LEARNING ENGINEERING TOOLS COMPETITION 2021
The Learning Engineering Tools Competition 2021 ("Tools Competition") is a multi-million dollar prize challenge to leverage technology, data, and learning science to meet the urgent needs of learners across generations. This year’s Tools Competition will offer more than $3 million in prize awards - more than double the previous year - and will be one of the largest ed tech competitions ever convened. This year’s Tools Competition is sponsored by Schmidt Futures, Citadel Founder and CEO Ken Griffin, the Walton Family Foundation, the Siegel Family Endowment, and the Overdeck Family Foundation.

Even as the number of COVID-19 cases is slowing in some areas of the world, the pandemic’s scars on the world’s education system will remain for years, driving urgency to innovate and constantly improve the way both children and adults learn.

For elementary and secondary students, learning loss will be substantial. In the United States, cumulative learning loss is projected to be up to nine months of learning by the end of the 2020-2021 school year among white students, and up to a full year of learning among students of color. While U.S. schools are resuming in-person instruction, other countries have a longer road before the fight against COVID-19 turns the corner.

Efforts to accelerate learning are also critical for adults. COVID-19 has had a disproportionate impact on the unemployment of individuals with a secondary diploma or less. The pandemic accelerated industries’ reliance on technology, creating a type of “double” shock for low-income workers. More is needed to ensure higher education pathways are accessible and supportive to all students. For those already in the workforce, additional efforts are necessary to provide retraining, so all workers can obtain the jobs of today and tomorrow’s economy.

New tools are needed to address these issues, while also encouraging continuous improvement and other approaches to maximize our understanding of what works for student learning.
The Tools Competition aims to spur the development and deployment of technologies that address pressing education issues in elementary and secondary education and adult learning while advancing the field of learning engineering.

Rather than designing silver bullet solutions, these tools will be designed for continuous improvement to maximize their effectiveness over time.

Learning engineering is an emerging discipline at the intersection of learning science and computer science that seeks to design learning systems with the instrumentation, data, and partnerships with the research community to drive tight feedback loops and continuous improvements in how that learning is delivered in online and blended settings.

Tools may target one of four competition tracks or areas in education:

- **Accelerate learning in elementary and secondary literacy and math.** Tools that help students achieve or exceed proficiency in grade-level literacy or math skills, despite learning loss due to COVID.
- **Transform K-12 assessments in both cost and quality.** Tools that improve the quality of assessment to better meet the needs of educators, students and families while reducing the time or cost to develop or administer them. Tools that support diagnostic, formative, interim, summative and direct-to-family assessments are eligible.
- **Facilitate faster, better, and cheaper learning science research.** Tools that accelerate the learning science research process by facilitating A/B testing and random controlled trials, improving research design, promoting replication, or releasing knowledge and data for external research.
- **Drive improvements in adult learning that boost middle class wages.** Tools that increase the effectiveness or reach of post-secondary education or skill training to prepare adults, particularly non-college educated adults, for the changing economy.
The Competition

The Learning Engineering Tools Competition invites technologists, digital learning platforms, researchers, students and teachers from around the globe to propose innovative tools or technologies that address one of the pressing challenges in education.

The multi-phased selection process provides competitors time for ideation, team-building, and project refinement. The organizers will award more than $3 million in prizes.

Each proposal will be evaluated on five criteria:

- Potential impact and likelihood to improve learning
- Attention to equity to support learning of historically marginalized populations
- Ability to support rapid experimentation and continuous improvement
- Ability to scale to additional users and/or domains
- Team passion and readiness to execute

Proposals will be considered relative to submissions within the same track.

To encourage both new entrants, as well as developing and established platforms, competitors can request an award in one of two prize bands and name a specific amount within their selected range. Proposals requesting larger amounts will be subject to a higher bar for the evaluation criteria.

Competition organizers will take the requested reward into account, but the final prize is at the discretion of the judges and the competition organizers. In some instances, competition organizers may increase the maximum prize.

In addition to the prize funds, winners will have the opportunity to connect with prominent education researchers, edtech leaders, and representatives of large philanthropic organizations to scale their work.

Take the eligibility quiz.

How to Compete

The Tools Competition has a phased selection process, in order to give competitors time and feedback to strengthen their tool and build a team.

To participate, first submit a brief concept with the designated form that identifies the track, award amount, and describes the tool and team. The description of the tool should describe how users will interact with the tool, how it is architected for rapid experimentation, how it will improve learning – especially for historically marginalised populations – and how it has the potential to scale.

