



*Marketplace of Ideas/
Marketplace for Kids, Inc.*

*A 501(c)3, Nonprofit Organization and an
Equal Opportunity Provider and Employer.*

**2010 - 11
ANNUAL REPORT**

MARKETPLACE OF IDEAS/MARKETPLACE FOR KIDS, INC.

210 N 4TH STREET

BISMARCK, ND 58501

701-663-0150 / 888-384-8410

FAX: 701-663-1032

MARILYN.KIPP@MARKETPLACEND.ORG

WWW.MARKETPLACEOFIDEAS.ORG

WWW.MARKETPLACEFORKIDS.ORG

EXECUTIVE SUMMARY

Marketplace of Ideas/Marketplace for Kids, Inc. is a 501(c)3 nonprofit organization, with an overall mission of growing the best innovative ideas through education and collaboration.

Marketplace of Ideas/Marketplace for Kids, Inc. is governed by a Board of Directors, who contracts with Marilyn K. Kipp to serve as Executive Director. Board members include: Shirley Dykshoorn, President; Mike Seminary, Treasurer; Wayne Kutzer, Secretary; and Scott Davis.

Key *goals* of Marketplace of Ideas/Marketplace for Kids, Inc. are:

- To promote entrepreneurship education as a viable economic development tool to cultivate our own entrepreneurs and create locally grown companies.
- To advocate for and support entrepreneurship, community development, and career development.
- To provide educational opportunities for entrepreneurs and communities.
- To create networking opportunities.
- To create an entrepreneurship education network.
- To encourage venture creation.
- To grow, expand and diversify existing ventures.

Marketplace works to achieve its mission and goals through the following programs:

- Marketplace of Ideas
- Marketplace/Northern Plains Invention Showcase and Contest
- Marketplace for Kids
- Bright Ideas Showcase and Contest
- Online Resource Center / Resource Directory

If you have any questions, want to become more involved, or want to make a financial contribution to our programs, please contact us at 888-384-8410, 701-663-0150, or marilyn.kipp@marketplacend.org.

Follow on Facebook!

www.facebook.com/marketplaceforkids or www.facebook.com/marketplaceofideas

MARKETPLACE IDEAS

CONNECTING GREAT IDEAS AND GREAT PEOPLE!

Marketplace of Ideas seeks to empower individuals and communities to pursue their individual economic development visions by providing new ideas, opportunities and encouragement. The process of people sharing information and ideas, once set in motion, continues throughout the year.

Marketplace of Ideas is more than a Showcase and Forum: Marketplace has developed into a statewide institution connecting people who are looking for and using new ideas for growth in our rural economy.

Marketplace gives participants the tools, ideas, encouragement, advice and support they need to boost family income and help communities revitalize their economy. Marketplace presents information, resources and training that are useful to all, regardless of where they live and work.

VISION

The people of the Upper Great Plains are powering a diversified vigorous economy through their entrepreneurial spirit.

MISSION

To cultivate and grow entrepreneurs and entrepreneurial communities by providing education, support, mentorship, solutions, and networking opportunities.

VALUES

<i>Respect</i>	Inherent worth, dignity and well-being for all cultures and all people.
<i>Diversity</i>	Understanding and celebrating the social and economic value of cultural diversity.
<i>Stewardship</i>	Sustainable care of all resources, for the good of this and future generations.
<i>Community</i>	Coming together of people committed to work for their common betterment to develop individual skills and to reach their highest goals and fullest potential.
<i>Integrity</i>	The adherence to moral and ethical principles that promotes soundness of moral character and honesty.

GOALS/OBJECTIVES

- To promote entrepreneurship education as an economic development tool to cultivate our own entrepreneurs.
- To advocate for and support entrepreneurship and career development.
- To provide educational opportunities for entrepreneurship, and career development.
- To create networking opportunities.
- To create an entrepreneurship education network.
- To encourage venture creation.
- To grow, expand and diversify existing ventures.
- To celebrate community by learning, sharing and networking.

The 2010 Marketplace of Ideas Showcase and Forum was held at the FargoDome, Fargo, ND on September 27-28, 2010, with a total two-day attendance of 1,140. Components included:

TRAINING WORKSHOPS

Nineteen training workshops were presented at the 2010 Marketplace of Ideas Showcase and Forum. Workshops varied in length from a few hours, to all day and were taught by representatives of private business, agencies, education institutions, entrepreneurs and community leaders who wanted to share their experience and success stories. Training included:

- Customer Service for the Entrepreneur: How to Reap a Big Return from a Small Investment.
- What is Your Web Strategy?
- FoodWorks “From Recipe to Reality.”
- What is a Cooperative? Why is a cooperative a Unique Business Model? A Look at Successful Cooperative Housing Projects and How They May Work for You!
- BizSense.
- ArtUp: Living Off Your Art ~ A Workshop for Artists.
- Farm-To-Plate: A Look at the Local Foods Movement and the Opportunities Available.
- Financing Your Venture.
- Career Opportunities.
- Selling to the Government.
- Venture Launch.
- It’s Easy Being Green: Ideas for your Business, Home, and Community.
- Built-4-Sale: Preparing Your Business for Successful Sale.
- Building a Display that Works...and the Skills Needed to Make the Most of Your Efforts.
- The ABC’s of Franchising.
- Small Business 911.
- The Future of Rural Communities.
- Invention Success ~ How I Became an Inventor!
- Tapping into Global Markets (Export Advice).

