

Submission Guidelines

Overview

The submission is best described as a “visual” extended abstract that utilizes graphical objects as the primary means to communicate the learnings and outcomes of the team’s efforts to innovatively capture data visualisation, interpretation and integration. As innovation is the primary objective of the competition, creative problem solving is encouraged. The articulation of this objective needs to be conveyed in an exploration context with a clear demonstration of the enhanced value of the new approach. Innovation can be associated with an advance in either visualisation, interpretation or data integration or in combination, with the latter scoring higher.

The presentation should be communicated as if to a panel of generalists, e.g. Board members, investors, stakeholders, etc., who are the “real world” decision makers and require the simplicity and specificity of your story. Visual simplicity trumps textural detail.

Submission Format

All submissions are to be in Microsoft PowerPoint format. Key messages and outcomes of the project must be included in the presentation and entrants/teams must NOT rely on the judges’ evaluation of any other materials. Given that visualization and integration are the key themes of the Frank Arnott-Next Generation Explorers Award (NGEA™), it is expected that these key messages and outcomes be explained concisely through illustrations. Supplementary text - like references - should be minimal and contained within the notes section of the slides.

If embedded PowerPoint movie files do not provide adequate presentation of the 3D visualisation, a special application must be submitted to the panel for an alternative format or viewer. Reference to auxiliary material such as high-quality images, movie files and free viewers can be made.

Entrants/teams can use any vendor software platform for the project (which must be referenced in the submission), however, all materials submitted must be independent of a licensed product.

Submission Format

Use the following guidelines to help frame the submission.

The report should speak to the background of the project, key information about the preparation of the data, visualisation methods, integration methods, and in-depth discussion on the innovative components of the submission. Consult the Assessment Rubric/Judging Criteria for the weight (score) of each of the components of the submission. The report should be limited to 30 to 50 slides.

Title

The title slide should include the following:

- Title of the submission (this should be concise)
- Full names of all the team members, including affiliations and their role in the project (include any mentors or academic supervisors)

The name of the team, affiliation and the names of individual members will be redacted from the submission presented to the judges so that the entries are judged entirely on their technical merit.

Summary

The summary needs to be concise and speak to:

- Why the particular dataset(s) were chosen;
- The makeup of the team and each member's contribution to the final report;
- The innovative outcomes around the key focus areas – innovation, integration, impact and exploration significance, and team collaboration;
- The superiority of the team's approach over existing approaches for solving such problems;
- The superiority of the team's submission over other teams.

Submission Rights

All final PowerPoint submissions will be made public and will be made available on our website. You need to obtain all relevant permissions and keep confidential any proprietary technology, data, etc. However, we do request that you cite any use of proprietary technology, data, etc.

Assessment Rubric

Refer to the rubric below for the criteria that will be used to rate your presentation.

NGEA™ Assessment Rubric

Criteria	Description	Wt.	Total
Innovation	Novelty – New, Uncommon, Common Use Something that is different, new, or unusual whether a concept or experience. Innovation examples include new methods of visualisation or interpretation, innovative use of existing methods, or the representation of new data types in ways not commonly used.	10	25
	Thinking Outside the Box Or “Thinking Outside the Square” refers to how innovation compels a team to think creatively, freely, or from a new perspective that is not limited by traditional ways of problem-solving.	10	
	Feasibility Clearly explain the feasibility of the innovation. The economic viability in terms of cost and training, along with ease of use, is important for accessibility to the widest possible range of users.	5	
Integration	Utilisation and Variety of Data Types Incorporation and utilisation of the available data types to enhance the understanding of important exploration relationships. Effectiveness of extracting useful geological information from the data.	10	25
	Novelty – New, Uncommon, Lateral Thinking Inclusion of non-traditional yet relevant data types in conveying the exploration concepts. Use of diverse data types and data from other sources.	5	
	Improved Understanding of Geological Information Integration must demonstrate improved understanding for geoscientists in relation to conveying key exploration concepts.	10	
Impact and Exploration Significance	Enhance Mineral Systems Analysis Clear explanation of how innovation and integration improves the understanding of geological factors that control the generation and preservation of mineral deposits	5	20
	Improvement of Exploration Project Outcomes Clear explanation of how innovation and integration changes, or would change, the identification of significant mineral deposits. A comparison with conventional approaches could help illustrate this point.	5	
	Scale of Impact Creates or improves upon the economic, social, and environmental benefits for the global exploration community. Ease of incorporation into exploration projects.	10	
Team Collaboration	Diversity Demonstrates diversity in the team makeup (gender, discipline/specialisation, nationality, etc.) Includes a statement on how that diversity impacted this team’s experiences and activities. Includes suggestions for the advancement of diverse teams within the exploration community.	10	30
	Project Planning, Management and Execution Explanation of team member interactions for information and ideas exchange, collaboration and development of professional skills. How did the team avoid “groupthink”? The efficiency of the teamwork and identification of significant outcomes will be rated highly.	10	
	Utilisation of Networks and Mentors Utilisation of networks and mentors beyond the team.	10	