Submit Here
Competitors can opt into one of two prize bands and request an amount within that band based on the scope of their proposal, and the scale of their existing platform, where applicable. The larger prize band has additional eligibility requirements, and proposals requesting larger amounts within each prize band will be subject to greater scrutiny around risk potential and capacity to scale. Specific eligibility criteria also vary slightly by track.

For more guidance on the prize that is best suited for each team, competitors can complete the [eligibility quiz](#).

**Catalyst Tools Prizes: Up to $50,000**

These prizes are designed for competitors who need an initial spark to get started or scale. Competitors requesting a catalyst tools prize need not have pre-existing users. Proposals for catalyst tools prizes require:

- A detailed description of the new tool or technology.
- Plan for execution that addresses scale, equity, impact and learning engineering.
- Commitments from researchers to participate in the project.
- *For the learning science research track:*
  - An assurance that their tool or technology will be accessible for no more than at cost to users.
Mid-Scale and Large Tools Prizes: $50,001 - $250,000

These prizes are designed for platforms with some scale. Proposals for mid and large prizes require:

- A detailed description of the new tool or technology.
- Plan for execution that addresses scale, equity, impact and learning engineering.

**For accelerated learning, assessment, and adult learning tracks:**
- An existing platform upon which the new tool would live with at least 10,000 active users.
- An outside researcher that has agreed to partner for the project or evidence that the tool could enable research from multiple external researchers.

**For learning science research track:**
- Partnership with a digital learning platform with at least 10,000 users or access to a comparable dataset.
- An assurance that their tool or technology will be accessible for no more than at cost to users.
The Learning Engineering Tools Competition has a phased selection process in order to give competitors time and feedback to strengthen their tool and build a team. Proposals will be reviewed at each phase and selected submissions will be invited to submit to the next round.

### Submit a proposal concept
**Due Date: October 1, 2021**
Competitors will submit a form to describe their proposal concept for the tool or technology, the prize request, and the team. We encourage interested individuals or platforms to complete an eligibility quiz to guide the development of effective proposals. [Submit here](#).

### Submit a detailed proposal with budget
**Due Date: December 17, 2021**
The detailed proposal should follow the template provided by the competition organizers and be up to 3,000 words.

### Pitch with a panel of judges
**Mid to late March, 2022**
Finalists will be notified by mid February 2022. The judges will evaluate the pitches and provide recommendations for the winners.

### Winners Notified
**April 2022**
Winners will then be announced and receive the first installment of their award. Winners will receive coaching, the opportunity to connect with leaders in the field and the ability to present to researchers or teachers to refine their tool.

### Product Review Day
**Summer 2022**
Winners will present on their progress to date and receive feedback on timely challenges from other winners and leaders in the field. Winners making sufficient progress by Product Review Day will receive the second installment of their prize.

### Demo Day
**Spring 2023**
Winners will demonstrate their tools in a live public event and network with other leaders in the field.
Sponsors

- Schmidt Futures
- Citadel
- Walton Family Foundation
- Siegel Family Endowment
- Overdeck Family Foundation
Learning Engineering
Tools Competition 2021 FAQs

Eligibility

- I don't live within the United States. Am I eligible to compete?
  Yes! The Tools Competition is eager to hear from participants from across the globe. Participants must be able to accept funds from US based entities.

- I have no experience in edtech. Am I eligible to compete?
  Yes! We are eager to hear and support individuals who are new to the field. We encourage you to request a smaller award to be more competitive. Please take the eligibility quiz for more guidance.

- I have a conflict with the interview period or the Product Review Day. Am I eligible to compete?
  We encourage you to apply and make a note of your conflict. For competitive solutions, we will try our best to make accommodations to allow you to participate in the competition despite the conflict. Email ToolsCompetition@the-learning-agency.com if you would like to discuss your specific circumstances.

- I'm a student, and/or the tool I'm submitting isn't my full time job. Am I eligible to compete?
  Yes! Anyone 18 years or older is eligible, and we are eager to hear from people at all stages of the development process.

- What are the official rules for the competition?
  Please refer to the Official Rules. All participants must agree to these rules to compete.

Developing successful proposals

- How do I compete?
  Please submit an initial concept for a proposal here. If you have any issues, email: ToolsCompetition@the-learning-agency.com.

  Submissions will be accepted until October 1, 2021 11:59:59 EDT. We will not accept late submissions.

