



TERMS & CONDITIONS

NXPLOREERS FUTURE LEADERS LAB

1. The Idea Competition is a national competition organized by specific Shell group entity in India (Hazira Port Private Limited) hereinafter referred to as "the Company", requesting participants to develop ideas from NX thinking for tackling food, water and energy issues.
2. The Competition is accessed via <http://shell.in/nxplorers>
3. The competition period is from March – May 2021.
4. By registering, you confirm that you have read and unconditionally agree to all these Terms and Conditions and that you accept any and all of the decisions made by the Company regarding the Competition as final and binding in all respects.
5. All Competition Materials and submission entries must be in the English language.
6. For the avoidance of doubt, the Competition is not part of the Shell recruitment process and participation in the Competition will not influence any subsequent application made by a participant for a job, apprenticeship, internship or other training scheme with any company within the Shell group of companies.
7. The Company reserves the right to add, modify or delete any term of these terms and Conditions. In such an event, the you will be notified. The Company is solely empowered to pronounce in cases not provided for in the these Terms and Conditions.
8. the Company reserve the right to modify, postpone or cancel the competition for any reason including for reasons of force majeure due to, including but not limited to, adverse or extreme weather conditions, the occurrence of a natural disaster, acts of terrorism or safety concerns. No claims for compensation will be accepted.
9. Governing law: The terms and conditions of Idea Competition shall be governed by laws of India and any disputes will be subject to the exclusive jurisdiction of the courts of New Delhi.

10. Eligibility:

- a. Subject to the other provisions of these Terms and Conditions, participation in the Competition is open to any person who (i) has successfully completed the Self Learning Module of NXplorers and (ii) is a currently student of any higher education institute (e.g. university, college, institute etc.) and studying in a course after completing 12th standard (e.g. Bachelors or Masters level degree or diploma, etc.) in any discipline in a regular or distance mode (an "Eligible Student").
- b. An Eligible Student under the age of 18 at the time of registration for the Competition must have the consent of his/her parent or legal guardian to accept these terms and conditions and to participate in the Competition.
- c. Eligible Students are not entitled to enter the Competition if they are resident in a country or jurisdiction where the Competition may breach any law or regulation. Where this applies, the Shell India's invitation to enter the Competition in such country/jurisdiction is withdrawn.
- d. For the avoidance of doubt, Eligible Students who are in the process of being recruited for a job, apprenticeship, traineeship, or internship at any Shell group of companies will be automatically disqualified if their employment, apprenticeship, traineeship or internship commences any time during the Competition Period.

- e. Current employees, apprentices, trainees, or interns of any Shell group of companies or Learning Links Foundation are not eligible to participate in the Competition.
- f. The Competition is not open to employees, agents, affiliates holding subsidiary companies, promotion agency, fulfilment agency or of anyone else professionally connected with the Competition.

11. Group Entries if

- a. An individual Participant can invite other Eligible Students to form a "group". The maximum number of persons in a group is 5 (five). Eligible Students cannot participate in more than one group. A Participant should only invite another Eligible Student to form a Group with them after first having obtained that other Eligible Student's consent to do so and to use their email address for such purpose. Email addresses entered on the Competition Website during the group invitation process are used solely for the purposes of sending Group invitations.
- b. Changes to the composition of a group can be made at any time but not post submission of entries by the Eligible Students for the Idea Competition.
- c. Each Group must appoint a main contact point for the Company (the "Group Captain/Lead") and emails sent by the Company to the email address provided by the Group Captain/Lead will be considered delivered to each Group Participant.

12. Intellectual Property Clause :

- a. Any work performed in the Competition may result in the creation of valuable intellectual property. Teams/Individuals are encouraged to consider all intellectual property created during the Idea Competition as valuable assets, and to seek professional advice for the protection of their intellectual property. Material uploaded will share your inventions and methods with the world, so you might be advised to make it clear that this is your intellectual property.
- b. The Participant is aware that the Company may take photos or make audio and video recordings of the Competition. The Participant permanently relinquishes all rights in respect of photos, audio and video recordings, which are made by third parties, the Company and/or its affiliates. Shell group companies may use said photos, audio and video material for internal and external communications and own presentations (including but not limited to promotions, advertising, internet presence, TV and radio reports and press reports).
- c. By entering into the Idea Competition, each Team/ Individual warrants and represents that the nexus idea submitted as their entry is original and not plagiarized. It does not infringe, defame or otherwise violate the rights of any third party; does not violate any laws or regulations.
- d. Each team further warrants that the possession, exploitation, use or distribution by that individual or team of any intellectual property including without limitation patents, copyrights, designs, trade or service marks, whether registered or not, shall not infringe or misappropriate the intellectual property right of any third party.

