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Morpheus Cup is the unique European Universities & Graduate Schools' Championship and a hands on opportunity to show the world of employers.

- · Launched in 2015
- Engaged already 100+ campuses
- · Attracted more than 500 competitors
- · Gathered 19 countries so far
- · Convinced 40 europeans employers
- · Sponsored by innovative brands
- Judged by worldwide personnalities
- Supported by the **European Commission**
- · Fostered 600 Projects & Startups

THE 2017 CHAMPIONSHIP (3RD EDITION)

European students are invited to compete for:

- * a Best Project Award individually or by team (2-3 people) before the event by submitting 10 slides on a project related to one or several of the 29 topics suggested (in this case attending the event on April 28th is no mandatory)
- * the Morpheus Cup by team (2-3 people) during one day of innovative challenges and experts games in order to win one or several awards.







A GRAND JURY OF INTERNATIONAL PERSONALITIES

The 2016 finalists were invited to pitch in front of famous women and men from different sectors & countries:



Dr. Philippe POULETTY, Co-founder, Truffle Capital



Jelena DJOKOVIC, National Director, Novak Djokovic Foundation



Vaclav SMIL, Distinguished Professor Emeritus Faculty of Environment at the University of Manitoba



Chanda GONZALES, Senior Director, Google Lunar Xprize



Olivier SCHAACK, Creative Director, Canal+



MARS

The 2015 jury members included:





Jean-Jacques DORDAIN, Former ESA Director



Andrew BARTON, Director, Technical Operations, Google Lunar Xprize.



MORPHEUSCUP EUROPEAN UNIVERSITIES & GRADUATE SCHOOLS CHAMPIONSHIP





















STUDENTS CAN CHOOSE TO COMPETE IN



THE MORPHEUS PRIZE

- · Engages entrepreneurial spirit
- Solves Humanity top issues
- Focuses on one of the 29 challenges
- · Structures your project & startup's idea
- · Send us a 10 slides presentation
- > Remote competition
- > Individually or by team
- > Best individual/team projects qualified to pitch in front of an international jury
- > 29 awards to win





THE MORPHEUS CUP

- Assesses global (culture & creative) or specific (marketing, design IT, finance...) skills
- Needs to show abilities in suggesting innovative solutions in a short timeframe
- Is organised by skills and covers different tracks
- Offers a unique experience to meet employers features a mix of games, quizz, hackathons, exhibition and party
- > Live the competition on April 28th in Luxembourg
- > by team (2-3 people)
- > Massive interactions at a European scale
- > 13 Awards + 1 Campus to win the Morpheus Cup



1/ MORPHEUS PRIZE FROM SEPTEMBER TO MARCH

€25,000 WORTH OF PRIZES

> FOR STUDENTS

- willing to present their ideas & startup's project
- looking for fundings or partners
- who cannot afford travel & accommodation until Luxembourg
- looking to be recognized by experts from their sector

You can present a tech solution, a mobile application, a new solution/ product or a new business strategy, etc. This will be presented as an entertaining presentation of maximum 10 slides to be sent prior to the event. Each category will recognize the work of a team. Among the 29 teams awarded, the best one will receive €10.000 in cash and the necessary support to deploy the project.

Deadline to submit your project: March 1st

> FOR SPONSORS

- ownership of a category and a prize
- challenge can be a part of the cursus evaluation in some campuses
- receive great ideas and connect to great student thinkers
- sector leadership, foster innovation in their market
- great innovation image & employer branding tool
- low budget but human investments

CATEGORIES TO CHOOSE FOR YOUR PROJECT

Below are the categories suggested but as sponsor you can also choose to create another one:

- Artificial Intelligence Prize
- Business Prize
- Charity Prize
- Cybersecurity Prize
- Ecommerce Prize
- Education Prize
- FinTech Prize
- Gaming Prize
- HealthTech Prize
- HR Prize
- IoT Prize
- Luxury Prize
- Marketing Prize
- Mobility Prize
- Food Prize

- Procurement Prize
- Retail Prize
- Smart City Prize
- Climate Prize
- Design Prize
- Coding Prize
- Investment Prize
- Space Prize
- Telecom Prize
- Tourism Prize
- Circular Economy Prize
- Nanomaterials Prize
- Data Analytics Prize
- Green Datacenter Design



2/THE MORPHEUS CUP ON APRIL 28TH

€25,000 WORTH OF PRIZES

> FOR STUDENTS

- willing to live a great experience
- promoting their campus
- compete in their favorite field
- meet other European students
- engage talks with employers

A gold, silver and bronze award will be offered to the Top 3 individuals in the Top Minds challenges and an award will be given to each best performers. The campus who will collect most points thanks to the participation of its students in both challenges will receive €10.000 in cash.

> FOR SPONSORS

- suggest a great experience
- solve specific business issues
- speak & create content or videos
- strengthen links with specific campuses
- interact & engage talks with candidates

FULL DAY OF COMPETITION FOR EUROPEAN STUDENTS ON APRIL 28TH, 2017



Top minds (Plenary - Morning)

A generic track based on culture and creativity. This is the cultural, creative part of the game. Each student will have to answer a multiple choice exercise as well as artistic and creative games.



Best Performers challenges (Afternoon)

Those challenges have been built up for students who want to acknowledge their skills and be recognized as experts in their field. It is a unique occasion to gather the finest brains around your issue.

Architecture Games

A specific track for students engaged in that field

Business Games

For MBAs and natural entrepreneurs

Coding Games

A great hackathon for developpers

Design Games

Artistic but applied to real business

Digital Marketing Games

Creativity and marketing skills needed

Engineering Games

Imagination and technical knowledge

Finance Games

banking, fintech, investments & wealth management.

HR

Rethinking the workplace needs passion and specific skills

Life Sciences

A series of mini challenges to solve for life science students

Mathematics in Physics

Let's get rational but in the most innovative way



3/ EXPERIENCE BONUS POINTS THROUGH STAND'S CHALLENGES

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> FOR STUDENTS

- compete onsite for the Morpheus Cup (Games)
- participate in the Morpheus Prize and be qualified for the final
- discover companies and meet with employers

Each team will collect points through the different challenges but they can also collect some bonus points through the stands

> FOR SPONSORS

- who have booked a stand to provide an experience or run meetings
- who have ordered a specific content creation campaign
- willing to pay a visit (literally)

Create your animation and gain exposure for your brand in attracting tomorrow's talents.