- Does my proposal need to be in English?
  Yes, proposals must be in English.

- How big of an award should I request?
  Complete the eligibility quiz to determine how to make your solution most competitive. For general information, refer to the guidelines for award sizes. If you have additional questions, reach out to ToolsCompetition@the-learning-agency.com.

- Does my tool need to be new? Or can I build off of an already existing product?
  The Tools Competition seeks to spur new tools and technology. This means that something about the proposal needs to be fresh, innovative, or original.
For Mid-Scale or Large Prize, this might be an API that will improve the platform or a new tool to improve effectiveness. Or it could mean adding infrastructure that allows outside researchers to access your data.

This does not mean you have to create a new tool or new platform. Proposals seeking a Mid or Large Prize should build off of what they have and what's already having impact.

What is required for each stage of the evaluation?

The Tools Competition has a phased selection process in order to give competitors time and feedback to strengthen their tool and build a team. Proposals will be reviewed at each phase and selected submissions will be invited to submit to the next round.

For more information see here.

If you have questions about specific phases, reach out to Toolscompetition@the-learning-agency.com

How will proposals be evaluated?

Proposals will be evaluated against others within the same priority area. Proposals requesting a larger prize amount will be subject to greater scrutiny.

At each stage of the competition, reviewers will evaluate proposals based on eligibility requirements for the prize bands as well as:

- Potential impact and likelihood to improve learning
- Attention to equity to support learning of historically marginalized populations
- Ability to support rapid experimentation and continuous improvement
- Ability to scale to additional users and/or domains
- Team passion, and readiness to execute

Will the organizing committee provide support and feedback before the first submission deadline?

Yes! Before the October 1st deadline, the organizing committee will host two informational webinars. The webinars are scheduled for July 27th from 12-1pm ET and August 25th from 4-5pm ET. Updates on how to register for the webinars will be posted here.

Interested competitors are also welcome to reach out to ToolsCompetition@the-learning-agency.com with questions or feedback. Additional avenues for support will be emailed out to our email list, so please make sure to sign up by adding your email address to the window across the site.

We also recommend joining the Learning Engineering Google Group. Opportunities for partnership and additional support are also frequently posted there.

I see that the competition seeks to advance learning engineering. What does that mean?

The competition defines learning engineering as using computer science to pursue rapid experimentation and continuous improvement to improve student outcomes and better understand student learning. This means that you are not only using computer science to test the effectiveness of your tool, but also using data to rapidly improve the effectiveness of your tool or platform. Crucially, the insights generated through this analysis should be made available to education researchers so that the field of learning sciences is benefitted.

To learn about learning engineering, see the following articles:

- How 'Learning Engineering' Hopes to Speed Up Education
- Learning Engineering: It's A Game Changer
- Learning Engineering Is Learning, We Need That Now More Than Ever
- The Simone Initiative: A Transformation to Learning Engineering
- The Learning Engineering Approach to Instructional Design and Research
- Learning Engineers Inch Toward the Spotlight
- Hackathon Series Aims to Build Support for 'Learning Engineering' Tools
Research Partnerships for Mid-Scale and Large Prizes

- Who qualifies as an external researcher?
  
  External researchers must be external to the immediate organization that is receiving the funds, but they may work for the same institution in another department.

- Are we required to include the costs of a researcher in our budget?
  
  You can include costs for external researchers, but ideally, your tool allows multiple researchers to leverage the data. Given that, your budget should cover establishing the infrastructure to allow external researchers to access your data. We anticipate interested researchers will be able to fundraise to conduct research using your data.

- Are we required to have an external researcher by the time we submit our proposal?
  
  Competitors seeking a Mid or Large Prize must have commitment from one or more external researchers that they are interested in using the data from their platform by the time they submit their detailed proposal for Phase 2, which is due December 17th.

  If you need help identifying a researcher, please reach out to ToolsCompetition@the-learning-agency.com and we will share a list of researchers with demonstrated interest in supporting competitors.

  This does not need to be a formal agreement, and the researcher does not need to have already secured funding. Instead, we want to see that you have started forming partnerships with outside researchers to share your data and consider how that will require you to adapt your tool.

  Most importantly, the tool must be designed so that multiple researchers can access data from the platform over time. Given this, we assume that if the researcher you are working with falls through for a reason, you will be able to establish another partnership quickly. Regardless of lane, it must be able to support 2 researchers within a 2 year period.

Budget

- What are allowable costs?
  