- e. Non-compliance of the above terms will automatically result in disqualification of the individual/team irrespective of the stage of the competition.
- f. The Company or its implementing agency shall not claim any copyrights on the design/idea submitted by the participant. The copyrights remain solely with the participant/group.

13. The Competition Calendar & Guidelines

There are 3 stages in the Competition. The guidelines and calendar below set out the key timings and deadlines for each stage of the Competition

Stage 1: Registration & Shortlisting of top 10 ideas - Participants will be expected to submit their ideas related to Food- Water- Energy nexus in the prescribed template (<http://shell.in/nxplorers>) Participants can add one supportive document such as Video (upto 5 Minutes duration) or Presentation (not more than 10 slides).

Stage 2: Mentoring of the project development - Post submission of the individual and group entries, top 10 entries will be shortlisted. The top 10 entries (5 each individual and group entries) will have the opportunity to be mentored by experts appointed by the Company or Learning Links Foundation on their idea further for a period of up to 3 weeks. The mentorship and engagement by the experts will be for few hours over a period of 3 weeks (approximately).

Student or students' groups will work closely with the Shell / External mentors to refine their ideas and develop a robust implementation plan to convert their ideas into prototypes/ projects that will eventually aid in addressing the Food-Water-Energy nexus challenges. Students can also identify & select one local/ External mentor (e.g. teacher/professor/scientist/someone affiliated to your university/college/institute) who will act as local mentor for the implementation of the idea.

Stage 3: Idea Competition Finals - Post mentorship stage, the top 10 entries will be given an opportunity to pitch their prototypes/ working models / campaigns / Websites etc. to the jury members. The jury will be equipped with a prescribed judging criteria (as mentioned in Annexure 1 below) in order to select the top 6 ideas from the pool of participants.

These top 6 ideas (3 individuals and 3 group) that meet the required standards according to the judging criteria will be provided with the seed funding of up to 12 Lacs distributed as of upper limit of Rs 3Lac for group entry and upper limit of Rs. 1 Lac for individual entry each. An agreement will be signed with the students for effective and judicious usage of the funds. Participants will be monitored and supported for the implementation of their ideas.

The participants shall implement their ideas as solutions practically in their institute or community and become a change agent.

Date/Schedule	Activity
15 th March 2021 (11;59 pm)	Last date to submit the Ideas
31 st March 2021	Announcement of Top 10 Ideas
Entire month of April 2021	Mentoring of the students (top 10 ideas) for further development of their Ideas
1st week of May 2021 (Tentative)	Pitching of Ideas to the Jury by the Students
15 th May 2021	Announcement of Top Ideas for seed funding
16 th May 2021/ Post announcement of the results	Implementation of the Ideas in the community

14.Competition Requirements, Submissions, Evaluation and Selection of the Winner

Each Individual Participant/Group will be required to submit their entry at nxplorersindia@nxplorers.com

15.Submissions will be assessed by the jury members by using judging criteria (Annexure 1). Shell follows a global judging criterion, which involves a comprehensive and holistic assessment of the idea submitted through the lens of NXplorers methodology.

16.The Jury members will select top 6 ideas (3- individual; 3 group) of the Competition following the live presentations by the Finalists at the Final Event. The Judges' decision will be final and binding and no correspondence will be entered into on that matter.

17. Correspondence

- a. All correspondence throughout the Competition must be in the English language.
- b. The Competition Website will aim to cover many of the questions that Participants and other interested parties may have. Any additional questions concerning the Competition should be sent via email to nxplorersindia@nxplorers.com. The emails that have been sent by the participant and received at our end will only be considered and entertained.
- c. The last date of submission of the entries for Idea Competition is 15th March 2021 (23.59 Hrs IST). No entries shall be considered post the last date of submission.
- d. The Company or its implementing agency makes no guarantee to provide response to the queries / grievances of the participants in any fixed time. Though efforts shall be made to reply to the emails at the earliest.
- e. Participants who have received unofficial or content sensitive information relating to the Competition with the intent of allowing an unfair competitive advantage, from employees, interns, apprentices and trainees or any party involved with the Competition must immediately inform the Learning Links Foundation by email to nxplorersindia@nxplorers.com

