



Shell
OCEAN DISCOVERY

XPRIZE[®]

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Ocean Discovery XPRIZE Timeline

PRIZE PROGRESS



PRIZE OVERVIEW

- **\$6 Million Prize**
- **\$1 Million NOAA Bonus Prize**
- **3 year competition**
- **Deploy from shore**
- **Autonomy, speed, and depth**
necessary to gather critical information

An underwater scene with a blue color palette, showing coral reefs and fish. The text is overlaid on the upper right portion of the image.

**THERE IS A PLANET WE HAVE
YET TO UNDERSTAND. OURS.**

95% of the ocean remains unexplored.

MYSTERY

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Getting to the Bottom of Our Ocean.

TEAMS WILL...

- **Produce and deliver a bathymetric map**
- **High-definition imagery of a specified item**
- **High-definition images of archeological, biological, and/or geological features**

**ANSWERS TO SOME OF
OUR OLDEST QUESTIONS
COULD BE DEEPER THAN
WE THINK.**

95% of the ocean remains unexplored.

HISTORY

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NOAA BONUS PRIZE

An additional \$1 million NOAA Bonus Prize, where the winning teams will **detect and track a chemical or biological signal autonomously**

WHAT IF THE KEY TO SAVING
THE OCEAN IS SWIMMING AT
THE BOTTOM OF IT?

95% of the ocean remains unexplored.

LIFE

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PRIZE DETAILS

Judging Criteria	Round 1		Round 2	
	Percentage of Total Points	Minimum Requirement	Percentage of Total Points	Minimum Requirement
Area Mapped	50%	20% of Total Competition Area (100 km ² of total 500 km ²)	50%	50% of Total Competition Area (250 km ² of total 500 km ²)
Resolution	17%	5.0 m horizontal 0.5 m vertical	17%	5.0 m horizontal 0.5 m vertical
Bathymetric Map Accuracy	—	Pass/Fail vs Statistical Accuracy relative to Baseline Map	—	Pass/Fail vs Statistical Accuracy relative to Baseline Map
Depth	—	Find and image 1 specified object at 2,000 m depth	—	Find and image 1 specified object at 4,000 m depth
Additional Features	33%	Identify and image 5 archeological, biological, and/or geological features at any depth	33%	Identify and image 10 archeological, biological, and/or geological features at any depth
TOTAL	100%		100%	
Chemical or Biological Signal	—	—	—	Pass/Fail vs. Detection of Signal and Location of Known Feature

IMPACTS

- Accelerate Technology
- Catalyze New Markets
- Inspire the Public

**IMAGINE DISCOVERING
A WHOLE NEW UNIVERSE
HERE ON EARTH.**

95% of the ocean remains unexplored.

WONDER

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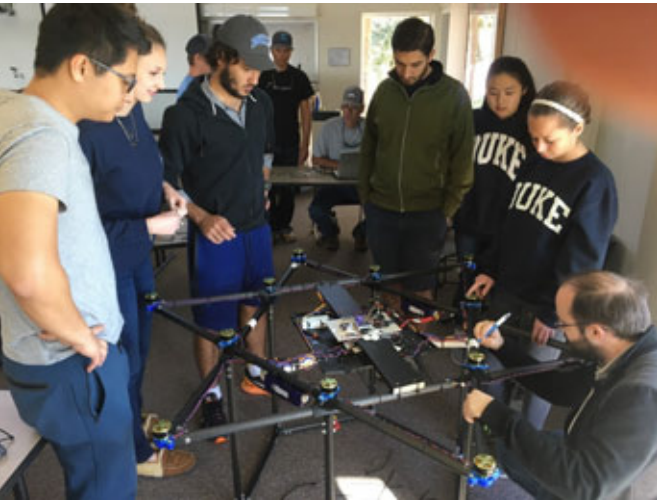
10 YEARS LATER...