  The funding is a prize, not a grant. Therefore, there are no specific requirements on what costs are allowed or not allowed (within reason, of course). There are no specific requirements around indirect costs, either.

  Proposals will be evaluated based on whether they are clear, concise, actionable, and attainable, with budgets that are aligned and realistic with what’s being proposed. Judges will evaluate how you will maximize your impact.

- What is the budget period for the award?
  
  There is no definitive time period for the award. It is recommended that awarded proposals demonstrate significant progress by Product Review Day in Summer 2022 to receive the second installment of funds. This progress will be measured against the timeline for execution outlined in the proposal.

What happens after the competition?

- How will winners receive their awards?
  
  Winners will receive their award by check or bank transfer in two installments.

  Winners will receive the second installment of the prize after Product Development Day if they are making sufficient progress on the plan they outline in their Phase 2: Detailed proposal.
What is Product Review Day?

Winners will present during a virtual Product Review Day to their peers and others in the field to get feedback and perspective on their progress.

Approximately one year after winners are notified, winners will convene again to present their progress in a Demo Day.

Are there any additional opportunities for funding or partnership if I am not selected as a winner?

Yes! At each phase, the organizers will compile lists of opportunities for additional funding, support, and partnership. We also encourage your team, if not selected, to stay in touch with the organizers through ToolsCompetition@the-learning-agency.com and the Learning Engineering Google Group.
Learning Engineering Tools Competition 2021
Official Rules

NO PURCHASE NECESSARY TO ENTER OR WIN THE COMPETITION. VOID WHERE PROHIBITED.
Under No purchase necessary to enter or win the competition. Void where prohibited.
Updated July 7, 2021 || Latest rules will be available on https://futuresforumonlearning.org

Goal
The Learning Engineering Tools Competition 2021 (the "Competition") is focused on the discovery of new tools and technologies that can address pressing challenges in education, facilitate the improvement of student outcomes, and advance Learning Engineering.

Competition Sponsor and Administrator
The Learning Agency LLC (the "Sponsor" or "we" or "us"), which is located at 702 12th Street NW, Suite 700 PWB 93369, Washington, DC 20005, is the sponsor and administrator of the Competition. For legal purposes, the financial supporters of the Competition (the "Financial Supporters") are not sponsors, and are just providing financial support for the Competition and the awards and as such, are not responsible for the implementation of the Competition or the enforcement of these Official Rules (as modified from time to time, the "Rules").

Eligibility
Subject to these Rules, individuals and entities from all countries and with any background who satisfy the eligibility requirements are eligible to compete in the Competition, including students, teachers, researchers, small and large companies and not-for-profit foundations (collectively, the "Entrants" or "you"). To the extent possible, the Sponsor will work with all Entrants to attempt to overcome any issues that may arise due to the international aspect of the Competition; however, each Entrant bears the ultimate responsibility for adherence with any applicable laws and compliance with these Rules.

Individuals and entities residing in Iran, Cuba, North Korea, Sudan, or Syria are not eligible to participate in the Competition.

Individuals
To be eligible to participate in the Competition and win an award as an individual, you must (a) be at least eighteen 18 years old, (b) be able to receive payments legally from the United States in US dollars, (c) be competing in a jurisdiction in which the Competition is not prohibited by applicable law; (d) have a bank account into which funds can legally be deposited from the United States in US dollars (or if part of a Team, the Team or a participant on the Team has a bank account); (e) not have withdrawn, been terminated, or disqualified from the Competition; and (f) be fully in compliance with these Rules.

Entity
To be eligible to participate in the Competition and win an award as an Entrant that is an entity, you must (a) be validly existing, duly organized, and in good standing in the jurisdiction of your organization, (b) be able to receive payments legally from the United States in US dollars, (c) be competing in a jurisdiction in which the Competition is not prohibited by applicable law; (d) have a bank account into which funds can legally be deposited from the United States in US dollars; (e) not have withdrawn, been terminated, or disqualified from the Competition; and (f) be in full compliance with these Rules.
Teams

Individuals and entities, otherwise eligible to participate in the Competition and win an award, may form and submit a team entry (a "Team"). Each team member must be clearly identified on the team's submission form for the team to be eligible and must identify the single point of contact for the team (the "Team Lead"). Team winnings, as determined by the Sponsor, will be distributed to the designated Team Lead for further distribution to team members. In the event a dispute regarding the identity of the Entrant who actually submitted the entry cannot be resolved to the Sponsor’s satisfaction, the affected entry will be deemed ineligible.

