

# Invention Categories

Consider the following invention categories and select the category that best describes your problem. Some of the categories overlap and your project might fit under several. Select the one that best describes your problem. If you have not yet chosen a problem, use the categories to look for problems from all areas of life. They are intended to help you find a problem. Write the invention category on the cover of your Logbook.



**Agriculture & Farming** – Irrigation, Fertilization, Pest/Weed Control, Harvesting, Transportation, Livestock, Humane Treatment of Animals, Barns/Shelter, Equipment, Etc.

**Art** – Materials/Supplies, Drawing, Painting, Sculpture, Design, Photography, Writing, Music, Filmmaking, Theater, Performance, Etc.

**Business** – Start a business, Planning, Finance, Product Development, Marketing, Client Relations, Scheduling, Import/Export, Physical/Online Retailers, Auctions, Peer-to-Peer, Etc.

**Care** – Nursing Homes, Retirement Homes, In-Home Care, Child Care, Etc.

**Clothing** – Function, Style, Options, Accessories, Etc.

**Communication** – Phone, Internet, Mobile, Video Calls, Social Media, Infrastructure, Availability, Cost, Quality, Ease of Use, Etc.

**Community** – Parks & Public Spaces, Social Events, Activities, Church, Neighbors, Social Interaction, Noise, Litter, Waste Management, Utilities (Electricity, Gas, Water, Sewer), Etc.

**Construction** – Buildings, Bridges, Infrastructure, Safety, Community & Environmental Impact, Tools, Equipment, Plumbing, Electrical, Painting, Finish Work, Etc.

**Education** – Classroom Challenges, Learning Aids, School Safety, Cost, Availability, Learning Spaces, Playground, Transportation (School Bus, Parents, Walk), Bullying, Etc.

**Energy** – Traditional Sources (Coal, Oil, Natural Gas, Nuclear), Renewable Energy (Solar, Wind, Hydropower, Geothermal, Etc.), Power Generation, Energy Storage, Energy Distribution, Etc.

**Engineering** – Rapid Prototyping Systems, Robotics Development, Materials Testing, Things to help engineers do their job, Etc.

**Environment** – Climate Change, Pollution, Ocean Cleanup, Deforestation, Nature, Plants, Animals, Conservation, Human Impact, Recycling, Waste Disposal, Etc.

**Finances** – Budgeting, Debt, Saving, Planning, Long Term Goals, Economics, Etc.

**Food** – Preparation, Service, Manufacturing, Transportation, Storage, Restaurants, Grocery Stores, Etc.

**Health** – Prevention, Treatment, Procedures, Therapy, Assistive Devices, Supplies, Equipment, Education, Sanitation, Common Illness, Dental Care, Mental Health, Etc.

**Household** – Hygiene, Hair Care, Pets, Insufficient Lighting, Stale Air, Mold, Pest Control, Maintenance, Appliance Repair, House Cleaning, Yard Care, Organization, Storage, Etc.



**Manufacturing** – Automation, Machines, Handmade, Labor, Inventory, Supply Chain, Storage, Safety, Small Businesses, Etc.

**Math** – Education (Visual Aids, Models, Etc.), Mathematics Careers (Data Analysis, Statistics, Accounting, Etc.), Software Tools, Etc.

**Media** – Television, Film, Radio, News, Periodicals, Equipment, Special Effects, Visual Effects, Sound Design, Broadcasting, Publishing, Distribution, Promotion, Audience Experience, Etc.

**Recreation & Hobbies** – Games, Toys, Art, Music, Hiking, Camping, Gardening, Travel, Etc.

**Safety** – Law Enforcement, Firefighters, Search & Rescue, Home Safety, Security Systems, Surveillance, Personal Safety, Etc.

**Science** – Scientific Fields (Astronomy, Chemistry, Physics, Zoology, Botany, Geology, Etc.), Social Sciences (History, Geography, Psychology, Political Science, Etc.), Science Equipment, Experimental Techniques, Etc.

**Service** – Maintenance, Cleaning, Yard Care, Barbers/Hairstylists, Volunteering, Etc.

**Society** – Poverty, Hunger, Homelessness, Cost of Living, Immigration, Racism, Gender Equality, Veterans, the Elderly, Politics, Health Care Availability, Crime, Violence, Substance Abuse, Interpersonal Relations, Etc.

**Sports** – Fitness, Training, Practice, Injuries, Team Sports, Swimming, Cycling, Running, Snow Sports, Water Sports, Etc.

**Technology** – Computers, Internet, Mobile Electronics, Software, Programming, Communication, Etc.

**Transportation** – Safety, Maintenance, Vehicles (Car, Bus, Motorcycle, Bicycle, Skateboard, etc.), Public Transit, Traffic, Air Travel, Fuel, Comfort, Time, Speed, Cost, Availability, Disability Accommodations, Etc.

**Workplace** – Office Furniture & Technology, Communication, Collaboration, Organization, Etc.

