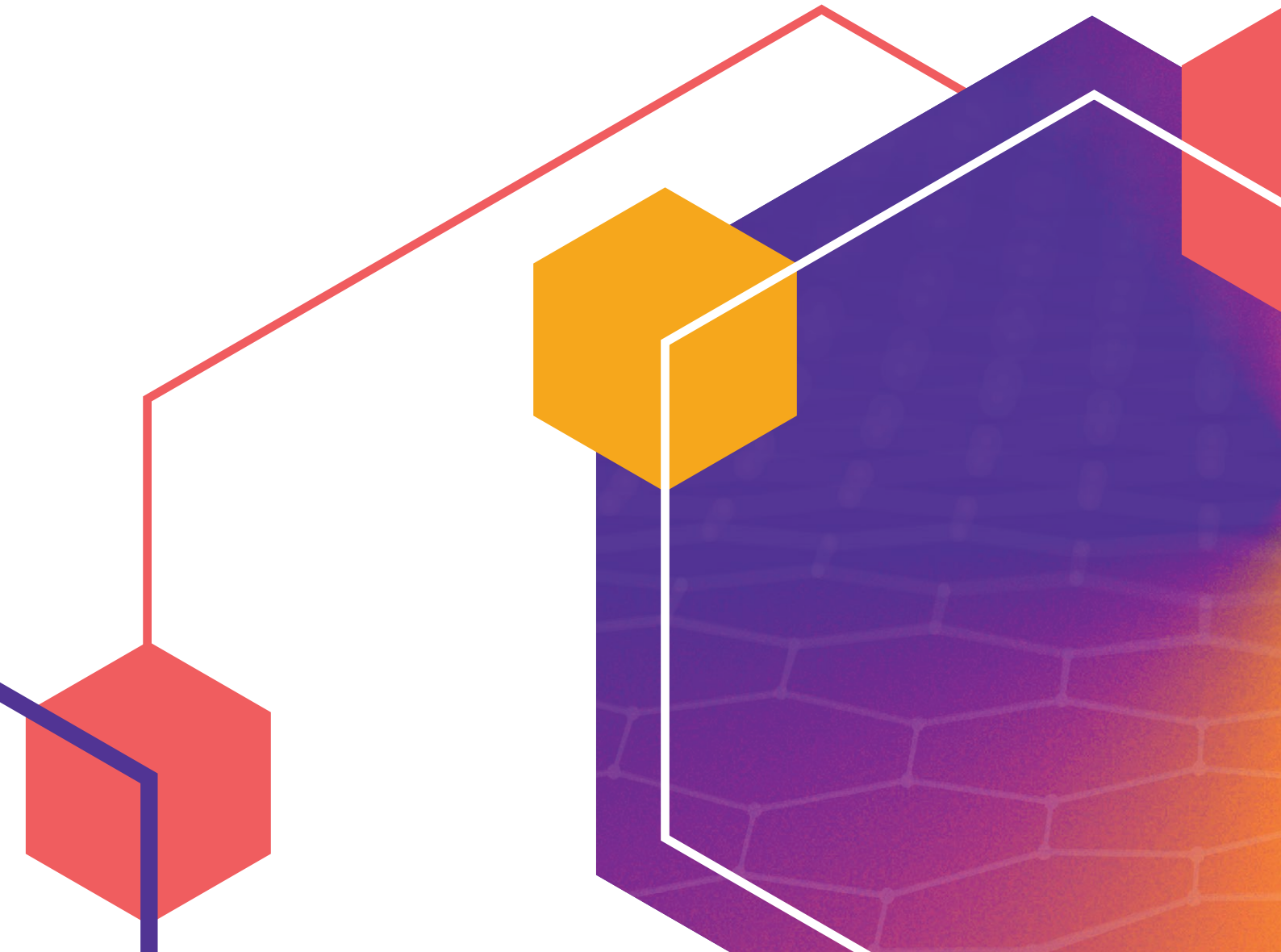




Reimagine Education

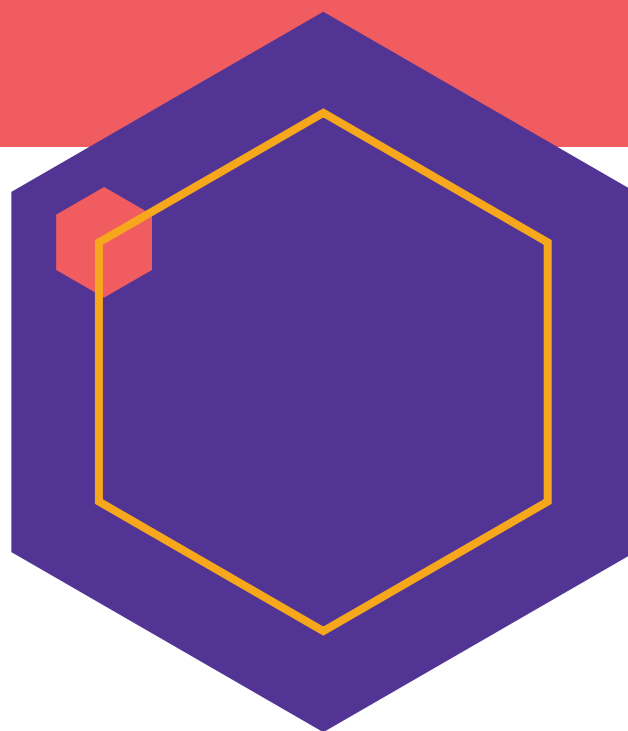
Awards Application Guide



**QS Reimagine Education
inspires a community of
ground-breaking innovators
who are transforming the
educational landscape,
enhancing learning
outcomes, and supporting
the employability of future
generations**

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25,000 USD

prize fund for the winner of the
Global Education Award.

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THE UNIVERSITY OF
SYDNEY

25,000 USD

worth of Cloud credits granted
to the winner of the Global
EdTech Award

QS Reimagine Education Awards: A Showcase of Global Innovations

QS Reimagine Education Awards serve as a prestigious platform to recognise and celebrate pioneers of education across the world, fostering a vibrant community of innovators committed to redefining learning and employability for future generations.

The **call for submission is open** until **September 1st at 23:59 BST.**

With **18 diverse awards categories**, we honour the most transformative and forward-thinking programs, technologies, and pedagogical approaches that are revolutionising education.

Each year, we attract over 1200 submissions from around the globe which undergo a rigorous evaluation process by our esteemed panel of 900+ international expert judges.

Through the Reimagine Education Awards, we honour the exceptional efforts of educators, institutions, and edtech startups in preparing learners for the challenges of the future. The awards celebrate excellence and inspire collaboration.

The **Global Education Award winner receives a prize fund of 25,000 USD**, sponsored by The University of Sydney. This acknowledges their outstanding achievements but also provides financial support to further enhance and scale their innovative educational initiatives. This prize fund serves as an investment in their future success, allowing them to continue making a significant difference in education.

In addition, the **Global EdTech Award winner is granted Cloud credits worth 25,000USD.** These credits provide access to powerful cloud-based tools and services, enabling the winner to leverage cutting-edge technologies and infrastructure to drive their edtech solutions to new heights. This empowers the winner to innovate, expand, and deliver transformative educational experiences to learners around the world.

Join us in celebrating the visionaries and pioneers who are shaping the future of education. Together, let's embrace innovation, share knowledge, and collaborate to transform education for a brighter tomorrow.



How to Apply & Key Dates

Call for Submissions is now open, and the application window will run until Sunday 1st September 2024.

The application form has been designed to enable you to start your application, save your work, and return at any point to update and finally complete your application.

Before you get started with your application, you will need to identify the category that best represents your project. You can view these on the subsequent pages, or on the website at www.reimagine-education/apply.