Ineligible

Employees of the Sponsor and each of the Financial Supporters, Competition and fulfillment agencies, directors, and officers, and each of their respective immediate family members and persons living in their same household (whether legally related or not), are not eligible to participate in the Competition or win an award.

It will be our sole decision as to whether any eligibility requirement has or has not been met. We may require evidence or confirmation from Entrants at any time, including before granting awards.

OFFICIAL RULES

Participation in this Competition constitutes each Entrant’s full and unconditional agreement to the Rules and Sponsor’s decisions, which are final and binding in all matters related to the Competition.

These Official Rules are subject to change at any time. We will use commercially reasonable efforts to notify you of any changes to these Rules, including by posting the modified Rules on our website at https://futuresforumonlearning.org/ (the “Site”). Your continued participation in the Competition after the posting of changes constitutes your binding acceptance of such changes. You should check our Site frequently for any updates to the Rules. IF AT ANY TIME YOU DO NOT AGREE WITH THIS COMPETITION OR THESE RULES, PLEASE IMMEDIATELY WITHDRAW FROM, AND TERMINATE YOUR PARTICIPATION IN, THE COMPETITION.
### COMPETITION PERIOD

The Competition begins and ends according to the below schedule. Sponsor’s computer is the official time-keeping device for the Competition.

<table>
<thead>
<tr>
<th><strong>Timeline</strong>*</th>
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<tbody>
<tr>
<td>Competition Open</td>
<td>July 7, 2021 - October 1, 2021</td>
</tr>
<tr>
<td>Entries due</td>
<td>October 1, 2021 (11:59:49 pm EDT)</td>
</tr>
<tr>
<td>Select entries invited to submit detailed proposals</td>
<td>November 1, 2021</td>
</tr>
<tr>
<td>Detailed proposals due</td>
<td>December 17, 2021 (11:59:49 pm EST)</td>
</tr>
<tr>
<td>Finalists selected</td>
<td>February 18, 2022</td>
</tr>
<tr>
<td>Interviews with judges**</td>
<td>Mid to late March 2022</td>
</tr>
<tr>
<td>Winners notified</td>
<td>April 15, 2022</td>
</tr>
<tr>
<td>Product Review Day**</td>
<td>Summer 2022 (TBA)</td>
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*Timeline is subject to change.

**All events will occur virtually unless otherwise noted.

### GENERAL REQUIREMENTS

#### Theme and Criteria

The Competition seeks to leverage technology, data, and learning science to meet the urgent needs of learners across generations.

#### Competition Tracks

Entrants will be required to select one of the following track(s) in which their submission will be primarily evaluated. Different tracks may have different total prize purses, depending on Financial Sponsor priorities. Certain tracks may be more or less competitive than others depending on final funding allocation and the number of Entrants in each track.
• **Accelerate learning in elementary and secondary literacy and math ("Accelerated Learning Track").** Tools that help students achieve or exceed proficiency in grade-level literacy or math skills, despite learning loss due to COVID.

• **Transform K-12 assessments in both cost and quality ("Assessment Track").** Tools that improve the quality of assessment to better meet the needs of educators, students and families while reducing the time or cost to develop or administer them. Tools that support diagnostic, formative, interim, summative and direct-to-family assessments are eligible.

• **Facilitate faster, better, and cheaper learning science research ("Learning Science Research Track").** Tools that accelerate the learning science research process by facilitating A/B testing and random controlled trials, improving research design, promoting replication, or releasing knowledge and data for external research.

• **Drive improvements in adult learning that boost middle class wages ("Adult Learning Track").** Tools that increase the effectiveness or reach of post-secondary education or skill training to prepare adults, particularly non-college educated adults, for the changing economy.

Submissions will be evaluated within their designated track based on Sponsor’s chosen criteria, which may be published and revised from time to time by Sponsor. Examples of such criteria may include:

- Potential impact and likelihood to improve learning
- Attention to equity to support learning of historically marginalized populations
- Ability to support rapid experimentation and continuous improvement
- Ability to scale to additional users and/or domains
- Team passion and readiness to execute

### Size of the Award

Entrants are encouraged to seek awards that are best suited for their specific capabilities and needs. Entrants will be subject to different requirements depending on the size of the award that they are seeking. Entrants seeking the largest awards will be subject to the most rigorous requirements and aggressive deliverables.