SPECIAL FEATURES

Marketplace hosted an array of special features during the 2010 Showcase and Forum. These include:

- Keynote Address: *Learn How to Bring Ideas to Market* with Inventing & Licensing Expert Stephen Key.
- Keynote Address: *Cultivating the Entrepreneurial Spirit to Grow Your Own Job!* Dr. John Richman, President, ND State College of Science.
- AgriTourism: Turning Farms, Ranches and Gardens into Great Destinations Conference.
- Lending a Helping Hand ~ 2010 Lenders Conference.
- Multi-Cultural Entrepreneurship Conference Great Plains Venture Capital Fair.
- 2011 Innovate ND Kick-Off.
- 10th Annual Northern Plains Inventors Congress Conference.
- 7th Annual Marketplace Invention Showcase and Contest.
- Four “Build Your Network” Breaks.
- Marketplace of Ideas “Meet and Greet” Reception.
- Marketplace Awards Program and Closing Ceremony.

As Featured On
BIG IDEA CBS USA TODAY Los Angeles Times CNN abc PBS

LEARN HOW TO BRING
IDEAS
TO MARKET

With Inventing & Licensing Expert **Stephen Key**
Monday, September 27th, 2010

Marketplace of Ideas ~ FargoDome
This session is included in the Marketplace daily registration fee.
STUDENTS: Free Registration with a valid Student ID or accompanied by an instructor/teacher. This offer includes all Marketplace of Ideas Classes and Events (with the exception - SBDC tuition classes).
Register Now - www.MarketplaceOfIdeas.org

See what others are saying...

"Following Stephen's formula, I had a corporation interested within minutes of sending them a cell phone. They came the day after the day of negotiating my first licensing contract. I could not have done it without Stephen." —Margo S.

"Stephen gave me substantial concrete feedback, gained from years of his selling ideas and turning them into successful products. My product is now in over 12,000 stores worldwide." —Todd B.

Keynote Address:
12:00 p.m. - 1:15 p.m.
(Doors Open at 11:00 a.m.)
(An optional box lunch is available for \$12.00)

About Stephen Key?
Award winning inventor Stephen Key has licensed over 20 products in the past 30 years. His products have sold in retailing giants such as Wal-Mart, Walgreens, 7-Eleven and the Disney Theme Parks and Stores Worldwide. Stephen was a consultant for the first season of the hit TV reality show American Inventor. Stephen has been a guest on The Big Idea with Donny Deutsch as well as an expert guest on Dr. Phil. Stephen's Spiniformer® Rotating Label is featured on a childrens liquid medication product called Accudial, that shows parents how to properly dose their child's medication based on their weight. Stephen is also now launching a new natural, healthy tea beverage called Soya Natural Teas in the New York City Public Schools. Learn more about Stephen at www.inventright.com

For More Information and to Register Visit: www.marketplaceofideas.org

EXHIBITS

Marketplace of Ideas provides education through *innovative idea* and *assistance provider* exhibits. Innovative idea exhibitors share their successes and challenges, helping others understand the rewards and risks of bringing new ideas and products into the marketplace. Participants of the Marketplace Invention Showcase and Contest are in this category. Exhibitors were encouraged to conduct market research and taste-testing to gather information to move their product(s) forward.

Assistance provider exhibitors are available to explain new programs and services that are available to develop and enhance new ideas. Opportunities for hand-on learning and one-on-one consultations were available.

For the fifth year, the U.S. Small Business Administration hosted *Selling to the Government: A Matchmaking Opportunity*, where small and minority owned businesses were given the opportunity to meet one-to-one with procurement agencies.

NETWORKING

Marketplace of Ideas provides participants the time and opportunity to network with others. Marketplace is the perfect opportunity to make connections with other participants, converse with them, build friendships, share ideas, problem solve and find customers and clients.

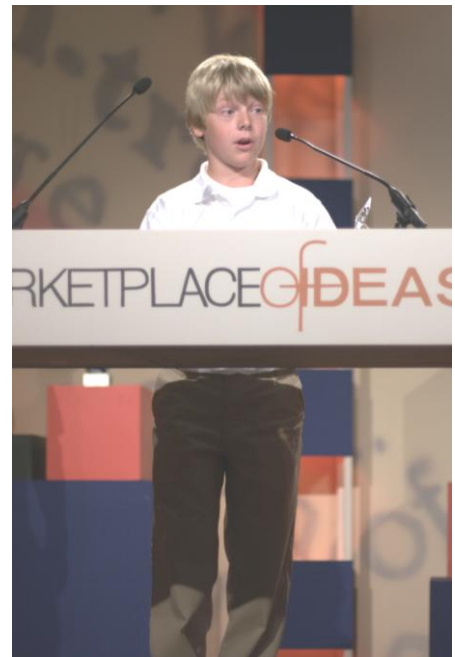
MARKETPLACE ENTREPRENEURSHIP AWARDS

The annual Marketplace Entrepreneurship Awards are to recognize the highest achievers in entrepreneurial leadership in North Dakota. The 2010 Entrepreneurs of the Year are:

