



# BINUS INNOVATION AWARD **2021**



**BINA NUSANTARA**

Socialization  
5 - 30 May 2021



**zoom**

Register Submit Proposal at:  
<http://binus.edu/innovation-award>

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**INNOVATION AWARD 2021**  
Turning Threats into Opportunities  
with Digital Transformation

Total Prize  
Nearly  
**IDR 200.000.000**

*New!!!  
Stempel System  
Continuous Innovation*

\*Learn More at <http://Binus.edu/innovation-award>

**Timeline:**

- Proposal Submission  
5 May - 9 Jun 2021
- Top 15 Announcement  
28 Jun - 5 Jul 2021
- Innovation Camp  
20 - 22 Jul 2021
- Favorite Proposal Voting  
23 Jul - 14 Oct 2021
- Top 3 Announcement  
20 - 22 Oct 2021
- Grand Final & Awarding  
18 Nov - 1 Dec 2021

**Innovation Category**

1. Product & Service
2. Process
3. Social
4. Business Model

View Innovation Category Description ::  
<https://bit.ly/IAcategory>

\*Each category becomes Top 15, Top 3, or Honorable Mention\*

# Video Teaser Innovation Award 2021

# INNOVATION AWARD

<http://www.binus.edu/innovation-award>

Budaya berbagi dan menggunakan pengetahuan yang sejalan dengan visi BINUS perlu ditumbuhkembangkan sebagai upaya untuk menciptakan inovasi di lingkungan Bina Nusantara.

Tema:

“Turning Threats into Opportunities with Digital Transformation”



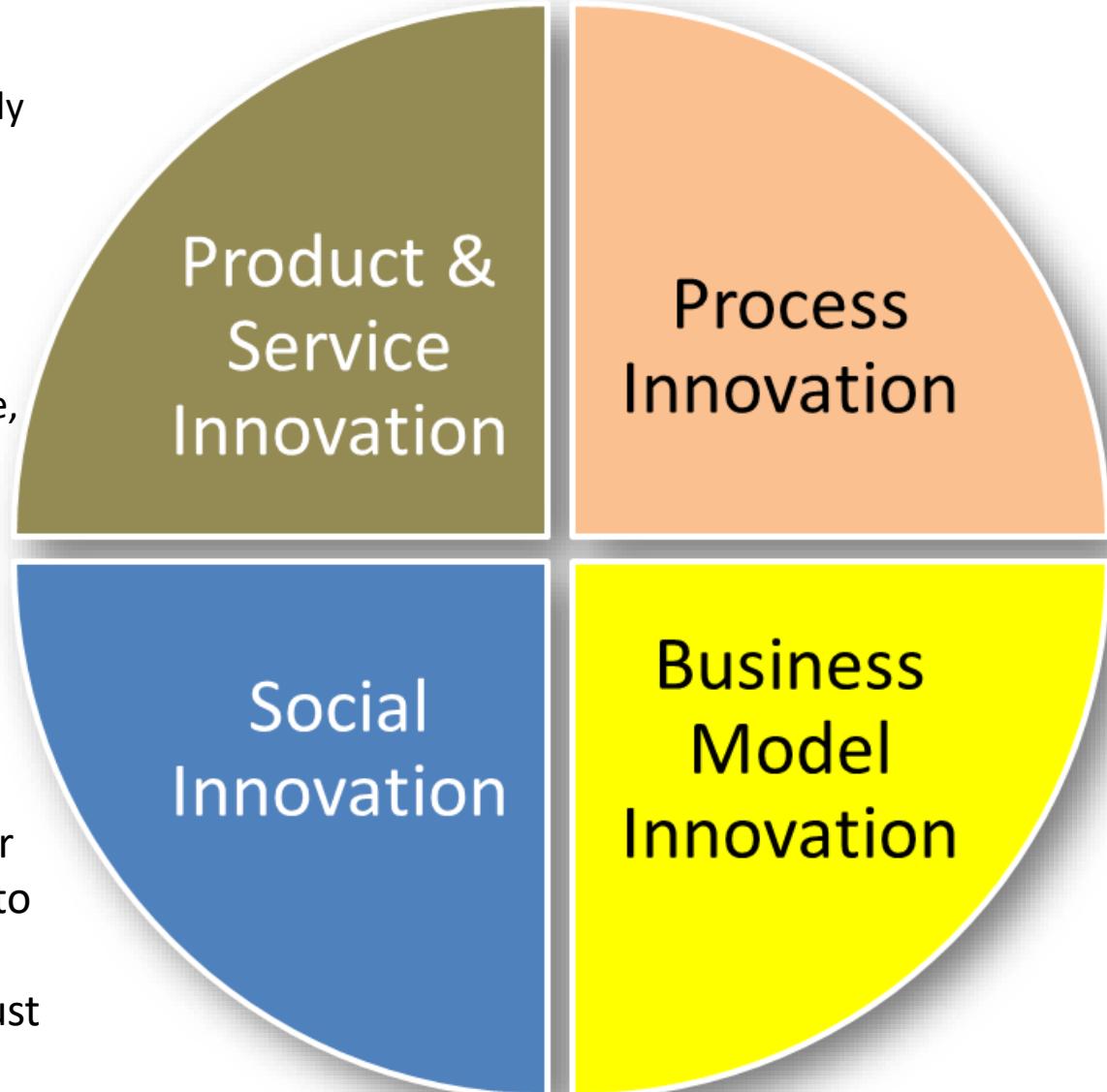
Tema ini bertujuan untuk mengingatkan upaya-upaya Binusian dan Binus Group dalam upaya mengubah tantangan dan kesulitan menjadi peluang melalui transformasi digital yang berhasil melewati pandemi covid-19.

