#### THE BARBARA BUSH ADULT LITERACY XPRIZE

### A 5-YEAR PLAN TO DRAMATICALLY IMPACT THE FACE OF ADULT LITERACY IN THE UNITED STATES



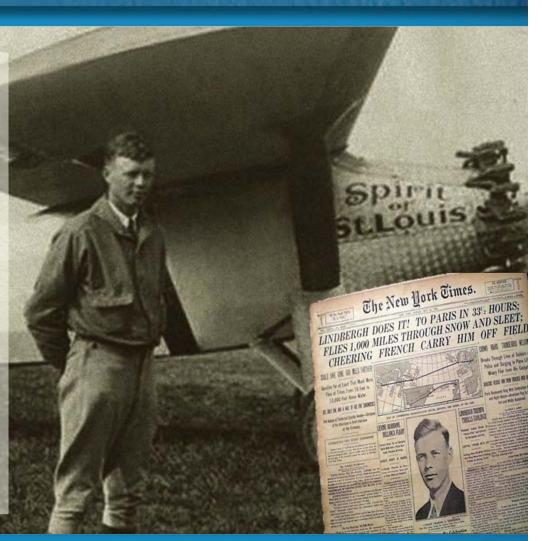


# Prizes Have a Long History



## ... Including Commercial Aviation

- Raymond Orteig offered a \$25,000 prize in 1919 for first flight from New York to Paris
- Nine teams spent over \$400,000 to win
- Prize won by 25-year-old underdog Charles
   Lindbergh in 1927
- Within 18 months of his flight...
  - Passenger traffic increased 30 times
  - Number of aircraft increased four times
  - Pilot applications increased three times



## And Prizes Have Clear Benefits





- Provide significant financial leverage
- Pay only for successful outcomes
- Encourage new thinkers and approaches
- Focus communities
- ... And influence public perception

## XPRIZE Reintroduced Prizes in 1996

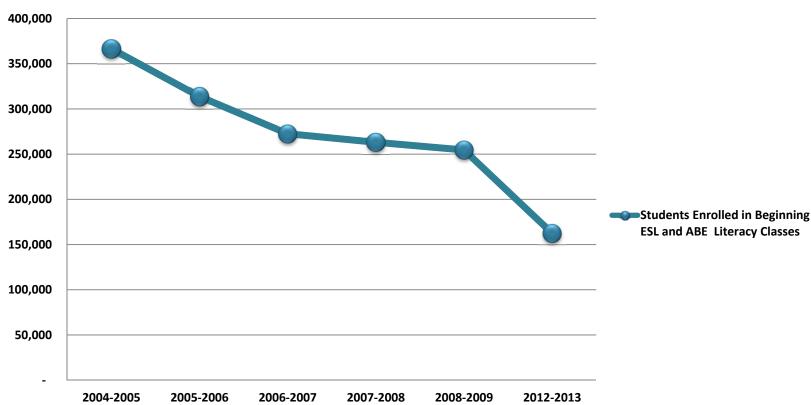




### **Literacy Today**



#### **Declining Literacy Enrollment in the U.S.**

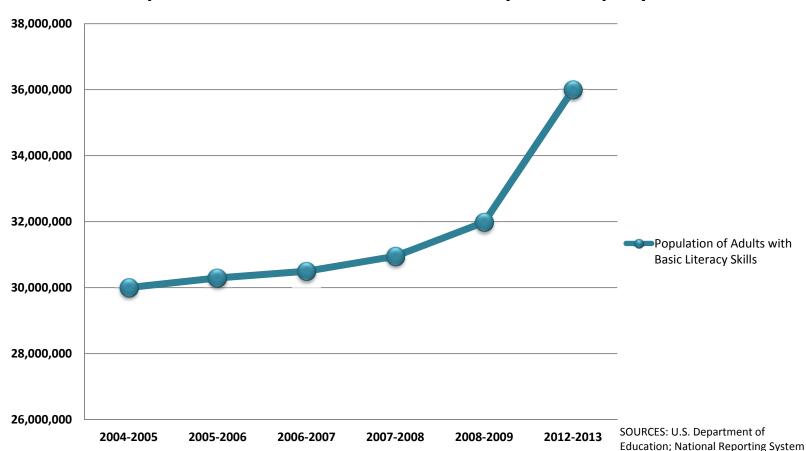


SOURCES: U.S. Department of Education; National Reporting System

### **Literacy Crisis**

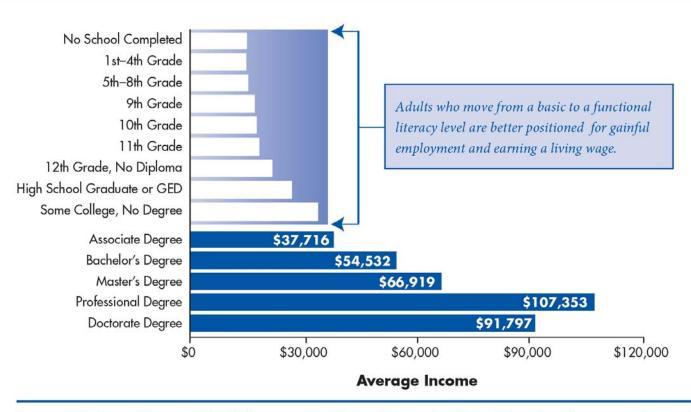


#### Yet the Population of Adults with Basic Literacy Skills Rapidly Grows



### **Grand Challenge**





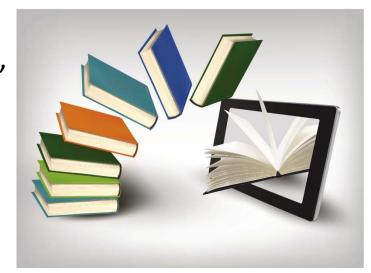
Source: U.S. Census Bureau, 2005 ACS; prepared by National Center for Higher Education Management Systems (NCHEMS).

#### **Prize Overview**



#### **Team Competition Phase**

Like the prizewinning purse that enticed Charles Lindbergh to fly across the Atlantic, the Adult Literacy XPRIZE would incentivize teams to develop software solutions for existing smart devices that result in the largest performance increase for adult learners over 12 months.



Teams will compete for \$6 million in prizes.

### **Team Competition**



PHASE 1	A \$5 million prize to garner the attention of teams across the world to develop literacy software products for adults with low literacy skills
Prize Purse	\$5 million: \$4 million Grand Prizes, \$1 million in Bonus Prizes
Activities	<ul> <li>Launch</li> <li>Team Registration</li> <li>Software Development</li> <li>Field Testing</li> <li>Judges Select Winning Teams</li> <li>Award</li> </ul>
Timeline	48 Months
Target Demographic	English Language Learners (ELLs) and native English speakers that read at or below the equivalent of a third grade reading level
The Winning Team Will	Develop a software solution that addresses the existing literacy crisis

## **City Competition**



PHASE 2	Deploy Solutions and Engage the Public
Prize Purse	\$1 Million
Activities	<ul> <li>Cities Recruitment</li> <li>Launch Concurrent with Team Competition Phase Award</li> <li>Deployment</li> <li>Judging</li> <li>Award</li> </ul>
Timeline	14 months (6 months overlap with Team Competition Phase)
Target Demographics	Low-skilled adult learners in any demographic
The Winning City Will	Deploy the successful solutions from the Team Competition Phase to the greatest percentage of residents during a six month period

## Competition Timeline



