

# International Exhibition for Young Inventors (IEYI)

## (1) History & Mission

The International Exhibition for Young Inventors (IEYI) is an **annual** event inaugurated in 2004 by the International Forum for Invention Promotion (IFIP), a worldwide organization initiated by Japan Institute of Invention and Innovation (JIII) in 2004. At the meeting, a total of 38 members from around the world pledged to work together to present and honor outstanding inventions created by the youth from around the world in an annual setting.

The IFIP envisions that young school children will enjoy the exciting rewards for their "creating or inventing something" and will most likely to grow up to become productive individuals having great passion and respect for science, technology and creative powers. Young school students should be given mediums and opportunities to develop key skills that are required in understanding fundamental concepts behind science and technology. The public exhibition of their inventions should be a heart-warming, rewarding experience that showcases their hard work and passion. Thus, JIII took the lead in creating such an experience by sponsoring the 1st annual IEYI in August, 2004 in Tokyo.

The first annual IEYI was a great success graciously supported by 38 participating countries. A new legacy of invention was created and then continued in the 2005 program, organized by the Malaysia Innovation and Design Society (MINDS) with 16 countries contributing and the 2006 program, sponsored by the Confederation of Indian Industry (CII) with 12 countries involved. The 4th IEYI in 2007 was sponsored by Indonesian Institute of Sciences (LIPI) and was highly attended.

The 5th annual IEYI in 2008 took place in Taipei, Taiwan between September 25 – 28, organized by the Taiwan Creativity Development Association in collaboration with National Taiwan Normal University. The 6<sup>th</sup> annual IEYI in 2009 is planned to take place in Nigeria, the 7<sup>th</sup> annual in 2010 in Vietnam, and the 8<sup>th</sup> annual in 2011 in Thailand.

## (2) Goal & Purpose

Due to today's fast-paced and demanding society, one of the most important purposes of education should undoubtedly be to provide students with knowledge and skills that are imperative and necessary for their success in future workforce.

Thus, an exhibition displaying school-age students' unique talents in creativity and invention was created with the vision that children should be given opportunities to develop key skills that are required in understanding fundamental concepts behind the future's mainstream science and technology. The creation of such an invention exhibition project aims to help to develop skills such as problem solving, critical thinking and scientific reasoning that students will need in order to prepare for the future careers. It is vital to economic growth that we equip students with such skills for them to clearly identify and handle problems as well as yield creative and practical solutions to real-world problems. Azalea International's Youth Technology and Invention Contest project provides the perfect means to achieve such goals.

Currently, there is a disconnection between learning in the classroom and applying the knowledge acquired in schools. In exploring scientific concepts, the minds of students can be challenged to solve problems, find patterns and be innovative. Innovativeness is a key skill that must be developed in every student from elementary to high school in order to meet future economic and technological challenges, regardless of the students' future path. While this intended invention contest would motivate and prepare students to become productive individuals, this invention contest in particular ought to allow students to build their abilities to be innovative, self-sustaining, independent, adaptable, and confident.

In every aspect of student learning, an atmosphere where it is safe to take risks and think laterally ought to be cultured. Once students feel comfortable with making mistakes and learning from their mistakes, questioning the information put in front of them and inquiring about alternative ways of resolving a problem, innovativeness and inventiveness emanate from the classroom. Such an ideal, gracious atmosphere of learning emerges when students engage in invention practice.

In short, the following are our objectives for our invention & technology project:

1. To equip students with the skills necessary to identify and handle problems as well as produce creative and practical solutions to real-world problems.
2. To provide students with the ability to be innovative and self-sustaining through an understanding of science and its applications in the context of society.
3. To give students opportunities to inquire about alternative ways of resolving a problem through innovative thinking.
4. To encourage students to take risks and think laterally.
5. To foster in students a sense of cooperation and understanding in regards to different cultures.

The public exhibition of young inventors' unique talents in creating or inventing something should be a well-deserved, rewarding experience as a result of their hard work and enthusiasm.