Once you have selected the most appropriate category you will then be asked to select one of four pathways – Academic (Early-stage),

Academic (Mature), Venture (Early-stage), or Venture (Mature) – these are applicable to all categories except for ‘Best use of Generative AI’, ‘Innovation in Business Education’, ‘The Power of Partnerships’, and ‘Sustainability Education Awards’. You can read more about these pathways in the pages to follow.

Now you are ready to start your application and proceed from there. It is part of our ethos that the application process should be as accessible as the new pedagogies we’re trying to inspire, so application is free for all participants. All award winners will be announced live at the in-person QS Reimagine Education Conference, London, 9-11 December 2024. While attending the conference is not obligatory to qualify for the awards, we highly encourage attending as the conference offers many advantages.

Key dates:

Tuesday 9 April 2024

Reimagine Education Awards competition opens

Monday 9th December 2024

Regional Awards winners announced

Sunday 1st September 2024

Competition closes its call for submissions

Tuesday 10th & Wednesday 11th December 2024

Category Award winners announced

Mid-October 2024

Shortlisted applicants will be announced

Wednesday 11th December 2024

Global Education Award winner, Global EdTech Award winner revealed

**Please note all dates are provisional and subject to change*



The Judging Process

When applying for the Reimagine Education Awards, you will be asked to fill in a series of sections explaining your project. Each of these sections will be analysed by our panel of judges and graded based on their success in meeting certain criteria that are explained below.

However, the precise sections you are asked to fill out, and the weight assigned to each of these sections, will vary depending on three factors, namely:

- (1) The stage of development that this project has reached;
- (2) Whether the project is classified as 'Academic' or 'Venture' (a nomenclature that is explained below);
- (3) Whether or not you are applying for the six award categories that have just one pathway (*Best use of Generative AI, Innovation in Business Education, The Power of Partnerships, Smart Omnichannel Campus, Sustainability Education Action and Literacy Awards*)

The judging process has been developed to ensure that early-stage projects are judged on their own terms, rather than against well-established academic programs or global technology companies. Upon applying, you will be asked to assign your project to one of four categories:

- 1. Academic (Early-stage):**
This category will be inhabited, typically, by projects from K12 educators and academics in the higher education space. It will be inhabited by projects still at the research-proposal (prepublication) stage, that have not yet been implemented in schools or universities, or that have not yet received research funding
- 2. Academic (Mature):**
This category will be inhabited, again, by projects from the K12 and higher education space. It will feature projects that have received research funding, enjoyed publication and citation, or have been successfully implemented into schools and/or universities.
- 3. Venture (Early-stage):**
This category will be inhabited by applicants from ed tech companies, education startups, social enterprises, and education foundations. However, these applicants will not own companies that have undergone an IPO, received above a certain amount of revenue or funding, or achieved late-stage project development milestones.
- 4. Venture (Mature):**
This category will be inhabited by applicants from large, developed ed tech companies, established education foundations, and leading social enterprises. It will be inhabited by projects with a large, established user base, extended growth achieved, and high levels of revenue and funding.





It is crucial to understand that these four pathways are not award categories: one does not apply for, say, the 'Academic (Early-stage) Award', this simply determines the criteria that judges will use to assess your work, and are designed to facilitate fair comparison.

The QS Reimagine Education Awards focus on:

(1) Innovation – What makes makes your project innovative and how does it compare to competitors

(2) Impact/Potential Impact – How does your project provide a solution, who has/ is benefiting from this and how is it leading to improved learning outcomes and employability.

(3) Depth or Scalability – Depth can be selected if scaling up is not the goal but the aim is to deepen impact or enhance quality.

**The above applies to all categories except for Innovation in Business Education and Smart Omnichannel Campus which rather than depth or scalability focus on Access, Diversity & incusion, and Sustainability & Scalability, respectively.*

Applicants have the opportunity to upload or provide a link to supporting evidence

after each relevant section.

