



Cordless Lamp Innovation Contest

Summary

A leading company in the lighting sector, in collaboration with Desall, is looking for innovative ideas for a **cordless lamp** designed for **off-grid** contexts and adaptable to multiple scenarios (HORECA, home, camping, etc.). The product should feature a contemporary and functional design, ensure durability, and may integrate additional functions useful for its intended use.

Official page: <https://bit.ly/Cordless-Lamp-Contest>

Company description

This project is sponsored by a leading company which has currently chosen to keep its brand anonymous.

What we are looking for

We are looking for innovative concepts for an **off-grid cordless lamp** featuring a refined design and **complementary functions** tailored to one or more of the following application areas:

- **HORECA:** restaurants, bars, hotels, catering, events, etc.
- **Home:** indoor spaces or outdoor areas such as balconies and non-wired zones where mobility is an advantage.
- **Camping / Outdoor:** tents, campers, remote areas, outdoor activities.
- **Other sectors:** marine, urban mobility, emergency uses, temporary events, mobile worksites, agriculture, and more.

The lamp must be easy to transport, robust, and designed to operate effectively without direct access to the electrical grid, ensuring versatility across off-grid scenarios.

Guidelines

For the correct realization of your proposals, take into consideration the following guidelines:

Project Type

You are invited to propose a **standalone off-grid cordless lamp** or, optionally, a **modular lighting system** (e.g., versions with different accessories, multiple installation methods, optional components for specific contexts).

The project should stand out for its **contemporary design** and its ability to integrate, beyond the primary lighting function, **additional features that are relevant to the chosen sector:** hooks or support elements, customization options, interchangeable modules, or solutions that enhance versatility.

The design should prioritize portability, sturdiness, ease of use, and full operability in contexts without direct electrical power. The user must immediately understand how to use the lamp and how to benefit from any added functionalities.

For examples of market-available products aligned with the project brief, refer to the *Inspiration* section of the contest.

Key Features & Functionalities

Required Features:

- **Light source:** LED, OLED, etc.
- **Rechargeable battery:** USB-C, hand-crank/dynamo, solar panels, etc.
- **Portability:** handle, hook, clip, or equivalent solution.
- **Light control:** adjustable intensity, warm/cool light, preset scenes, etc.
- **Generic Additional Functionalities**, for example:
 - Power bank
 - Solar charging
 - Magnetic base
 - Interchangeable light diffuser
 - Motion or ambient-light sensor
 - Collapsibility
 - Other relevant secondary functions
- **Sector-Specific Functionalities**, for example:
 - **HORECA** - functions related to food and beverage service; e.g., integrated container, table-setup accessories, staff-call system, etc.
 - **Home** - functions related to home activities; e.g., integrated Bluetooth speaker, aroma diffuser, etc.
 - **Camping / Outdoor** - functions related to needs in natural or outdoor contexts; e.g., compass, small tools, emergency kit, etc.
 - **Other sectors** - functions related to the other mentioned sectors.
- **Environmental Resistance:** for outdoor use, IP-rated protection is recommended.
- **Ease of Use:** the lamp should feature intuitive controls, battery indicators, and tool-free assembly if modular parts are present.
- **Sustainability:** recyclable materials, preference for mono-material or easily separable components to support end-of-life recycling, reduced number of components, optimized material thickness to minimize consumption.

Style & Aesthetics

The lamp should have a **minimalist, contemporary** style, with balanced proportions, refined details, and a formal language consistent with its intended applications. The aesthetic must be clean, essential, and instantly recognizable, avoiding solutions that look cheap or lack refinement.

Technical elements, accessories, and usage modes must be integrated harmoniously, without compromising the overall visual quality.

Colors

No specific constraints are set regarding color selection. If a color palette is proposed, it should appear coherent and well-balanced, maintaining a **harmonious and consistent** visual identity. It is advisable to choose tones aligned with the selected context of use: for example, in the **HORECA sector, neutral and elegant palettes** that integrate easily into contemporary environments are preferred, while for the **Camping context, more technical or natural colors** are recommended, evoking functionality and robustness.

Dimensions

Dimensions should align with the standards of the chosen sector (e.g., suitable for HORECA table use, home nightstands, or fitting inside a camping backpack).

The lamp must be easily transportable and not bulky.

Production Technologies & Materials

The lamp will be produced using **industrial manufacturing technologies**.

The construction must ensure **durability and robustness** while maintaining optimal **assembly efficiency** and a minimal number of parts.

Materials must be **suitable for industrial production processes**.

Context of use

The lamp is designed **for off-grid** operation and can be used both **indoors** and **outdoors**, depending on the intended context.

Participants may select **one or more application scenarios** and develop solutions aligned with the functional and aesthetic needs of the chosen context(s).