Entrants should use the eligibility quiz made available by Sponsor to help decide the most appropriate size of the award to seek (the ‘Eligibility Quiz’).

#### Catalyst Awards: Up to $50,000

These awards are aimed at new Entrants, including students, teachers, civic technologists, or those who need that initial spark of support to get started. This may also include Entrants with an existing tool with a non-existent or limited user base. To be competitive for a catalyst prize, Entrants must have:

- A detailed description of the tool or technology
- Plan for execution addresses scale, equity, impact and learning engineering
- Commitments from researchers to participate in the project.

*For the Learning Science Research Track*

- Entrants must provide assurances that their tool or technology will be made available to users for no more than “at cost”.

#### Mid-Scale and Larger Awards: $50,001 - $250,000

These awards are designed for platforms with some scale or access to a comparable dataset. To be competition for a mid or large prize, Entrants must have:

- A detailed description of the new tool or technology.
- Plan for execution that addresses scale, equity, impact and learning engineering.

*For Accelerated Learning Track, Assessment Track, and Adult Learning Track:*

- An existing platform upon which the new tool would live with at least 10,000 active users.
- An outside researcher that has agreed to partner for the project or evidence that the tool could enable research from multiple external researchers.
**For Learning Science Research Track:**
- Partnership with a digital learning platform with at least 10,000 users or access to a comparable dataset.
- An assurance that their tool or technology will be accessible for no more than at cost to users.

Winners of the Assessment Track will be required to implement an evaluation program within a year of the announcement.

**Note:** The Sponsor may, in its sole discretion, increase the amount of any awards.

**Entries**
Initial entries of solutions to the Competition must be submitted using the online portal before the deadline indicated above.

All proposals must be original to the Entrant (or the applicable Team). By submitting a proposal, Entrant represents that such proposal and any information in the proposal does not violate the rights of any third party.

In participating in the Competition, you agree (i) to provide true, accurate, current, and complete information about yourself (and your team as applicable) and (ii) to maintain and promptly update such information, including your proposal, to keep it true, accurate, current and complete at all times.

You understand that any material misrepresentation, including omissions, may disqualify you from the Competition and consideration for an award.

**Cancellation of the Competition**
The Sponsor reserves the right, in its sole discretion, to cancel, terminate, modify, extend or suspend this Competition should any virus, bugs, non-authorized human intervention, fraud or other causes beyond its reasonable control corrupt or affect the administration, security, fairness or proper conduct of the Competition and no compensation will be payable.

**Process**
The Competition will have a three-phase review, each with increasingly intensive requirements.

**Phase 1: Initial screen:** Entrants will submit a description of their proposal using a designated form that includes the award requested and a description of themselves and/or their team. Entrants are encouraged to take the Eligibility Quiz that will help them determine the most appropriate award to request.

A certain number of Entrants will be asked to continue to Phase 2. We have not put a limit on the number of Entrants that could be asked to continue to Phase 2 because we want the flexibility to be able to give as many meritorious proposals as possible the opportunity to succeed.

**Phase 2: Detailed proposal:** Submit a detailed proposal, including a budget and plan for execution. The judges will review and select a certain number of finalists. We have not put a limit on the number of finalists because we want the flexibility to support as many meritorious proposals as possible.

**Phase 3: Pitch/Interview:** Finalists prepare a pitch and interview with the judges. Judges will provide recommendations for the winners. Using these recommendations and other considerations, the Sponsor will make the final determination of the winners and the amount of the award to be granted.

**Product Review Day:** Winners will give presentations to demonstrate early progress to other winners and others in the field.
AWARDS

All awards will be paid as follows. 50% will be paid after winners are announced. The remaining 50% may be paid after Product Review Day, depending on whether the winner has made sufficient progress based on their plan for execution by the Product Review Day as determined by Sponsor in its discretion.

The Sponsor’s decision regarding the winners of an award, the size of the award and whether winners will receive the second half of their awards are final and binding in all respects.

The awards shall be paid by check or direct deposit or as otherwise agreed between a winner and the Sponsor.

NOTIFICATION OF WINNERS

All potential winners will be notified via email, on or about the date indicated above. “Notification” is deemed to have occurred immediately upon sending of an e-mail. In order for a potential winner to claim their award, the potential winner must respond within two (2) days of Notification and may be required to sign and return additional documents within five (5) days of date of Notification. Failure to comply within this time period, or if award notification is returned as non-deliverable or not returned properly executed, or if a potential winner is found to be ineligible, or not in compliance with these Rules, it will result in the potential winner forfeiting the award and being disqualified and an alternate potential winner being selected from among remaining eligible Entrants.