A NEW ERA OF OCEAN EXPLORATION

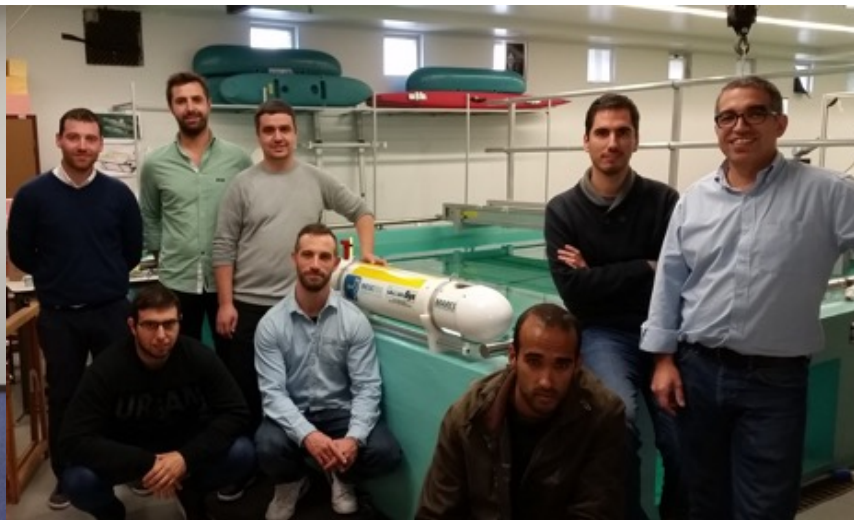
XPRIZE

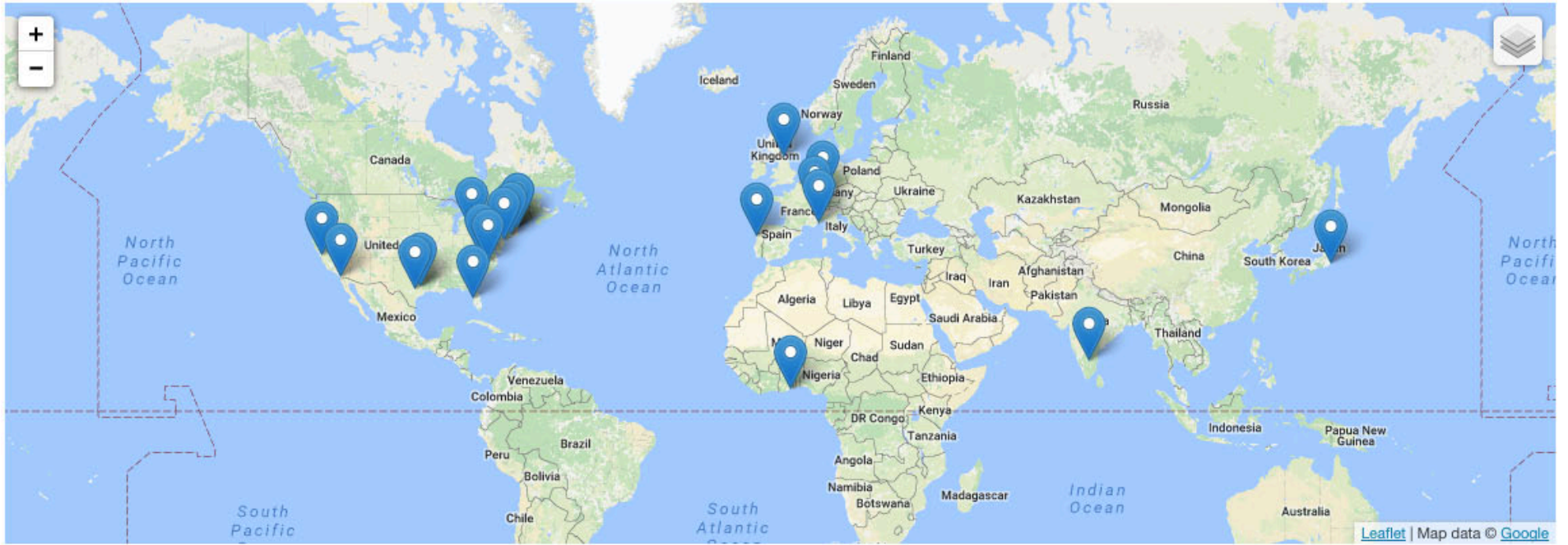
19 Semi-Finalist Teams