Transformasi digital telah mengubah banyak aspek dari sisi kehidupan, cara bersosial, cara belajar, cara mengajar, sampai cara bekerja.

# INNOVATION CATEGORY

The introduction of a good or service that is new or significantly improved with respect to its characteristics or intended uses. This includes significant improvements in technical specifications, components and materials, incorporated software, user friendliness or other functional characteristics.

Social innovation is the process of addressing the world's most pressing challenges with "novel solutions . . . that [are] better than current solutions, new to the world, and [benefit] society as a whole and not just a single entity."



The implementation of a new or significantly improved production or delivery method. This includes significant changes in techniques, equipment and/or software.

Business model innovation is the search for new logics of the firm and new ways to create and capture value for its stakeholders; it focuses primarily on finding new ways to generate revenues and define value propositions for customers, suppliers, and partners."

# PRIZE AND REWARD

***IDR 100.000.000 ++***



**WINNER**



**WINNER**



**WINNER**



**HONORABLE  
MENTION**



**HONORABLE  
MENTION**



**HONORABLE  
MENTION**



**FAVORIT  
WINNER**

# HONORABLE MENTION

- **Simple Definition of *honorable mention***

An award or special praise given to someone who has done something extremely well but who has not won any of the official prizes.

- **Full Definition of *honorable mention***

A distinction conferred (as in a contest or exhibition) on works or persons of exceptional merit but not deserving of top honors.

- **Juara favorite mendapat hadiah Rp.10.000.000,-.**

Sumber:

<http://www.merriam-webster.com/dictionary/honorable%20mention>

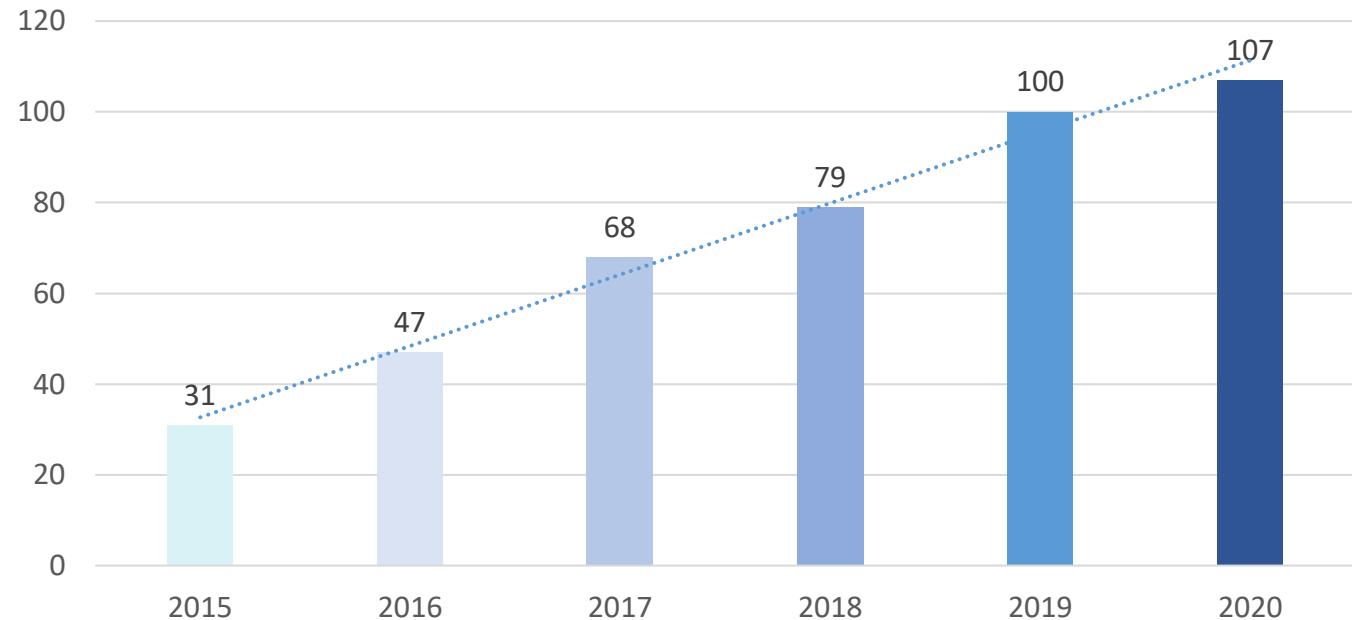
## JUARA FAVORITE

- Juara favorite adalah juara yang diberikan kepada Top 15 yang terpilih melalui voting secara online di website Innovation Award oleh karyawan BINUS Group.
- Voting dibuka setelah pengumuman Top 15.
- Juara favorite mendapat hadiah Rp.5.000.000,-.
- 25 Voters yang terpilih secara acak dalam Grand Final akan mendapatkan voucher belanja masing-masing Rp.100.000,-.

# INNOVATION AWARD

<http://www.binus.edu/innovation-award>

Jumlah Proposal



Tren Jumlah proposal sejak tahun 2015 yang terus meningkat merupakan salah satu indikator telah terbentuknya budaya inovasi di BINUS. Ayooo.... Kita lanjutkan!

# TREND KARYA INOVASI DALAM IA 2015 - 2020

Tahun	Kategori			
	Product & Service	Process	Social	Business Model
2015	1 <sup>st</sup> , 2 <sup>nd</sup>	3 <sup>rd</sup>		
2016	1 <sup>st</sup> , 3 <sup>rd</sup>	2 <sup>nd</sup> , HM		
2017	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>		HM	
2018	1 <sup>st</sup> , 3 <sup>rd</sup> , FW, HM	2 <sup>nd</sup>		
2019	2 <sup>nd</sup> , HM	3 <sup>rd</sup> , HM, FW	1 <sup>st</sup>	HM
2020	1 <sup>st</sup> , 3 <sup>rd</sup> , HM	1 <sup>st</sup> , FW	HM	HM

## PERSYARATAN INNOVATION AWARD

Persyaratan Peserta Innovation Award adalah sbb:

1. Peserta adalah karyawan, dosen, dan guru BINUS Group.
2. Satu kelompok maksimal 5 orang (termasuk ketua) dan ketua adalah karyawan BINUS Group.
3. Setiap kelompok wajib memiliki 1 mentor (min. Binusian 15).
4. Peserta dapat mengajukan lebih dari 1 proposal dengan topik yang berbeda.
5. Proposal yang pernah diikutsertakan dalam Innovation Award sebelumnya dan tidak menjadi Innovation Award Winner dan Honorable Mention dapat dimasukkan kembali jika penyempurnaan dilakukan.
6. Proposal akan diterima jika terisi lengkap, di-submit tepat waktu, dan berkomitmen mengikuti Innovation Award sampai tahap akhir.