COMPETITION PUBLICITY

By participating in the Competition, and to the extent not prohibited by law or regulation, you grant the Sponsor a non-exclusive right (a) to use your name and likeness in connection with this Competition and the Futures Forum, including on our Site and marketing materials and (b) the right to publish and otherwise display your initial proposal. Being selected for Phase 3 or acceptance of an award constitutes permission (except where prohibited by law or regulation) to use winner’s name, likeness, biographical data and statements for advertising and publicity purposes without notice or additional compensation.

If you submit a photograph or video clip in connection with the Competition (collectively, “Photograph”):

- You warrant that you are the person in the Photograph or have prior approval from the person in the Photograph that it may be submitted in connection with the Competition;
- You agree that we have the right to publish and communicate to the public the Photographs in any media including, but not limited to, online, at all times without restriction or limitation throughout the world and not only for the purposes of the Competition;
- You acknowledge that we may edit the Photographs in our sole discretion;
- You agree that we have the right to use entrants’ names, likenesses and other personal information in conjunction with the Photographs;
- You agree not to bring any actions, suits, claims and demands against us in respect of defamation or any infringement or violation of any personal and/or property rights of any sort from our use of their Photographs; and
- You unconditionally waive you right to seek or obtain an injunction to prevent or restrict our use of the Photographs.
COMPLIANCE WITH LAWS

Each Entrant must fully comply with all applicable local, regional, national, and international laws, orders, directives, ordinances, treaties, rules, declarations, decrees, orders, enactments, judgments, regulations or other binding restrictions issued by any legislative, judicial or administrative body, whether effective before or after the effective date of the Competition. The Sponsor shall not be responsible for providing to any Entrant any advice or counsel, legal or otherwise, with regard thereto.

TAXES

Each Entrant shall be solely responsible and liable for all international, Federal, state, and local taxes arising from any award that may be granted.

For non-US citizens, Sponsor may withhold certain amounts from the award as required by tax laws, reducing the total amount received by winning Entrants. The Sponsor will determine the withholding percentage after winning Entrants submit appropriate tax forms.

PRIVACY

Each Entrant agrees to the collection, processing and storage of his or her personal information by the Sponsor for purposes of this Competition. We may use this information (a) as necessary in connection with the Competition, including for marketing, (b) as necessary for the purposes of our legitimate interests (or those of a third party), (c) as necessary to comply with a legal or regulatory obligation and (d) for any other purpose not prohibited by applicable law. We may share this information with others associated with the Competition and otherwise without restriction to the extent not prohibited by law. We will not sell your personal information. All personal information collected will be treated in accordance with all applicable law.

CONFIDENTIAL INFORMATION

No entries, proposals or other materials or information submitted or provided by Entrants to the Sponsor in connection with the Competition, including any proposals, documents and communications (collectively, the "Submitted Information") will be considered confidential information, except as specifically provided in the terms of our privacy policy. The Sponsor may disclose any Submitted Information to the Financial Sponsors and its employees, contractors, consultants, independent subject matter experts, judges and other organizations without restriction, including to evaluate proposals for the competition. Please carefully consider the information included in the Submission Materials. If you have any doubt about the wisdom of disclosure of any confidential or proprietary information, you should consult with your legal counsel and take any steps you deem necessary to protect your confidential information or intellectual property.
INDEMNIFICATION

Each Entrant and award winner agrees to release, defend, indemnify and hold harmless the Sponsor, the Financial Sponsors and each of their respective officers, employees, directors, parent and related companies, affiliates, subsidiaries and any other companies participating in the administration or fulfillment of the Competition (collectively, “Released Parties”) from liability of any kind or nature for any injuries, damages or losses of any kind or any other costs or expenses resulting from participation in this Competition, or acceptance, possession or use, misuse or grant of an award or parts thereof, including, without limitation, any injury, damage death, loss or accident to person or property.

The Released Parties are not responsible for any printing, typographical, mechanical, human or other errors in these Rules, in the administration of the Competition, in the announcement of the award winners, and/or in any advertising or other associated Competition materials in connection with the Competition. Further, the Released Parties are not responsible for technical, hardware, software, electronic, network, telephone or other communications malfunctions, errors or failures of any kind, errors in transmission, lost or unavailable network connections, telephone connections, dropped dial-up internet connections, interrupted broadband, cable, or wireless internet connections, cell phone dropped calls, unauthorized human intervention, traffic congestions, incomplete or inaccurate capture of entry information (regardless of cause) or failed, incomplete, garbled, jumbled or delayed transmissions which may limit or restrict an entrant’s ability to enter the Competition, including any injury or damage to participant’s or any other person’s phone or other electronic computing or telephone equipment, or other matter relating to or resulting from participation in this Competition.

