Imagine Cup

Imagine Cup Overview

What Is Imagine Cup?

Founded in 2003, Microsoft's Imagine Cup is the company's premier student technology and innovation competition. It provides an opportunity for student technologists, developers and aspiring entrepreneurs from all academic backgrounds to collaborate, develop a technology application, create a business plan and gain a keen understanding of what is needed to bring a concept to market. In Imagine Cup, the brightest young minds join together to exemplify the power of student innovation. This year we are celebrating the 15th anniversary of Imagine Cup by increasing the top prize to $100,000 and giving the winning team a mentoring session with our CEO, Satya Nadella. Complete prizing information can be found below.

How Does Imagine Cup Work?

Students compete in teams of up to three people to create an original technology project from start to finish – create an idea, make a plan, build the solution and compete.

Students advance through various rounds of the competition either online or through in-person National Final events organized by Microsoft subsidiaries in countries across the globe. The winning teams from each country move on to World Finals in Seattle. Winners are awarded travel to the Imagine Cup World Finals, where they compete for cash prizes and once-in-a-lifetime experiences. The Imagine Cup World Finals are in **Seattle, Washington, USA, July 24 – 25, 2017.**

What has changed for 2017?

- More competitive prizing of $100,000 for the winning team to celebrate the 15th anniversary
- Four teams will compete in the Championship for the top prize
- Solutions are no longer bound by category requirements – all innovations are welcome and compete against each other without groupings or classifications
- All solutions must include a Microsoft Azure component
- Technology now has an increased weighting of 50% in the judging criteria
- World Finals capacity has increased to allow for additional teams who will go head to head including multiple teams from the same country
- Teams have a 3-member maximum
- World Finalists are chosen at National or Regional finals – the World Semifinals round has been retired
- The competition will be executed in a head to head tournament fashion, where teams, by rankings (known as seeds), will be progressively announced as they move through the competition on Monday and Tuesday, July 24 & July 25
- A wild card round will allow 2 teams previously eliminated to be brought back into the competition
- The event will not be streamed live online, but shot on a soundstage the afternoon of Tuesday, July 25 and then edited and released for on-demand viewing the morning of Thursday, July 27.

Winners will be kept under embargo until we release the webcast and officially announce winning teams on 7/27 at 9am PST.

2017 Imagine Cup World Finalist Teams

Here are the 54 teams coming to Seattle to compete for the 2017 Imagine Cup World Championship:

Team Name	Country	University	Project Description
Nash	Argentina	Instituto Tecnologico de Buenos Aires	RESCUE is a platform to reduce response times in natural disasters using drones.
SourceLink	Australia	University of Melbourne	SourceLink is an augmented reality solution designed to connect small-scale producers and potential customers.
Team Parasitica	Bangladesh	Bangladesh University of Engineering and Technology	Medical detection technology that uses Azure to analyze blood samples and report back probability of disease.
Scrawlless	Belarus	Belarusian State University	Platform to help children with cerebral palsy and fine motor skills problems complete their academic studies.
Knowlead	Bosnia and Herzegovina	International Burch University	Social network learning platform where students can acquire and share knowledge through peer-to-peer live communication.
UpFish	Brazil	Universidade Estadual de Campinas	Intelligent solution that monitors production of fish in aquaculture systems.
Bubu Digital	Brazil	Federal University of Paraíba	Smart Pacifier that monitors infants' health through temperature and humidity sensors to help fight infant mortality.
NeuroGate	Canada	University of Waterloo	Software that uses Microsoft Kinect motion data and machine learning to analyze gait patterns and diagnose neurodegenerative diseases.
Karate Manatees	Canada	University of Toronto	Online multiplayer team-based sports game.

Surgical Assistant	China	Xidian University	A wearable device designed to enhance surgeons' ability to perform complex surgeries using image processing, VR applications and 3D models.
X.GLU	Czech & Slovakia	Czech Technical University in Prague	Hardware and software solution designed to help diabetics better cope with their condition.
Overskill	France	Ecole Polytechnique	OverSkill targets seven core abilities and is designed to train the mind and the body simultaneously using mixed reality.
Smartcase	Germany	Karlsruhe Institute of Technology	An intelligent luggage tracking solution utilizing GPS and a mobile app to secure luggage against theft.
koicode	Germany	Technical University of Munich	Solution focused on creative code visualization to improve readability and transparency for computer science students.
OsteoMentor	Greece	Aristotle University of Thessaloniki	OsteoMentor aims to support people with osteoporosis, providing a solution that utilizes state-of-the-art technologies.
Sense+	Hong Kong	Hong Kong Polytechnic University	Cognitive app enabling the visually impaired to See, Explore, Notice and Search with Ears.
GlovEye	Hungary	Budapest University of Technology	Tactile feedback gloves for smart devices which let blind and partially sighted people perceive printed text as Braille.
3Alchemists	India	Medicaps Indore	App helps diagnose patients with degenerative diseases like Alzheimer's to reduce medical expenses.
PocketConfident AI	India	IIT Hyderabad	PocketConfidant AI is developing the first virtual coach powered by AI.
Negative Time	India	BITS Pilani	Content Holmes is a one-click AI-based online parenting solution designed to protect kids from cyber-bullying and online adult content.
CIMOL	Indonesia	Bandung Institute of Technology	Hoax Analyzer is a web-based app that aims to combat the proliferation of "fake news".

