

## **BantuYuk! Social Impact Case Competition**

Opportunities to help women and children have always been plenty, but even more so during such an unprecedented time as the COVID-19 pandemic. School closures force children to resort to remote learning, exacerbating learning inequalities especially for poorer households and students with disabilities. The burden of household and parental responsibilities falls disproportionately on women. Social distancing measures have a large impact on sectors with high shares of female employment. Ever-present issues such as child malnutrition and stunting also require our continued attention and aid. These are only several of the many issues that women and children face.

*BantuYuk!* is a charity founded in 2017 by a team of university and high school students. At *BantuYuk!*, we seek to find novel solutions for women and children and implement them in our local communities. In the past, we have delivered various aid to underprivileged Indonesians, such as providing essential food (*sembako*) and formula milk to underprivileged households in Nusa Tenggara Timur, visiting orphanages to teach and play with the children, and most recently responding to the COVID-19 pandemic by providing basic necessities to poor households and providing protection equipment (APD) to hospitals. Through this case competition, we hope to bring together passionate people and novel ideas as we discuss the needs that women and children face in the communities where we live and work, and come up with ideas to tackle those in a local yet powerful scale.

You will have the opportunity to present your idea for how to best address an important issue relating to women and children in your local community while leveraging *BantuYuk!*'s resources. The top three teams will receive prize money, and the first-place team will receive the opportunity to work with *BantuYuk!* to implement their idea and IDR 20 million in project funds. Also, please note that this case competition does not focus on issues related to the ongoing COVID-19 pandemic, but considering the project's implementation within the first half of the year, it may be relevant to address the pandemic in some way. Still, there are many pre-existing problems that are equally important but neglected due to the scale of the pandemic, so *BantuYuk!* will be happy to work together with any team in identifying these issues and tackling them in the post-competition implementation.

### Timeline

Case competition: Feb 19 - Feb 28

Live pitch-off: Mar 6

- Jan 29: Registration opens
- Feb 19: Registration deadline (11:59 PM WIB)
- Feb 28: Submission deadline (11:59 PM WIB)
- Mar 3: Finalists announced
- Mar 6: Final pitch-off (live on Zoom, 7:00 PM WIB)
- Spring 2021: Winning team implements their project idea

The total prize money is IDR 20 million, which will be allocated as follows: IDR 8 million for the first place, IDR 5 million for the second place, and IDR 3 million for the third-place winners. The winning team will also receive IDR 20 million in project funds and work with *BantuYuk!* for the project implementation.

## Application Requirements

- Teams of 2-5 (high school and university students are welcome to apply)
- Each team should designate a person to be the primary point of contact between the team and *BantuYuk!*
- Teams can apply via filling out [a Google form](#) (1 per team)
- Proposals must be designed for implementation in the local community, not a nationwide effort.

## Problem Statements

1. The economic impact of the COVID-19 pandemic caused household incomes to drop acutely and affect food consumption, which makes up a majority of household spending.<sup>1</sup> In the longer run, this may result in a long-term reduction of the quality and quantity of their food consumption. Inadequate nutrition in children will affect their health and cognitive development, and causes anemia in nearly half of all pregnant mothers which also adversely impacts fetus growth.<sup>2</sup> How would you tackle this problem in your local community with IDR 20 million as your budget?
2. School closures in the last four months of 2020 in ASEAN-5 countries (including Indonesia) will result in a 0.8-point decline in learning-adjusted years of schooling.<sup>3</sup> It is even more pronounced in poor households as they lack mobile technologies that enable distance learning during the pandemic. Propose a way to use a maximum of IDR 20 million to address this gap in your local community.
3. Pitch the best way to use IDR 20 million to help women and children without physical interaction in your local community.

## Competition Format

There will be two rounds for this case competition: the preliminaries and the final pitch-off. There is no need to revise your original pitch for the final pitch-off. The details are as follows:

- **Preliminaries:**
  - Each team will submit a max 10-page PowerPoint deck OR a 3-minute video
  - Deadline for submission: 11:59 PM, February 28
  - Email submission to [admin@bantuyuk.com](mailto:admin@bantuyuk.com)
  - The *BantuYuk!* team will review the submissions and contact the best 5 teams by Mar 3.
- **Final Pitch-off:**
  - Top 5 teams will attend a live Zoom pitch-off consisting of a 5 min presentation + 5min Q&A
  - Three judges will be present from the *BantuYuk!* team
  - Time and date: 7:00 PM, Mar 6

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<sup>1</sup> World Bank. 2020a. "Towards a Secure and Fast Recovery." Indonesia Economic Prospects (December). World Bank. Jakarta.

<sup>2</sup> MoH. 2018. RISKESDAS. Republic of Indonesia Ministry of Health. Jakarta.

<sup>3</sup> World Bank. 2020b. "From Containment to Recovery." East Asia and Pacific Update (October). World Bank. Washington, DC.

### Submission Details

Each team is required to submit their proposals to [admin@bantuyuk.com](mailto:admin@bantuyuk.com) by **11:59 PM WIB on February 28, 2021**.

- The proposals should respond to one of the problem statements listed above.
- The proposals will be judged according to the selection rubric listed below.
- Each team should submit 1 (one) PowerPoint deck OR 1 (one) 3-minute video.
- Formal language is not necessary – participants can elect to use bullet points to convey their ideas
- Proposals may be submitted in either English or Bahasa Indonesia

### Selection Rubric (25 points)

- Relevance to local community (max. 5 points)
  - Designed to address an issue in a local community
- Clarity of design (max. 6 points)
  - The proposal must clearly identify the strategies and outcomes to address the issue being discussed (3 pts)
  - The activities necessary to achieve said outcomes must be explained clearly and considered for its practicality (3 pts)
- Innovation (max. 5 points)
  - Novelty of the proposal
- Feasibility (max. 8 points)
  - Can be implemented given the team's capacity and with an IDR 20 million budget (5 pts)
  - Not designed to be implemented at the national level (3 pts)
- Bonus point (max. 1 point)
  - May be awarded to recognize things such as well-thought-out strategies or exceptional ideas in the above criteria