

iNSL Partners with iRacing to Accelerate STEM Through the iNSL iRacing Student Innovation Challenge

October 1, 2020

PORTLAND –iNSL iRacing Student Innovation Challenge launches October 1st with a goal of getting teens on track with STEM education and up to speed with data driven decision making. Students will “Quantify to Qualify” in challenges that help students from across the U.S. become the R&D crews for their own simulated racing teams, gaining points through Qualifiers and earning a place on track for the winter's sanctioned race series. Students will use the engineering design cycle to DIY peripherals setups and prototype custom simulator rigs while experiencing the careers in data, planning and media that drive successful race teams.

According to Angela Tagariello, Manager of Sales and Marketing at iRacing.com Motorsport Simulations, "This program will challenge students to get hands-on with all aspects of the iRacing experience. It's the perfect alternative to real world racing."

This year, an unprecedented number of middle and high school teachers will connect with most students through remote learning, a format that lacks the personal connection teachers rely on to motivate students. While organizations working remotely with teens scramble to find more efficient and engaging ways to structure learning, educators and community groups are also competing with the noise and excitement of online gaming, movies, and hundreds of other distractions.

"We hope the iNSL iRacing Student Innovation Challenge will become a powerful engagement tool for schools and community groups," says iNSL Executive Director Jeannie Ruiz. "Curriculum developed by the International STEM League and its partners uses a careful combination of competition and teamwork to entice reluctant students while challenging the kids that love to learn. These student teams will be able to work remotely or at school without disruption, and that will be critical to success during Covid19."

iNSL and other STEM programs face the same challenges this year. After Covid19 shut down iNSL finals competition, International STEM League's advisory committee began planning for a year of similar interruptions. Discussion turned to getting iNSL students on track after watching iNSL Ambassador Dalton Kellett, A.J. Foyt Racing's rookie driver and an advocate of STEM education, transition from physical IndyCar tracks to a simulated race series. Kellett and iNSL Executive Director Jeannie Ruiz began strategizing to get teens on track with STEM and up to speed with the same platform being used by industry professionals. Within a week, Kellett had connected the non-profit educational organization to the decision-makers in iRacing.

"Being able to bring iNSL and iRacing together means that even in a challenging year we can still find innovative ways to engage students and bring an exciting opportunity to them in the safety of their own home," says Kellett.

To jumpstart and demonstrate the game tech design for iNSL's student teams, Kellett accepted the iNSL's challenge of designing, modeling, and testing his own DIY setup including a wheel and pedals.

"Knowing how expensive a purchased home setup can be, I used inexpensive materials and recycled cardboard while building an example prototype that the students can replicate at home. STEM

education opens so many roads for young minds, I want to ensure it's always as fun and accessible as possible," said Kellett.

iNSL focuses on programs that combine hands-on projects with data driven problem solving, including co-development of the award-winning Ten80 Student Racing Challenge named 1 of only 4 "scalable and exemplary" STEM programs in the USA. The non-profit's flagship student STEM program, Ten80 Student Racing Challenge, balanced points for teamwork, innovation, design, enterprise, and data, to engage 87% participation by students from underserved populations. Nearly 48% of participants in the International STEM League and National STEM League programs are female.

The iNSL and iRacing Student Innovation Challenge is open to students across America with up to 24 students per team. The first 50 teams registered will receive fully funded iRacing Membership for the season. Teams register, and individual students sign on as iRacing team members for navigation, spotting, exchanging drivers, etc. with all teams required to build their own DIY racing setups.

Qualifiers engage team members and prepare them for Planning, PR, Prototyping, Peripherals, and Performance. Teams test DIY wheel and brake setups on simulated iRacing test tracks while analyzing data to increase iSafety Ratings. More points are awarded for creative game tech design than for winning races, but the team must cross the finish line 4 times using their own tech to qualify. Qualifying teams will be invited to join the Spring iNSL iRacing Innovation Series for bragging rights, prizes, and awards.

More information on iNSL and the *iNSL iRacing Student Innovation Challenge* can be found at iNSL.org <http://insl.org/iracing-nsi-competition>

<https://www.iracing.com/iracing-partners-with-international-stem-league/>

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iNSL InterNational STEM League is a 501C-3 Charitable Organization located in Portland, Oregon. iNSL develops collective impact initiatives that open doors, accelerate learning, and help teachers and students thrive in a creative innovative future. iNSL is the sanctioning body for iNSL iRacing Student Innovation Challenge, and (NSL) National STEM Leagues including NSBE STEM League and Ten80 Student Racing Challenge.

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