We have also provided the opportunity for projects to provide a 2-minute video pitch and/ or demonstration. This is not mandatory and will not be weighted but we encourage you to take advantage as this can support your application.



Judging Criteria: Explained

To ensure clarity, the tables below indicate the full breakdown of the judging process for each of the eight pathways:

Early-Stage	
Judging Criterion	Weight Assigned
Innovation 2 questions	40%
Impact / Potential Impact 3 questions	30%
Depth or Scalability 3 questions	30%

Mature	
Judging Criterion	Weight Assigned
Innovation 2 questions	40%
Impact 3 questions	30%
Depth or Scalability 3 questions	30%

Best use of Generative AI	
Judging Criterion	Weight Assigned
Innovation 2 questions	40%
Impact / Potential Impact 3 questions	30%
Depth or Scalability 3 questions	30%

The Power of Partnerships	
Judging Criterion	Weight Assigned
Innovation 2 questions	40%
Impact 3 questions	30%
Depth or Scalability 3 questions	30%



Innovation in Business Education	
Judging Criterion	Weight Assigned
Curricular Innovation 3 questions	50%
Impact 3 questions	30%
Access, Diversity & Inclusion 4 questions	20%

Smart Omnichannel Campus	
Judging Criterion	Weight Assigned
Innovation 2 questions	40%
Impact 3 questions	30%
Sustainability & Scalability 3 questions	30%

Sustainability Education: Action	
Judging Criterion	Weight Assigned
Innovation 2 questions	40%
Impact 3 questions	30%
Depth or Scalability 3 questions	30%

Sustainability Education: Literacy	
Judging Criterion	Weight Assigned
Innovation 2 questions	40%
Impact 3 questions	30%
Depth or Scalability 3 questions	30%



Award Categories

This section enumerates all of the avenues by which applicants can reimagine education this year, ensuring that innovators from across the education landscape will be acknowledged. A brief explanation of the requirements and focus for each category is included.

Future of Learning

Artificial Intelligence in Education

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esade

Apply to this category if your project utilises AI technologies like machine learning and natural language processing to enrich teaching and learning experiences. The focus is leveraging AI to improve educational outcomes, enhance teaching efficiency, and personalise learning. This also includes adaptive learning systems, intelligent tutoring, automated grading, personalised learning platforms, predictive analytics, content recommendations, learning analytics for curriculum enhancement, and student enrollment/course recommendations.

Best use of Generative AI

Apply to this category if your project uses GPT-like autoregressive models for educational purposes, aiming to enhance education by generating personalised learning resources such as study guides, practice quizzes, and educational articles, as well as developing interactive cases and simulations. Also includes supporting language learners, acting as a virtual tutor, aiding with writing tasks and research, and providing alternative access to educational content for learners with disabilities, real-time lesson planning, curriculum development, and classroom management.

Blended and Presence Learning

The Blended and Presence Learning Award will be given to an outstanding educational programme that has innovated in-person learning or skillfully combined traditional in-person teaching with online learning to create a dynamic and effective learning experience.

E-Learning

This E-Learning prize will be awarded to the best electronic learning programme that utilises existing or innovative technological tools that facilitate and support learning through the use of information and communications technology.

Future of Learning

Immersive experiential learning
(XR including AR/VR/
mixed realities, Gaming,
The Metaverse and Beyond)

Apply to this category if your institution or organisation demonstrates the best example of immersive experiential learning where learners benefit from being immersed in a digital world and are given opportunities to practice critical lessons.

Learning Assessment

Apply to this category if you/your team have created a project that reimagines the way we assess learners grasp of course content/ key skills. This award will be given to the project that aims to explore and improve the way we currently assess how much learners have learned, and how deeply they have understood what they have learned.

Neuroscience of Learning

The focus of this award is to identify projects that demonstrate exceptional utilisation of cutting-edge neuroscience research to optimise learning outcomes. We are particularly interested in initiatives that not only apply these discoveries effectively but also contribute to the advancement of instructional methodologies, leading to a more profound impact on the learning process.