## PERSYARATAN INNOVATION AWARD (2)

7. Peserta tidak diperkenankan mengganti keanggotaan kelompok selama Innovation Award berlangsung.
8. Apabila Ketua berhalangan untuk melanjutkan Innovation Award, maka anggota yang mengantikan.
9. Kebutuhan dalam penyusunan proposal dan pengembangan proyek dibiayai sendiri (bersifat mandiri).
10. Keputusan dewan juri bersifat final dan tidak dapat diganggu gugat.
11. Softcopy proposal dan video (optional) diunggah pada website Innovation Award, video maksimal berdurasi 2 menit dengan tujuan memperjelas proposal.

# RUBRIK PENILAIAN TOP 15

Kriteria	Bobot	Nilai			
		Bad	Good	Distinction	Excellence
Latar Belakang dan Rumusan Masalah	20 / 15	unclear/not relevant	clear and based on unit/department	real life and based on directorate/BU	real life and based on BINUS Group or National
Rencana	15	not feasible	clear but no prototype	prototype and partially ready to implemented	prototype and fully ready to implemented
Resiko	15	not defined	well identified but no solution	well identified but least solution	well identified and great solution
Output	20	unclear output	well defined and impact to unit/department	well defined and impact to Business Unit/Directorate	well defined and impact on national/BINUS Group
Novelty	30 / 35	already exist with little improvement	already exist with moderate improvement	already exist with heavy improvement	new to BINUS Group/national

<https://www.binus.edu/innovation-award/post/top-15-assessment-rubric-2>

# RUBRIK PENILAIAN TOP 3

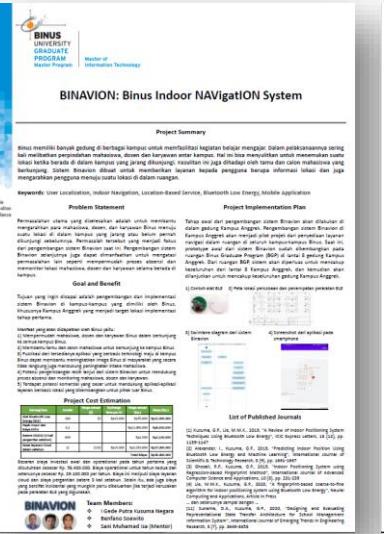
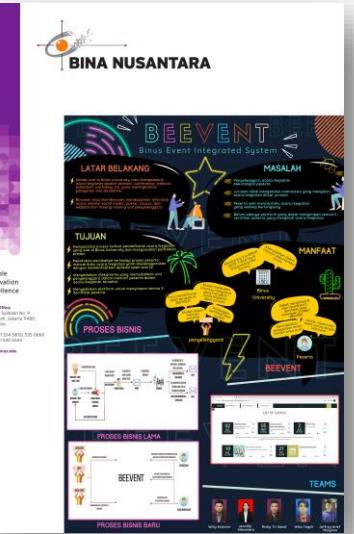
Kriteria	Bobot	Nilai			
		Bad	Good	Distinction	Excellence
Latar Belakang dan Rumusan Masalah	5	unclear/not relevant	clear and based on unit/department	real life and based on directorate/BU	real life and based on BINUS Group or National
Studi Pustaka	5	relevant reference < 3 & should be uploaded to KM Portal	relevant reference < 6 & should be uploaded to KM Portal	relevant reference < 9 & should be uploaded to KM Portal	relevant reference < 12 & should be uploaded to KM Portal
Rencana	10	not feasible	clear but no prototype	prototype and partially ready to implemented	prototype and fully ready to implemented
Resiko	10	not defined	well identified but no solution	well identified but least solution	well identified and great solution
Output	20	unclear output	well defined and impact to unit/department	well defined and impact to Business Unit/Directorate	well defined and impact on national/BINUS Group
Novelty	20	already exist with little improvement	already exist with moderate improvement	already exist with heavy improvement	new to BINUS Group/national
Implementation	20	not implemented	partially implemented	mostly implemented	fully implemented
Presentasi	10	unclear/ not follow presentation format	clear/ follow the presentation format	(good) + additional data and example	(distinction) + presentation delivered well

