



BEYOND THE UNBOX

WHY THIS MATTERS

A Real-World Skill

CORSAIR is challenging Georgia high schoolers to look past the moment a product is unboxed and think about its whole life: how it's used, fixed, and eventually retired. Students study a real CORSAIR product, find one thing that could make it last longer or be kinder to the planet, and make the case for that change.



HOW IT WORKS

PROGRAM OVERVIEW

Getting Started

Both tracks run under one CORSAIR Georgia High School Sustainability Contest. Students register through a single portal, choose a track, and compete as teams of 1 to 4 with one faculty advisor. Winners take home prizes for themselves, their advisor, and their school, with awards presented on or around Earth Day 2027.



PICK A TRACK

TWO TRACKS

Pick What Fits Your Team

- › Track 1: The Repairability Lab — teardown a product, audit it, and propose a written redesign with a prototype or mockup.
- › Track 2: Pitch the Fix — spot one issue and pitch your fix in a 90 to 120 second video, Shark Tank style.
- › Same eligibility for both: Georgia high schoolers, teams of 1 to 4, one faculty advisor required.





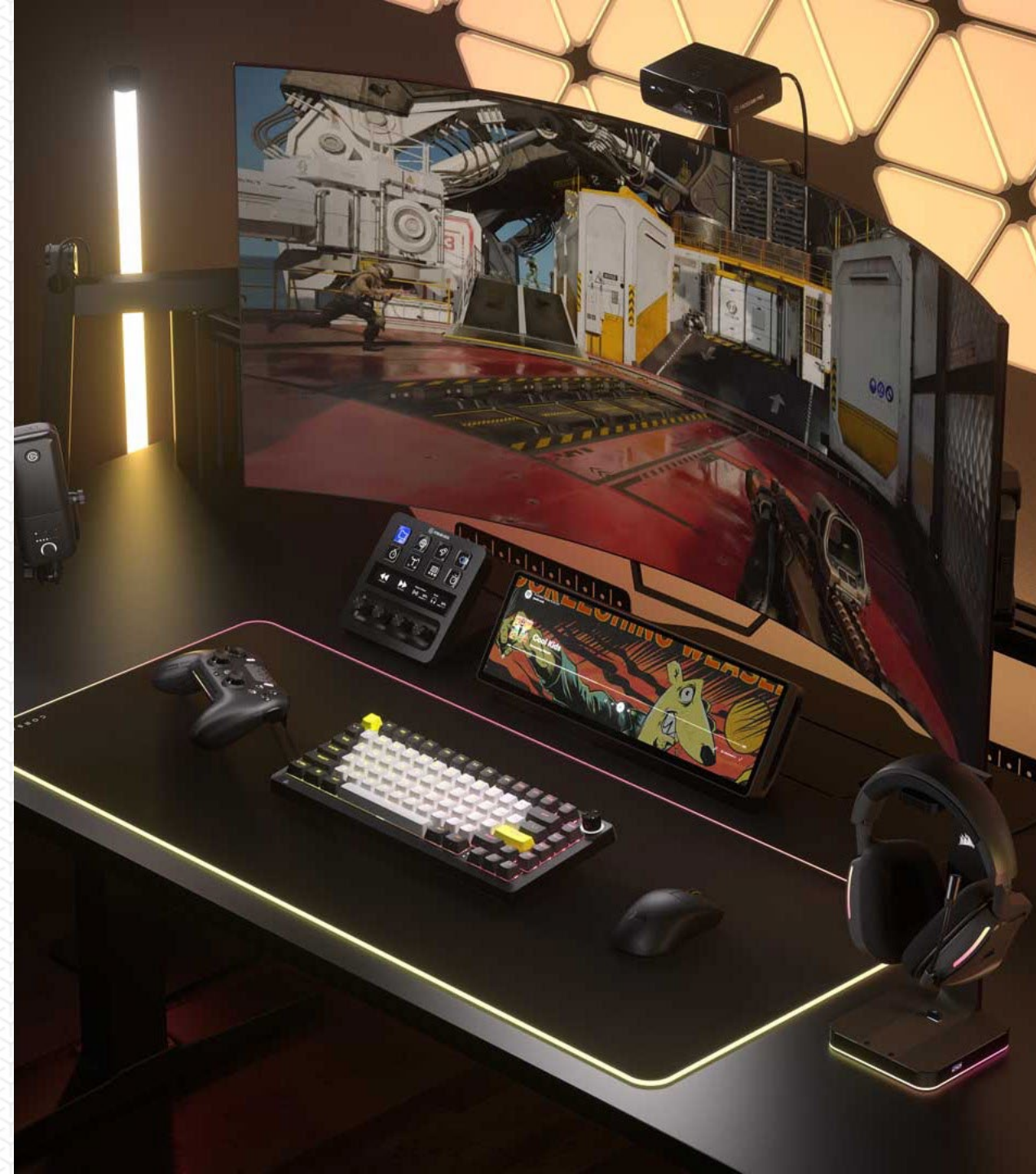
TRACK 1 — REPAIR LAB

THE CHALLENGE

TRACK 1

Think Beyond the Unbox

Students deconstruct a CORSAIR product, physically or through careful research and diagramming, to study how it's built. "Design for Service" means thinking about a product's whole life, not just the moment it's unboxed. Students then propose one meaningful change that helps the product last longer, be easier to fix, or be kinder to the environment.



THE THREE PHASES

TRACK 1

From Teardown to Proposal

- › Phase 1 — The Audit: document each major part's material, lifespan, repairability, and end-of-life fate.
- › Phase 2 — The Proposal: propose one realistic design change, like a recyclable material swap or a repair-friendly fastener.
- › Phase 3 — The Repair & Service One-Pager: a single page rating the product's repairability from 1 to 10, with reasoning.



WHAT YOU SUBMIT

TRACK 1

Every entry tells one complete story: how the product is built, what you'd change, and why it matters.

Peer-review your team's materials against the Judging Rubric before you submit. It catches gaps early and builds confidence for the real thing.

- › Component map or teardown diagram, with full audit notes.
- › Written design proposal, plus a prototype or mockup.
- › The one-page Repair & Service summary.





TRACK 2 — PITCH THE FIX

PITCH THE FIX

THE CHALLENGE

Think on Your Feet

Students spot one repairability or sustainability issue in a CORSAIR product, design a fix, and pitch it on video, Shark Tank style. There's no audit or written report here; the focus is a sharp, well-argued pitch. A great sustainability idea only matters if someone can convince others to act on it, and that's exactly the skill this track builds.



THE THREE STEPS

TRACK 2

From Problem to Pitch

- › Step 1 — Find the Issue: pick one CORSAIR product and identify a single, specific repairability or durability problem.
- › Step 2 — Design the Fix: sketch or mock up one realistic, believable change. No working prototype required.
- › Step 3 — Pitch It: deliver a 90 to 120 second video pitch covering the problem, the fix, and why it matters.



JUDGING & PRIZES

WHAT'S ON THE LINE

Both tracks are judged on feasibility, impact reasoning, and originality, plus audit rigor and communication for Track 1, or clarity and delivery for Track 2. Winners earn real CORSAIR, SCUF, and Elgato gear.

- › Grand Prize: a full gear bundle for every team member, up to \$1,700 (Track 1) or \$1,200 (Track 2) in value.
- › Winning School: a full gear bundle with a Corsair Vengeance PC, ideal for a STEM lab, plus a plaque and a social media feature.
- › Faculty Advisors: a CORSAIR gear pack, a classroom stipend up to \$500, and recognition at the ceremony.





GET STARTED