GOVERNING LAW AND DISPUTE RESOLUTION

All issues and questions concerning the construction, validity, interpretation and enforceability of these Rules or the rights and obligations of entrants, Sponsor or the Released Parties in connection with the Competition will be governed by and construed in accordance with the internal laws of the State of Delaware, without giving effect to any choice of law or conflict of law rules or provisions that would cause the application of any other state’s laws. The parties hereby consent to exclusive jurisdiction and venue of the courts located in Washington, D.C. in any action to enforce (or otherwise relating to) these Rules or relating to the Competition. EACH PARTY IRREVOCABLY AND UNCONDITIONALLY WAIVES, TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW, ANY RIGHT IT MAY HAVE TO A TRIAL BY JURY IN ANY LEGAL ACTION, PROCEEDING, CAUSE OF ACTION OR COUNTERCLAIM ARISING OUT OF OR RELATING TO ANY CLAIM OR OTHERWISE IN CONNECTION WITH THESE OFFICIAL RULES OR THE COMPETITION.

BY ENTERING THE COMPETITION, EACH ENTRANT AGREES THAT TO THE EXTENT PERMITTED BY APPLICABLE LAW: (A) ANY AND ALL DISPUTES, CLAIMS AND CAUSES OF ACTION ARISING OUT OF OR CONNECTED WITH THE COMPETITION, OR ANY AWARD GRANTED, WILL BE RESOLVED INDIVIDUALLY, WITHOUT RESORT TO ANY FORM OF CLASS ACTION; (B) ANY AND ALL CLAIMS, JUDGMENTS AND AWARDS WILL BE LIMITED TO ACTUAL THIRD-PARTY, OUT-OF-POCKET COSTS INCURRED, (IF ANY), NOT TO EXCEED TWO HUNDRED FIFTY DOLLARS ($250.00), BUT IN NO EVENT WILL ATTORNEYS’ FEES BE AWARDED OR RECOVERABLE; (C) UNDER NO CIRCUMSTANCES WILL ANY ENTRANT BE PERMITTED TO OBTAIN ANY AWARD FOR, AND ENTRANT HEREBY KNOWINGLY AND EXPRESSLY WAIVES ALL RIGHTS TO SEEK, PUNITIVE, INCIDENTAL, EXEMPLARY, CONSEQUENTIAL OR SPECIAL DAMAGES, LOST PROFITS, AND/OR ANY RIGHTS TO HAVE DAMAGES MULTIPLIED OR OTHERWISE INCREASED; AND (D) ENTRANTS’ REMEDIES ARE LIMITED TO A CLAIM FOR MONEY DAMAGES (IF ANY) AND ENTRANT IRREVOCABLY WAIVES ANY RIGHT TO SEEK INJUNCTIVE OR EQUITABLE RELIEF. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATIONS OR EXCLUSION OF LIABILITY, SO THE ABOVE MAY NOT APPLY TO YOU.
MISCELLANEOUS

The names of individuals, groups, companies, products, and services mentioned herein, and any corresponding likenesses, logos and images thereof reproduced herein, have been used for identification purposes only and may be the copyrighted properties and trademarks of their respective owners. The mention of any individual, group or company does not imply any association with or endorsement by such individual, group or company or the manufacturer or distributor of such product or service and, except as otherwise indicated, no association or endorsement is intended or should be inferred. The invalidity or unenforceability of any provision of these Rules will not affect the validity or enforceability of any other provision. In the event that any provision of these Rules is determined to be invalid or otherwise unenforceable or illegal, the other provisions will remain in effect and will be construed in accordance with their terms as if the invalid or illegal provision were not contained herein. Sponsor’s failure to enforce any term of these Rules will not constitute a waiver of that provision. To the extent that there is a conflict between these Rules and any terms of use or other agreement posted on the Site or otherwise, these Rules control.
Contact Us

If you have any questions about the competition or are interested in opportunities for support and feedback on your application, please email toolscompetition@the-learning-agency.com.

Regular updates will also be posted on futuresforumonlearning.org.