18. Privacy

- a. The Company or implementing agency collects the personal data of Participants as stated on the online registration form on the Competition Website for the purposes of organizing the management of the Competition (including arranging receipt of and/or participating in the prizes) and communicating with Participants in relation to the Competition. Personal data provided by Participants will only be used in accordance with the privacy policy as stated on the Competition Website. By providing personal data participants are consenting to its use in accordance with the privacy policy. (<https://nxplorers.com/en/privacy-policy>)
- b. The personal data relating to Participants shall be kept for longer than is necessary. Data relating to Participants will be retained for a reasonable period after the Competition closes to assist in operating competitions in a consistent manner and to deal with any queries relating to the Competition.

ANNEXURE 1

NXplorers Tools used for Assessment	Performance of the Idea Criteria	Not yet competent (Poor - Good) (0-3 Score)	Competent (Good - > Very Good) (4-6 Score)	Sophisticated (Excellent -> Outstanding) (7-10 Score)
<i>Nexus Framing Question</i>	Research and Design of the Idea <i>Identifies relevant Food-Water-Energy nexus challenge and the objective is clear</i>	The challenge relates indirectly to only one domain in the FWE nexus and the main objectives of the idea/solution are not identified.	The challenge relates directly to only one domain in the FWE nexus and all major objectives of the idea/solution are identified but one or two minor ones are missing, or priorities are not fully established.	The challenge relates directly to two or all three domains in the FWE nexus and all major and minor objectives of the idea/solution are identified and appropriately prioritized.
<i>Connections Circle & Perspective Circle Tool</i>	<i>Explores the challenge to identify relevant & valid information that supports the idea</i>	Insufficient information is obtained and/or information sources lack validity. The idea is not supported by valid information or research.	Sufficient information is obtained and most information sources are valid. The idea is mostly supported by the information or research.	All relevant information about the challenge is obtained and information sources are valid. The idea is well supported by the information and/or research.
<i>Scenario Planning Quadrant Tool</i>	<i>Generation, consideration and analysis of alternative ideas/solutions.</i>	Only one or two alternative ideas are considered. Inappropriate analyses are selected and/or major procedural and conceptual errors are made.	At least three alternative ideas are considered. Appropriate analyses are selected but analyses include some minor procedural errors	Three or more alternative ideas are considered. Each alternative idea is appropriately and correctly analysed for technical feasibility.
<i>Feasibility Funnel and Ripple Effect Tool</i>	<i>Feasibility of the idea (Identifies relevant constraints - economic, environmental, safety, time available, cost and sustainability, etc.)</i>	Few or no constraints are identified or some constraints are identified but not accurately analysed.	Most constraints are identified; some are not adequately addressed or accurately analysed.	All relevant constraints are identified and accurately analysed and the idea addresses all constraints.

Ripple Effect and Persuasion Pyramid	<i>Idea generates valid conclusions/decisions</i>	Only one idea/solution is considered, or other solutions were ignored or incompletely analysed. Many constraints and criteria were ignored.	Idea/solution is reasonable; further analysis of some of the alternatives or constraints may have led to different recommendation.	Recommended idea is based on stated criteria, analysis and constraints.
Persuasion Pyramid	Effectiveness of the Idea <i>Idea genuinely benefits the target population and other people as well</i>	The value of the benefits is marginal	The value of the benefits could be high under certain circumstances	The value is high, and the benefits have been realistically quantified
Nexus awareness	Idea tackles the underlying root causes of the stress Nexus	The idea tackles symptoms only	The idea tackles root causes within one FWE domain only	The idea tackles the root causes from multiple FWE domains simultaneously
Perspective Circle and Persuasion Pyramid Tool	<i>Does the proposal identify potential stakeholders, and how to involve or engage with them?</i>	The most relevant stakeholders have not been considered	Some relevant stakeholders are considered but there is no engagement plan	The most relevant stakeholders are considered including how to engage with them
Team Work	Team work and Collaboration <i>Team morale and cohesiveness</i>	Team do not collaborate or communicate well. Some members work independently, without regard to objectives or priorities.	Team works well together most of the time, with only a few occurrences of failure to collaborate when appropriate. Members are mostly respectful of each other.	Team works well together to achieve objectives. Members learn from each other. All data sources indicate a high level of mutual respect and collaboration.