SWINBURNE SARAWAK / GOOD DESIGN WEEK 2026

Galavate Innovation Challenge 2026

Your task: Find a real business workflow that wastes time. Understand how it works, explore ways to improve it, then build and test a working software solution.

RM2,000 total prize pool · 1st RM1,000 · 2nd RM600 · 3rd RM400

01 Who can enter

Swinburne Sarawak students from any school, undergraduate or postgraduate, in teams of 1 to 4. Mixed design, computing and business teams are encouraged. Allow about 5 hours a week each.

Register your team

One registration per team at galavate.com/challenge, completed by the team lead, by Friday 16 October.

02 Choose a worthwhile and manageable problem

Work with a real business or organisation in any industry. Speak to the people doing the work and observe the current process. Choose one workflow you can meaningfully improve during the challenge.

Examples: retyping WhatsApp orders into invoices; compiling timesheets from photos and messages; chasing approvals across emails and spreadsheets.

Scope: how an organisation gets its work done. Consumer apps, personal productivity tools and hobby trackers are outside this challenge.

03 Show how you arrived at your solution

Understand	Who does the work? What takes time, creates errors or causes delays? Record observations and time the process where practical.
Explore	Consider alternative approaches. Question unnecessary steps. Keep sketches, ideas and reasons for choosing or rejecting them.
Build	Explain your approach. Bring information together, simplify the workflow and automate repetitive steps where useful.
Test and improve	Let users try the prototype. Record feedback, changes made, results and remaining limitations.

Workshops and support

Workshop 1	Week of 19 Oct. Find and validate the problem: speak to users, map the current process, spot delays and repeated work, and choose a realistic scope.
Workshop 2	Week of 2 Nov. Build and test the solution: turn a workflow into clear requirements, build with AI coding tools, connect forms and data, and test with users.
Workshop 3	Week of 16 Nov. Review and prepare your submission: review your working prototype and user evidence, then plan your write-up, video and final presentation.

Tools and support. You can register without an idea. A Challenge group chat will support questions throughout. Any tools are allowed, including AI coding tools. Your team must be able to explain how your build works.

Workshops and questions: Gregory Chan | hello@galavate.com | WhatsApp +60 17 783 8848

Your work stays yours. Galavate may showcase it, with credit, when discussing the Challenge.

DELIVERY / SELECTION / ASSESSMENT

What to submit and how we assess it

04 What to submit

Use the submission link emailed to teams. Submit all three items by the deadline below.

Two-page write-up	The problem, user research, ideas considered, chosen approach, testing and results. Include time saved if measured.
Three-minute video	A narrated screen recording of the working prototype. Simple recording is sufficient; editing quality earns no marks.
Code repository	An accessible repository with basic setup instructions for technical verification.

05 Up to 10 teams present at the final

If more than 10 teams submit, two reviewers independently score each entry using the criteria below. Weighted scores are averaged; major scoring differences are reviewed. The top 10 are selected, with up to two reserves. Reviewers declare conflicts and do not assess affected teams.

Final scores start fresh. Ties are resolved by problem understanding, then solution quality.

JUDGING CRITERIA	WEIGHT
Problem understanding Worthwhile problem, grounded in real user research.	25%
Solution quality and originality Thoughtful workflow improvements and appropriate technology.	25%
Ideation and decision-making Alternatives explored, justified choices and feedback-led changes.	20%
Working prototype Usable core workflow that handles relevant errors.	15%
User testing and impact Evidence from real users; qualitative feedback or measurements.	10%
Communication Clear explanation of the work and decisions.	5%

Live final format: 7 minutes presenting plus 3 minutes of questions. Explain your thinking before the demo. Suggested order: problem (1 min), ideation and choices (2 min), demo (3 min), testing and reflection (1 min). Bring a backup recording for technical issues.

06 Key dates

Fri 16 Oct	Registration closes
Week of 19 Oct	Workshop 1: Find and validate the problem
Week of 2 Nov	Workshop 2: Build and test the solution
Week of 16 Nov	Workshop 3: Review and prepare your submission
Fri 27 Nov, 11:59 pm	Submissions close
Sun 29 Nov	Finalists announced
Wed 2 Dec	Final and awards at Good Design Week

All dates are in 2026. All times are Malaysia time (MYT).

Prizes: 1st RM1,000 · 2nd RM600 · 3rd RM400. Prizes are paid to the team. All three winning teams also receive an internship interview at Galavate.