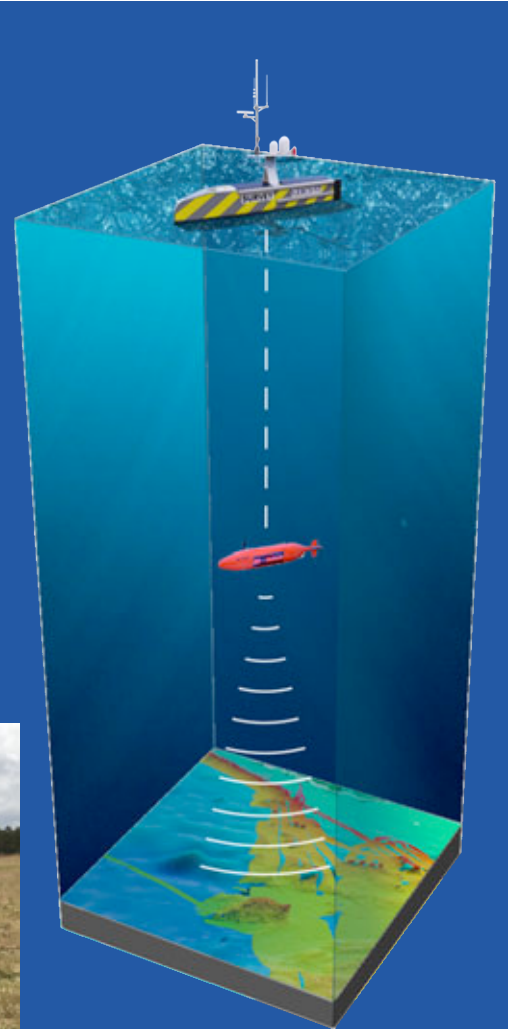
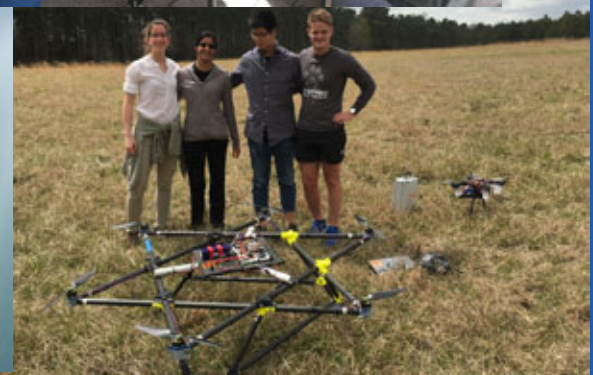
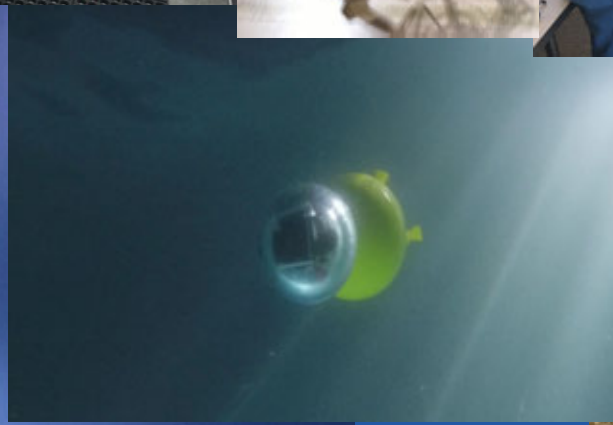
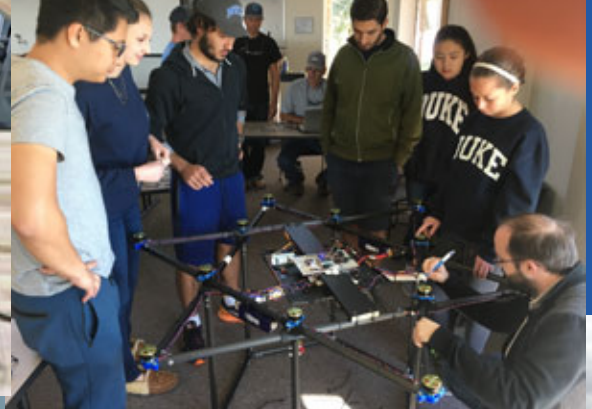




