We Innovate Boost Grant

By agreeing, the Team Lead and Members confirm that they have read and agree to abide by the terms and conditions on how they would spend the WE Innovate Grant Money.

Objectives

The key objective of the WE Innovate Grant is to award money to selected teams for them to conduct customer development and prototyping for their commercial ideas. The Grant is to be used by teams to develop their ideas or venture presented in their WE Innovate Phase 2 application.

The Grant

Each team selected for Phase 2 of WE Innovate will be awarded £500.

Use of the Grant

- The Grant must be used in accordance with the budget outlined by the team in their Phase 2 application.
- For students and alumni - The Grant will be transferred via BACS transfer to the Team Lead only following the completion of the necessary forms.
  For Early Career Researcher's - The Grant will be transferred via journal to your college cost centre.
- The Innovations Programme team shall not make more than one payment and is not responsible for making separate payments to team members.
- Should any significant changes need to be made to the projected spending in the budget as outlined in the Phase 2 application form, then this change needs to be reported to and confirmed by the named Enterprise Lab contact.
- Purchases are only valid if these are made after notification of being awarded a WE Innovate Grant.
- To help teams confirm if what they plan to spend the Grant money on is allowed, guidelines for permitted use of the funds is below. If further clarification is required, this should be sought from the Enterprise Lab team.

Allowed Expenses (purchases must have been made after Award Notification):

- Software licences (if it cannot be obtained for free)
- Hardware parts and materials
- Conference fees; if you are attending to meet with potential customers and conduct customer/market research
- Travel to meet potential customers/clients and conduct market research

- Market Research expenses; expenses incurred (including meals and coffee/tea) to meet with prospective customers or subjects of market research
- Service provider/developer fees
- Legal fees, patent fees, incorporation fees

Non-Allowed Expenses:

- Gifts, alcohol, and items not directly related to the team project
- Team dinners, meals and outings
- Personal computers or smart phones
- Education courses
- Rent for housing or co-working space rental. The Enterprise Lab provides free co-working space throughout the year.
- Uber, Lyft, or other private means of transportation. Teams should use public transportation in the local area.