



innovJam 2024

Fulfilling the Promise of
AI in Learning



innovJam 2024
Unleash your Creativity

The 2024 edition will offer the opportunity to explore the transformative potential of Generative AI within the Training and Adult Education (TAE) sector.

innovJam 2024 encourages trainers and Learning & Development (L&D) practitioners to move beyond using GenAI solely for content creation, as seen with tools like ChatGPT, MidJourney, Gamma.app and InVideo.io.

We aim to promote the harnessing GenAI to **transform training practices, streamline content creation, personalise learning experiences and further enhance Learning & Development (L&D) processes and workflows.**

The intended outcome is to advance the way training and learning are **designed, delivered and consumed.**



SGD \$5,000 for winning teams to develop and showcase solutions

Key Dates & Milestones



GenAI Workshop:

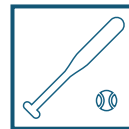
18 Oct, 9am–2pm

Submission of innovJam 2024 Application Form
18 Oct – 10 Nov 2024



innovJam 2024 Submission Deadline:

10 Nov 2024 Confirmation of Qualified Teams
15 Nov 2024



Pitching Day:

21 Nov 2024 (Thurs)



Showcase Day:

27 Mar 2025 (Tentative)

Eligibility to Participate



Open to **individuals** or **employees aged 18+** with **experience in designing or delivering at least one training course**



Minimum team size:
2 members



Teams can be
Organisation-Sponsored
or **Individual-Initiated**

Submission Guidelines

Submit the
innovJam 2024
Application Form

Submission Details:

Describe your solution concept by outlining the **learning challenge**, referencing early **wireframes** or **concept documents** to illustrate **key features** and **learner experience flows**, and envisioning how GenAI capabilities could **transform training practices**, **streamline content creation**, **personalise learning experiences**, and **enhance L&D processes and workflows**.



Prize:

**S\$5,000 for each
qualified winning team**



Disbursement:

**Within 3 months
post-Pitching Day**



Usage:

**To be invested in solution development,
leading up to Showcase Day**

Evaluation Criteria	Weightage
<p>1 Problem Definition and Alignment with Learning Challenges</p> <ul style="list-style-type: none"> How clearly and thoroughly does the team define the learning problem they are addressing? Does the team demonstrate a good understanding of the problem in learning and/or training? To what extent does the proposed solution show promise and alignment in addressing it meaningfully? 	40%
<p>2 Innovativeness and Creativity of the Solution</p> <ul style="list-style-type: none"> How creative is the team’s approach in tackling the identified problem? Does the solution demonstrate innovative thinking that could lead to a breakthrough or significantly improved learning outcomes? Is the team able to clearly communicate the novelty of their idea and how it could transform traditional training and learning practices? 	40%
<p>3 Feasibility of Early Implementation and Iteration Potential</p> <ul style="list-style-type: none"> To what extent does the solution demonstrate early-stage feasibility, as a wireframe or high-level concept? Is the idea feasible enough to be developed further beyond initial iterations? Does the team provide a clear vision for how they would approach testing, refining, and evolving the solution? 	20%

*Winning teams must score at least **60** points out of the maximum 100 points possible. Awards are based on judging panel consensus.*