Submission materials

Provide detailed descriptions and up to 5 images to effectively present your projects. Images should be in 4:3 format, with .jpg, .gif or .png file formats acceptable. The colour mode should be RGB and the maximum size of a single file should be 1 MB.

You're invited to use the designated field on the submission page to attach a .zip file containing 3D files and high-resolution versions of the project images. The maximum file size for the .zip archive is 100MB.

Judging criteria

When evaluating the submissions, the Sponsor will consider the following criteria:

Degree of Innovation: 5/5

Aesthetic Quality: 4/5

Functionality: 4/5

Technical Feasibility: 3/5

Economic Sustainability: 3/5

Language

Since we are an international Community, all texts provided with your uploads (abstract, description, tags, etc.) should be written in English.

Contest timeline

Upload phase:	26 November 2025 – 24 September 2026 (1.59 PM UTC) [Updated]
Concept review:	25 February 2026 (1.59 PM UTC)
Client vote:	from 24 September 2026
Winner announcement:	approximately by the end of November 2026

Concept review (optional)

Participants have the opportunity to request an optional review of their project by the Desall team by the date indicated above. To do so, they must 1) save their project as a draft from the upload page and 2) send a request to the Desall team via email at contest@desall.com or through the contact form. **This review is entirely optional** and only provides an opportunity for participants to receive feedback but does not constitute a necessary condition for participation or provide any advantage in the final evaluation by the Sponsor.

Eligibility and submission

Participation is free and open to creative talents of any nationality aged 18 or older. Participants may submit one or more projects, but only projects published on the website www.desall.com from the upload page dedicated to the contest will be accepted.

Award

1°: €5000

Extra Award (option right fee)

€2000

Throughout the duration of the option right, the Sponsor offers an additional opportunity to all participants by setting the compensation of €2000 for the purchase of the licence for the economic exploitation of projects not recognized as winning proposals.

The selection of the winner by the Sponsor will be the result of an unquestionable evaluation.

For more information, log in and read the [Contest Agreement](#) from the Upload page. For questions about the brief, use the “Have a question” button or write to contest@desall.com.

Submission Guidelines

Project images: the first image attached from the upload page will also be used as the preview of the project in the gallery. In order to better present your project and draw the attention of the sponsor, we suggest you to choose a content that provides an overall idea of the whole project in one single image, briefly including all the contents that will be further presented in the following images.

We also suggest you to use all five image slots available from the upload page of the contest and - where possible - to present several views of the project giving also an indication of the main dimensions of the product.

For product design contests in particular, we suggest you to include at least one image with your project on neutral background and no writings.

For the rendering and presentation of your project, the use of copyrighted images, even if slightly edited, is prohibited.

In case of using materials owned by third parties (ex. stock images, stock videos, texts, etc.), make sure you are granted all the licenses needed for participating in the contest, as further specified in the Contest Agreement.

In case of submitting multiple projects or concepts, you have to repeat the upload procedure for each project: do not submit multiple projects with a single submission.

You are required to upload at least 1 image; image ratio: preferably 4:3; allowed file formats: .jpg, .gif or .png; colour mode: RGB; maximum file size: 1MB.

Descriptions: we suggest you to use the appropriate fields, “Abstract” and “Description”, to include all textual information about your project. We discourage you to include textual description inside your images, as they might result difficult to read (at all events, we suggest you to include at least one image - if possible - with your project on neutral background and no writing). In the “Abstract” field you have maximum 500 characters to include a short summary of your project while in the “Description” field you can include all the remaining information.

Additional material: in addition to the project images, you are invited to attach further materials in a .ZIP archive (NO other file extensions are allowed, such as .RAR) through the “Archive File” field on the upload page. Among the various materials, you may include CAD files, PDF with further descriptions on the project, photos of any models or prototypes, high-resolution images of the project images and 3D files (preferably in .stp or .igs format - you may also include a PDF 3D file for a rapid visualisation). The maximum size of the .ZIP archive is 100MB. You may also attach a video presenting your project through the “Video File” field from the upload page, including it inside a .ZIP archive with a maximum size of 50MB.

Concept revision: revision of your project by the Desall team. In order to request a revision, upload your project including the description and save it as draft (SAVE DRAFT) from the upload page and send your request to the Desall Team via e-mail or through the contact form. The revision is NOT mandatory: it serves only as a further opportunity for the participants but does not constitute a condition for participation, nor does it constitute any advantage in the final evaluation.

Hidden option: only in case of public gallery contests, you can submit your project with “hidden” design privacy option, provided that you submit your project within the first half of the upload phase. By doing so, your project will remain hidden for all other users until the opening of the Community Vote, if any. At all events, your project will always be visible for the Sponsor regardless of the submission date. This option is automatically disabled once the first half of the upload phase has expired: you can find the deadline for activating this option in the Optional deadlines paragraph inside the brief.

You can find further instructions on how to create your account, how to submit your project and other information in the [Tutorials](#) and in the [FAQ](#) sections.