

2022 Scottish Winners: T1D Trailblazers

The T1D Trailblazers from Robert Burns Academy, East Ayrshire developed a digital app that would empower players, parents and coaches to support teammates and young people living with diabetes manage their condition in a more effective and efficient way.

2022 UAE Winners: CHR squared

CHR squared from The Westminster School Dubai. Their idea was a specialised mechanic badge called Ershaad, that was developed with the aim of providing support to young individuals on the autistic spectrum. This innovative device was designed to interpret and analyse the various tones and expressions of individuals around the wearer, thereby facilitating a better understanding of their environment.

2021 Scottish Winners: You Wish, We Assist

You Wish, We Assist from Marr College Troon developed a mental health app for young adults that allows users to set and achieve mental health goals as their winning idea. The app provides motivational messaging as well as breathing and yoga exercises to help improve their mental and physical wellbeing.

2021 UAE Winners: Mindful Mandates

The Mindful Mandates from Pristine Private School Dubai developed a headband that aims to reduce visual and auditory hallucinations in schizophrenia patients as their winning idea. Sensors built into the headband will feedback brain activity with a paired application that notifies users of any abnormal activity.

2020: My Mood Buddy

My Mood Buddy is a mobile application that aims to support young Scots with mental health issues manage their health and wellbeing. The app links users with a 'Mood Buddy' to help support them in managing their mental health. This companion can use the app to perform daily checks, while users can use it to keep a secure journal, personalise their content to reflect their likes, dislikes and overall mood and allows them to contact their 'Mood Buddy' when they need their support.

2019: Shake it up

'Shake It Up' was an app that allowed pupils to pre-order their school lunch using a mobile phone. The Shake It Up app would be linked with Marr Colleges ordering system and pupil's Young Scot Cards - allowing young people to earn points and prizes for selecting healthy meals at lunchtime. The app would also link in with the school's house system allowing pupils to win points for their house team. Shake it Up hoped their idea would encourage other pupils to make healthier choices.

2018: FakeAway

FakeAway was a healthy lifestyle app and social enterprise aiming to educate and promote the importance of healthy eating to young people. Customers could easily access and cook healthy alternatives to their favourite takeaways, from the comfort of their own home. The app aimed to provide a weekly shopping list, tailored to the user's personal budget and dietary requirements. The recipes were video aided and easy to make. The team's tagline was "FakeAway makes it easy and enjoyable to remain healthy and will help tackle the obesity epidemic in the UK. We are here to encourage our customers to eat healthy and feel good."

2017: Empower Fitness

A unique primary school app 'Health Buzz' that promotes healthy living and fitness that would target all primary 7. Along with targeting the P7 pupils the team wanted to sustain and continue the use of the app into their homes, meaning families would have the opportunity to contribute and get involved. The app sought to address three main factors of health, fitness and well-being. Allowing users in school and at home to create informal leagues where they compete with classmates or family to achieve health and fitness goals. All data was to be entered manually and results would be presented through an Olympic Medal system.