect and share.

After the networking day, a set of online live training sessions will be presented by selected experts or the Creative Dream team to make sure every participant and the public is equipped with the right set of technical tools and knowledge to engage in building successful businesses in the creative world leveraging technology to take the TT carnival online.

Participation is based on interest but each participant is required to attend at least 4 workshops. After 2 days of online training, selected technologists will have 48 hours to submit their project ideas and team list with 3 people to continue engaging with the program. The 5 most endorsed teams will be selected for the build days (Prototype construction) in Mid May 2021 and will end with a closing event in June 2021 during which the teams will share their prototypes with the public. These prototypes will then be made available on the CTL TT website that will become a platform for the general public to come enjoy unique experiences of the TT carnival online.

Creatives

Prior to launching the challenge, CARIRI, IDB and Banj worked on a shortlist of 20 creatives that consists of highest-level influencers that represent the current carnival, creative and tech ecosystem in Trinidad and Tobago that committed to being available and to contribute to the challenge and support the results that will come out of it. These creatives are champions that will be piloting the creation of the first series of Virtual TT Carnival products to the world by serving as speakers, judges, trainers and mentors to help guide the work of the developers during the Creative Tech Lab. The complete list of creatives is available [HERE](#)



Developers Selection Process

Developers applications for the Creative Tech Lab Trinidad & Tobago will be collected via Google Form and assessed based on :

- (A) eligibility criteria;
- (B) selection criteria

A) Eligibility Criteria

- Be a citizen of an IDB member country (see [HERE](#))
- Ability to be available online when needed during the program period to work in teams and participate in all activities of the Workshop program;
- Must be passionate in supporting the creation of a virtual carnival experience for Trinidad and Tobago;
- Must fill out the application form which requires:
 - * Online link(s) to previous projects you created or worked on
 - * Online link to personal website or CV outlining your work
 - * A Statement of Interest and ideas on how to contribute to elevate the carnival experience of TT by taking it online.
- At least two years of experience in software development
- Must have experience working with languages such as Java, PHP, Python, R or Ruby
- Technologists should apply as individuals.

Age or gender does not matter. Youths and women are encouraged to apply!

B) Selection Criteria

A jury of 5 will be selected with developer experts and some members of the Creative and Influencer dream team. Judges must evaluate applications based on the following criteria:

Criteria	Maximum Scoring Allocation	Weight Assigned
Quality of the Statement of Interest and ideas on how to contribute to elevate the carnival experience of TT by taking it online.	5	0.3
Experience using technology to creatively solve real world problems or implemented software solutions	5	0.1
Quality of submitted portfolio of previous work (use of latest technology, UX, UI)	5	0.2
Experience experimenting with new technologies	5	0.2
Evidence of having worked with Java, PHP, Python, R, Ruby or related language	5	0.1
Previously participated in hackathons od Design Sprints	5	0.1
Total	30	1

The number of Technologists who will be selected is 30.

Groups and Project ideas

A) Eligibility criteria

Technologists must form groups of 3 people based on common interest for a challenge identified during the first parts of the workshop. Each group must agree on one project idea that the team is willing to continue working on during the rest of the workshop and commit to continue executing together 1 year after the workshop.

One member of a formed group will fill a Google form with the following informations :

- Name of the members ; and
- The description of the project they choose to work on.

The selection of a project will not be made based on a scoring mechanism. It will be based on the endorsement of Creatives. The list of projects will be sent to the Creative Dream team and each will endorse 3 projects. Each endorsement means that the Creative is willing to push that project idea toward success leveraging their time as mentors, their network and, if possible, with other resources that they may have available at least 1 year after the workshop.

Creatives are advised to visit the following non exhaustive areas of the submitted projects before making their choices of endorsements.

Criteria to look at
1. Clarity of submitted project
2. Creativity of the proposed solution
3. Usefulness of the solution
4. Feasibility in 1 year time
5. Strength of the team (combination of profiles and capacity to work together)

The 5 most endorsed teams / projects will make it to the online build days and only fully built prototypes will be able to pitch on the final day.



REQUEST FOR CLARIFICATIONS

- Inquiries can be directed to: labs@banjht.com.
- For more information, interested parties can visit the CTL TT [website](#) and the social networks of our various partners.
- Frequently Asked Questions (FAQs) are available to help users with questions of general interest.
- CARIRI and BANJ reserve the right not to respond or to partially respond to requests for information that are not relevant to the objectives of the call.