# RUBRIK PENILAIAN GRAND FINAL

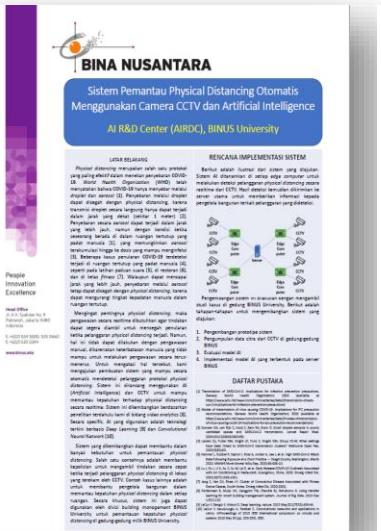
Kriteria	Bobot	Nilai			
		Bad	Good	Distinction	Excellence
Latar Belakang dan Rumusan Masalah	10	unclear/not relevant	clear and based on unit/department	real life and based on directorate/BU	real life and based on BINUS Group or National
Resiko	10	not defined	well identified but no solution	well identified but least solution	well identified and great solution
Output	20 / 15	unclear output	well defined and impact to unit/department	well defined and impact to Business Unit/Directorate	well defined and impact on National/BINUS Group
Novelty	20 / 25	already exist with little improvement	already exist with moderate improvement	already exist with heavy improvement	new to BINUS Group/National
Implementation	30	not implemented	Partially implemented	Mostly implemented	Fully implemented
Presentasi	10	unclear/ not follow presentation format	clear/ follow the presentation format	(Good) + additional data and example	(Distinction) + presentation delivered well