Team Members: 25 Countries, 349 individuals, 170 students







MULTI-VEHICLE



Exocetus



Envirodrone



GEBCO-NF



Team Kuroshio



OceanzUS



Ocean Quest



OD-Africa



Orca Robotics



Tampa Deep-Sea X-plorers



Texas A&M University
Ocean Engineering



X994



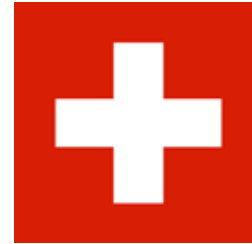
SWARMS



ARGGONAUTS



BangaloreRobotics



CFIS



Eauligo



PISCES

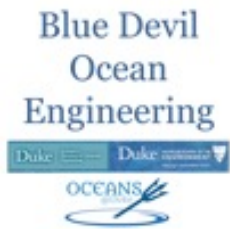


Team Tao



Virginia DEEP-X

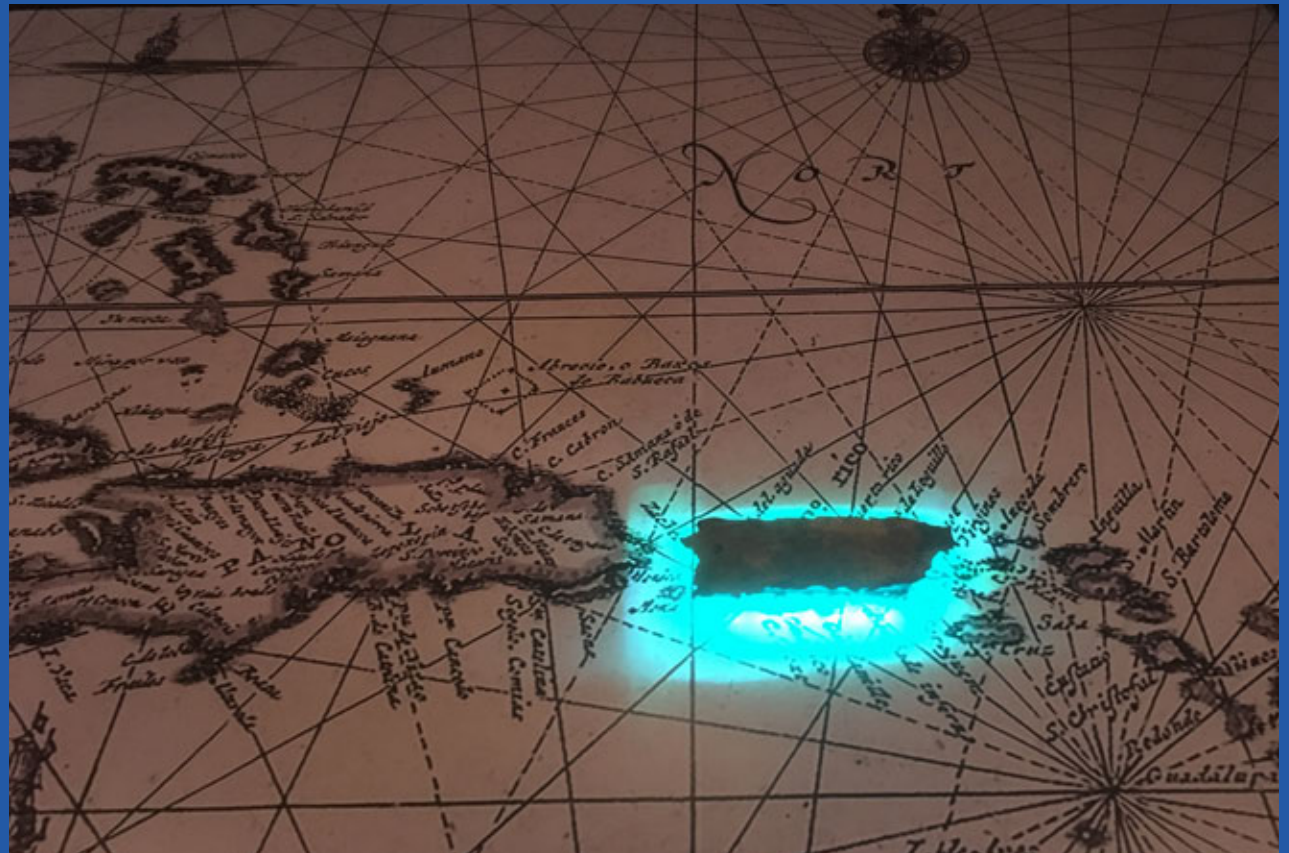
DRONES



Blue Devil Ocean Engineering




Round 1: September – December 2017



Revised Round 1 Technology Readiness Test Criteria

	Criteria	Score
A.	Autonomy	Pass/Fail
B.	Collision Avoidance	Pass/Fail
C.	Data Retrieval	Pass/Fail
D.	Depth Capability	Pass/Fail
E.	Endurance	Pass/Fail
F.	Imagery	Pass/Fail
G.	Mapping Resolution	Pass/Fail
H.	Navigation	Pass/Fail
I.	Seaworthiness	Pass/Fail
J.	Size and Weight	Pass/Fail
K.	Speed	Pass/Fail

An underwater photograph of a shipwreck, likely the RMS Titanic, with the hull and debris visible in the deep blue water. The scene is dimly lit, with light rays filtering through the water.

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