Future of Universities

Innovation in Business Education

This prize will be awarded to a higher education institution that has undertaken a transformative journey to reshape its curriculum, thereby revolutionising the landscape of Business Education. Through innovative approaches, groundbreaking methodologies, and visionary leadership, the recipient institution has redefined the standards and practices in the field, setting a new benchmark for excellence in business education worldwide.

***NEW* Smart Omnichannel Campus**

The Smart Omnichannel Campus Award celebrates universities that masterfully integrate physical and digital learning environments, including those with entirely online campuses. We seek institutions that are employing cutting-edge IoT technology to enhance learner engagement, create personalised learning experiences, and streamline communication across all platforms, fostering a seamless, inclusive educational community for all.



Future of Universities

The Power of Partnerships

This prize will be awarded to the institution or organisation adept at leveraging partnerships for innovation, scalability, and enhancing offerings, thus enriching the learning journey and outcomes. Through strategic alliances and a commitment to excellence, the recipient has not only transformed their institution/organisation but also influenced the wider educational landscape, inspiring others to embrace collaborative potential.

Future of Work

Developing Emerging Skills and Competencies

This prize will be awarded to the project or initiative that is effectively developing skills and competencies required for the present and future of work. For example, artificial intelligence, blockchain technology, cloud computing, machine learning, data science, data security but also cognitive flexibility, emotional and social intelligence, creative and innovative mindset.

Lifelong Learning

The Lifelong Learning Award will be given to the project or initiative that demonstrates impact and effectiveness in providing opportunities for personal and professional development, including upskilling and re-skilling, beyond formal education.

Nurturing Employability

This award seeks projects that can clearly demonstrate a link between their project's approach and improved employability outcomes. What traits and/or skills do you find employers to be lacking in their hires, and how does your project help its users to enhance these traits and/or skills? Can your project help employers to better identify the traits and/or skills they desire in their hires?

Sustainability

***NEW* Sustainability Education: Action**

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The Sustainability Education Action Award celebrates projects that have actively implemented sustainability education, inspiring tangible change, demonstrating leadership through campus initiatives, community partnerships, and advocacy, fostering a more sustainable future.

***NEW* Sustainability Education: Literacy**

The Sustainability Education Literacy Award celebrates exceptional commitment to advancing sustainability education. It recognises efforts promoting understanding on environmental, social, and economic challenges. Recipients integrate sustainability principles across curricula, fostering interdisciplinary learning and empowering learners to become informed global citizens.

Values

Access, Diversity & Inclusion

This award celebrates projects that have demonstrated exceptional commitment to ensuring equitable access to education for all learners, regardless of background or circumstance. Projects for this award have implemented innovative strategies, policies, or programmes that have expanded opportunities, created inclusive environments, and celebrated diversity within educational settings, fostering a culture of belonging and empowerment for all.

Nurturing Values and Ethics

The Nurturing Values and Ethics Award recognises initiatives dedicated to instilling values and ethics in education. It celebrates innovative programmes promoting integrity, empathy, and ethical decision-making. Initiatives foster respect, responsibility, and ethical leadership, inspiring positive contributions to communities.

Nurturing Wellbeing and Purpose

This award celebrates projects fostering mental and/or physical wellbeing and clarity of purpose within educational communities. It recognises initiatives implementing innovative strategies prioritising mental health, physical wellbeing, resilience, and purpose among learners, faculty, and stakeholders. These projects contribute significantly to creating supportive environments that nurture holistic development, promote self-care, and inspire individuals to thrive academically, socially, and emotionally.

Regional Awards

The shortlisted entries of our main competition are also eligible to receive a Regional Award if they are created by a team or an organisation based and/or active in one or more of the regions below.

Africa

Middle East

Asia

North America

Europe

Oceania

Latin America



Frequently Asked Questions

Refer to the FAQ section on
Reimagine Education website:
www.reimagine-education.com/faq





Reimagine Education