Note: Rencana dan Studi Pustaka tidak dinilai dalam Grand Final

# POSTER INNOVATION AWARD



<https://www.binus.edu/innovation-award/2020/post/katalog>



# TIMELINE INNOVATION AWARD 2020

People  
Innovation  
Excellence



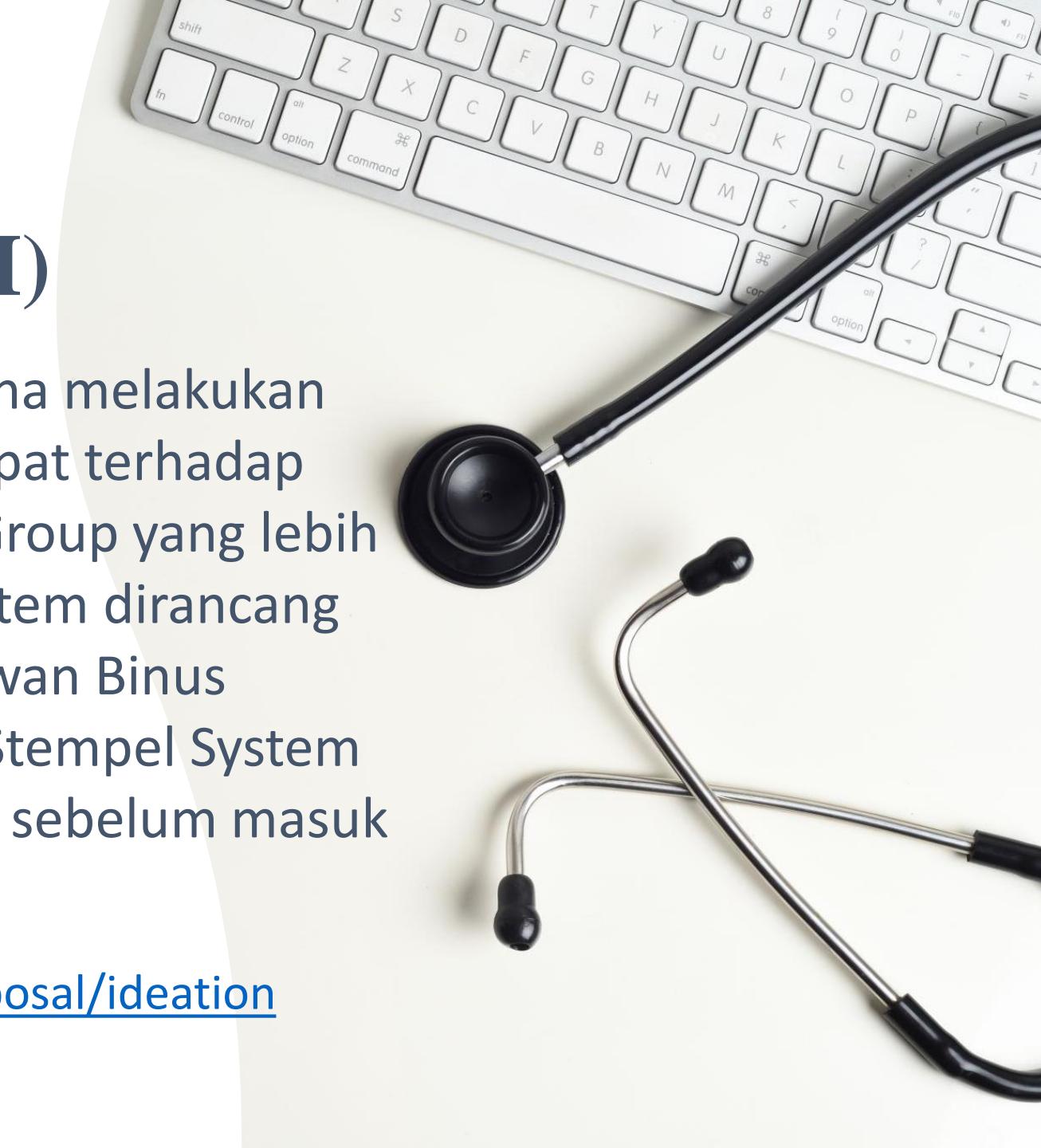
# TIMELINE INNOVATION AWARD 2020



# STEMPEL SYSTEM (IDEATION SYSTEM)

Merupakan sistem bagi BINUSIAN guna melakukan pencatatan dan pengakuan secara cepat terhadap sebuah idea (IDEATION) bagi BINUS Group yang lebih baik (efektif dan efisien). Stempel system dirancang guna meningkatkan partisipasi karyawan Binus Group mengikuti Innovation Award. Stempel System dapat digunakan sebagai seleksi awal sebelum masuk tahap proposal Innovation Award.

<https://binus.edu/innovation-award/proposal/ideation>





**BINA NUSANTARA**

**INNOVATION  
AWARD 2021**

# *Continuous Innovation*

Kindly check this award information at:  
<https://www.binus.edu/innovation-award/post/continuous-innovation/>

**Total Prize**  
**IDR 75.000.000**  
\*@25M IDR for top 3 team

**Limited for Innovation Award Participant Teams!**



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<https://www.binus.edu/innovation-award/post/continuous-innovation>

# BUSINESS INNOVATION CENTER

<http://www.bic.web.id>

Inisiatif dari kementerian riset dan teknologi Republik Indonesia untuk intermediasi mempertemukan innovator dengan kalangan bisnis.



- |             |  |
|-------------|--|
| <b>2016</b> | 1. INKLESS WHITEBOARD<br>2. YOUR PERSONAL CNC MACHINE  |
| <b>2017</b> | 1. KULKAS PINTAR<br>2. SISTEM PENDUKUNG UJIAN BERBICARA PADA PALAJARAN BAHASA  |
| <b>2018</b> | 1. PEKTIN KULIT PISANG UNTUK PENANGGULANGAN PENCEMARAN AIR<br>2. SONAR VISION: ALAT BANTU TUNA NETRA DENGAN ULTRASONIK |
| <b>2019</b> | 1. RASBERRY PI-BASED DIGITAL LIBRARY SYSTEM  |
| <b>2020</b> | 1. TEMPAT TIDUR PINTAR YANG DAPAT MEMBERIKAN KENYAMANAN<br>2. PISANG TORPEDO SEBAGAI TEPUNG ALTERNATIF                 |

Terima kasih  
dan  
Selamat ber-Innovasi !