NeuroVoice	Japan	University of Tokyo	Converts an input voice into a voice of another person.
TITAMAS	Japan	Tokyo Institute of Technology	Smart white cane device for visually impaired.
DocStroke	Jordan	Jubilee Institute	DocStroke aims to provide an inexpensive solution determining stroke risk using ocular image processing and machine learning.
En#l-Guard	Korea	Sejong University	Blinker is a Windows app designed to prevent and alleviate Computer Vision Syndrome.
Bl!nk	Lebanon	American University of Beirut	Solution that gives feedback to people making presentations and speeches.
Eranoi	Mexico	Universidad Insurgentes, Instituto Tecnológico de Veracruz, Instituto Tecnológico de Culiacán	Device that monitors the quality of the water using a set of sensors to measure the conductivity, temperature, purity level and more.
E-PARK	Morocco	Institut Supérieur de Génie Appliqué	Web and Mobile solution that allows people to locate and pay for available parking spaces in real time.
Echo Innovators	Nepal	Kantipur Engineering College	Wearable device for livestock that monitors and uploads animals' health data to Azure for analysis and to provide advice to owners.
GroupCram	New Zealand	University of Auckland	Web app designed to help students prepare for exams.
Beta Team	Oman	German University of Technology – Oman	“Bee” app is designed to enhance the customer experience and empower retailers.
Opticode	Philippines	Lyceum of the Philippines University-Laguna	Minerva is a mobile virtual assistant app for the visually impaired.

Idea_hunters	Poland	Military University of Technology	App called Elephant that uses IoT technology in clothing designed to monitor a baby's vital functions.
Taleship	Puerto Rico	Thomas Alva Edison School	App that enables writers to get together in a room and write a story in real-time, taking turns like a game.
WaCoMo	Qatar	Qatar University	Platform that provides interactive visualization of water consumption to increase efficient water usage.
deTpression	Romania	University of Bucharest	Device that detects and monitors depression.
Boremeter	Russia	Higher School of Education	Technology that can determine whether a lecture is resonating with students using video streams and a neural network.
UTV	Russia	Moscow Institute of Physics and Technology	Platform that uses language processing and term extraction to index scientific papers, and present graphical representation of scientific trends.
Evermind	Russia	Moscow State University	App that leverages the Microsoft Face API to prevent drunk drivers from operating their car.
Heart Sound	Singapore	Nanyang Polytechnic	Smart wearable device that combines the function of a stethoscope and an electrocardiography machine to monitor for users' irregular heartbeats.
Team Titans	Sri Lanka	University of Moratuwa	Wearable device that helps people with asthma and gamifies the process by assisting them with breathing control.
Med x Up	Taiwan	Taiwan National Tsing Hua University	Detect early-stage Chronic Renal Failure (CRF) with Smart Urine Bag solution that monitors patients' urine volume and velocity.
Welse	Thailand	King Mongkut's University of Technology Thonburi	Device that processes bloodwork and uses phone to send results.
Green Jam	United Arab Emirates	American University in Dubai	Green Jam is a project that implements a reward system for recycling within the context of an automated recycling station.

SEAT	United Kingdom	University College, London	Tool to improve the learning and teaching experience in programming courses.
Donaco	United Kingdom	Imperial College London	Technology that facilitates the relationship between charities and donors.
KSF.LLC	United Kingdom	Oxford University	A remote and interactive farming platform for urban consumers.
Pocket Sized Hands	United Kingdom	Abertay University	Honeypot Espionage is an online VR multi-player shooter, focused on stealth combat.
Farmalytics	United States	Stanford University	Uses field sensors that measure important parameters vital for crop growth.
Oculogx	United States	Georgia Institute of Technology	Mixed reality app that uses HoloLens and Azure to improve locating items in warehouses.
PulsePal	United States	Princeton University	Low-cost mobile tool that uses an algorithm and video camera to digitally monitor heartrate.
Brazilian Students Association @ Stanford	United States	Stanford University	Cheque app allows Brazilians to access political info and provide feedback to their representatives.
Orai	United States	Drexel University	Orai app helps improve speech content and delivery through instantaneous, on-demand and personalized feedback.
Fluency	United States	Massachusetts Institute of Technology	Immersive language-learning web app connecting users with native speakers.

Fast Facts

- **54** teams from 39 countries will travel to Seattle to compete in Imagine Cup World Finals in July 2017.
- Imagine Cup competitors continue to show a passion for tapping into the power of technology to make the world around them a better place. About 40 percent of the 54 teams have built cutting-edge technology solutions for the medical field across a variety of areas, including accessibility and the diagnosing of disease.

- To date, nearly 2 million students from more than 190 countries have engaged with the Imagine Cup program.

Prizing

The 2017 competition changes are designed to inspire students to use their imaginations and passion to create technology solutions built with Azure.

The **top three teams** will receive the following prizes:

- **First Place**: $100,000 USD, $125,000 Azure Grant
- **Second Place**: $25,000 USD, $25,000 Azure Grant
- **Third Place**: $15,000 USD, $25,000 Azure Grant

A runner up consolation prize will be awarded to the fourth-place team.

The first-place team also wins a 1:1 mentoring session with Microsoft CEO, Satya Nadella, as well as a trip to the Build 2018 developer conference.