INVENT | **Bank of Ireland**

Invent
Categories

2022

Catalyst

Category One – Greentech

Product, solutions and tech that enable a sustainable future.

- Green tech is a term that describes the use of technology and science to create products that are more environmentally friendly.
- Technology to help grow the green economy, help reduce carbon emissions and mitigate climate change.
- Green tech concentrates on sustainable innovation which factors in short-term and long-term environmental effects.

Green tech concentrates on **sustainable innovation** which factors in short-term and long-term environmental effects.

Examples of greentech include the technology infrastructure used in waste management, to purify water, to create clean energy and conserve natural resources.

Example of past Invent applicants:

- **Tankcube** – low-carbon technology for domestic hot water, helping achieve your NetZero
- **BODtech** – a simple technology to make clean, sustainable energy available to communities across the country
- **Concrete Jungle** – bioreceptive façade panels for outside buildings
- **Senergy** – worlds 1st Nanocomposite solar panel to deliver affordable solar heating

Category Two –
Health and Wellbeing

(Including Health Tech and Life Sciences)

Improving the quality of life through pushing the boundaries in **life sciences, med tech** and **health promotion.**

- This includes precision medicine, diagnostics, e-health and data analytics.

- Health technology is the application of organised knowledge and skills in the form of devices, medicines, vaccines, procedures, and systems developed to solve a health problem and improve quality of lives.

There is a growing market for new products and technology in health promotion, disease prevention, mental wellbeing and health based food and nutrition.

Example of past Invent applicants:

- **StimOxyGen** – enhancing the effects of cancer treatment by overcoming hypoxia in solid tumours

- **Informed Minds** – an App that shares peer and professional support through short real-life vlogs to tackle the stigma around mental health

- **Klas PDT Technology** – a peptide-based non-invasive therapy for metastatic melanoma, a type of skin cancer

- **Axial 3D** – make 3D printing accessible to the entire healthcare sector

Category Three –
Product

A **physical product** designed and fabricated to offer the consumer or business **a novel innovative solution**.

Any physical product that does not fall into the first two categories.

Physical products are merchandise, apparel, and other physical goods you can sell and ship to customers.

Example areas of innovation (but not limited to):

- Engineering products
- Agricultural products
- Electronic hardware
- Consumer products

Example of past Invent applicants:

- **Excavator Forklift** – a mini-digger lifting attachment which allows digger users to treble the lifting capacity
- **Safewater Technologies** – a simple to use IoT portable device for determining faecal contamination of drinking water for use in rural communities without access to labs
- **Gray's Clip** – insulated cable clips for electrical wires
- **Hug** – a wraparound wearable heatpack
- **Edde by Iris** – an inflatable life saving device

Category Four – Business Software

Computer software products or solutions used to satisfy the **needs of an organisation** rather than individual users.

- Software that helps a business to accomplish specific goals through the applied principles that the software supports.
- Software that is used for business purposes. This can be in the form of an application or platform.
- The customer could be businesses, schools, charities, governments etc.
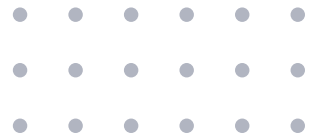
Example areas of innovation (but not limited to):

- Fin tech
- Insuretech
- Analytics
- Big data
- Cyber security
- Education
- Ecommerce
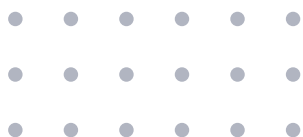
Examples of past participants:

- **Anneal** – an engineering collaboration and knowledge management platform
- **Defensive Thinking** – provides a 360 data-to-intelligence solution by providing UN Peacekeepers with the ability to transform geospatial data into action
- **Obbi Solutions** – cloud-based software that automates key business functions
- **Importwise** – making importing goods easier
- **Workplus** – the easier way to find your perfect apprentcieship
- **Makematic** – bitesize professional learning for Schools

Category Five –
Consumer Software

Consumer software is a class of **commercial software** that is **sold directly to end-users** as opposed to businesses.

An innovative app or creative digital solution where the end user is an individual.

For example (but not limited to):

- Mobile apps
- Web apps / platforms
- Gaming software

Example of past Invent applicants:

- **Stable Manager** – quantify performance, simplify horse care & streamline your equine business with a purpose-built mobile app
- **Ecko** – an online audio-based collaboration platform that connects people from all around the globe
- **Arcadia Report** – VR gaming experience
- **Farm TV** – Netflix for farmers
- **Scattr** – gamifies mobile marketing with a game of virtual pass the parcel