INVENT | Bank of Ireland

INVENT
Categories

2023

INVENT23.CO

Catalyst

Category One – Greentech

Product, solutions and tech that enable a sustainable future.

- Greentech is a term that describes the use of technology and science to create environmentally friendly products.
- This includes technology which aims to grow the green economy, help reduce carbon emissions and mitigate climate change.
- Examples of Greentech include the technology infrastructure used in waste management, to purify water, to create clean energy and conserve natural resources.

Greentech is the use of **technology and science** to create environmentally friendly products.

Examples 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** – world's 1st Nanocomposite solar panel to deliver affordable solar heating

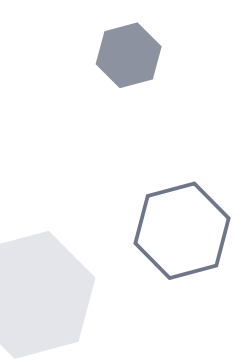# Category Two –
Health and Wellbeing

(Including Healthtech and Life Sciences)

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

- Health and Wellbeing innovations are solutions with the transformative ability to create positive health outcomes.

- This includes the application of knowledge and skills in the form of devices, medicines, vaccines, procedures, and systems developed to solve a health problem and improve quality of life.

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

Examples 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

- **Axial3D** – 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**.

- Products are innovations which can be touched physically and can be shipped to the customer after selling it. This can be electronic, textile, hardware etc.

- This category includes any physical product that does not fall into Greentech or Health and Wellbeing.

Example areas of innovation (but not limited to):

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

Examples 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

- **Field of Vision Technologies** – touch-based tablets which enable visually impaired fans to touch, hear and feel the excitement of a sports match as it unfolds before them

Category Four –
Business Software
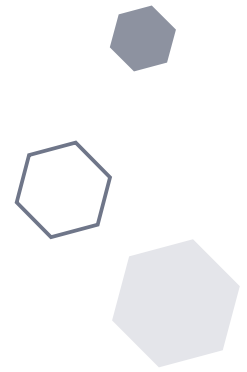
Computer software products or solutions used to satisfy the **needs of an organisation** rather than individual users.

- 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):

- Fintech
- Insuretech
- Analytics
- Big data
- Cyber security
- Education
- Ecommerce
- Regtech

Examples of past INVENT applicants:

- **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 apprenticeship
- **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.

Example areas of innovation (but not limited to):

- Mobile apps
- Web apps / platforms
- Gaming software

Examples 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
- **Academic Fish** – an inclusive app for the understanding & translation of academic math language in Chinese, English and Irish