- Entrepreneurial Community of the Year ~ City of Bowman
- Young Entrepreneur of the Year ~ Riley Giaque, Fargo, ND
- Entrepreneur of the Year in Manufacturing ~ Jim Albrecht, ComDel Innovation, Wahpeton, ND
- Entrepreneur of the Year ~ Joseph Sandin, Onsharp, Fargo, ND
- Social Entrepreneur of the Year ~ Dan Mahli, City of Fargo, Fargo, ND



City of Bowman
Entrepreneurial Community of the Year



Riley Giaque, Fargo, ND
Young Entrepreneur of the Year



GROWING NATIVE ASSETS THROUGH NATURE AND HERITAGE

The purpose of the *Growing Native Assets through Nature and Heritage* programming was to promote the use of natural resources and the preservation of culture through gardening, farmers' markets, and other agri-business to grow the economy of North Dakota's Native American Reservations.

The following Conferences were held:

- Monday, October 18, 2010 Spirit Lake Nation (88 participants)
Cankdeska Cikana Community College, Fort Totten, ND
- Tuesday, October 26, 2010 Turtle Mountain Band of Chippewa (60 participants)
Turtle Mountain Community College, Belcourt, ND
- Friday, October 29, 2010 Standing Rock Sioux Tribe (43 participants)
Sitting Bull Community College, Fort Yates, ND
- Friday, November 19, 2010 Mandan, Hidatsa, Arikara Nation (120 participants)
Fort Berthold Community College, New Town, ND

The Conferences were organized to provide an overview of what is happening in the area of Nature and Heritage tourism on each reservation, and to present this information to community leaders and members, and academia. At each location, the tribal planning office and college campuses were interviewed to find local presenters that would present their plans to Grow Native Assets through Nature and Heritage. The tribal leadership outlined, in detail, projects they are presently working on, their plans for the future, and how participants can become more involved. In addition to staff and faculty from tribal offices and campuses, planning included identifying the best presenters to provide quality education on the development of farmers markets, pick-your-own operations, Agri-Tourism potential, and related topics.

A Resource Center was available at each location and provided participants with information on agriculture, farmers markets, gardening, agri-tourism, grant opportunities, and more. All resources, including class handouts, powerpoint presentations and videos, have been made available online at www.MarketplaceOfIdeas.org.



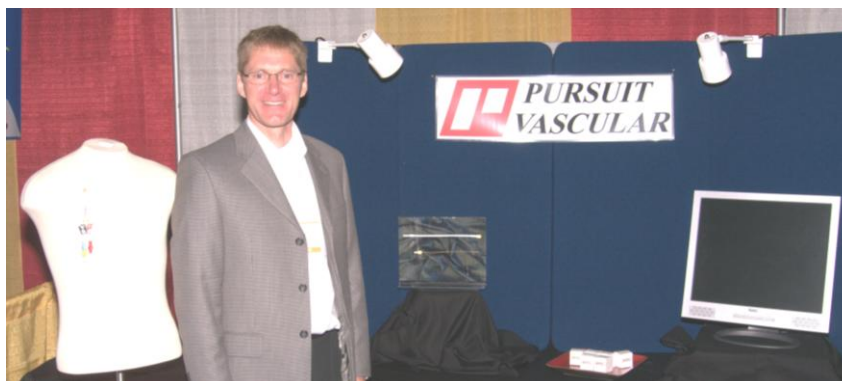
MARKETPLACE IDEAS

Invention Showcase & Contest

The Marketplace Invention Showcase and Contest, in its 6th year, has an adult category, as well as categories for youth innovators. Entrants in this contest make a three to five minute presentation to a panel of judges. The entries are judged on the following criteria:

- How “novel” is the invention?
- How “marketable” is the invention?
- How is the invention “designed/engineered”?
- What is the invention’s potential “market size”?
- How was the “presentation” by the presenter?
- What is the “overall impression” of the invention?

All entrants exhibit at Marketplace to showcase their invention and conduct market research, giving participants an opportunity to network and learn firsthand about each other’s successes and near successes.



2010 MARKETPLACE INVENTION SHOWCASE AND CONTEST WINNERS

ADULT INVENTORS	
Grand Prize ~ \$1,500	Clear Guard Antimicrobial Barrier Robert James Ziebol, Blaine, MN
2 nd Place ~ \$750	Air Filter Monitor Mark Ekern, Flandreau, SD
Innovation in Energy ~ \$100	Face Mask with Seal / Breathe Safely Ronald D. Matich, Baxter, MN
3 rd Place ~ \$500	
Innovation in Technology ~ \$100	Lift'n Buddy Aaron Lamb, Fargo, ND
Innovation in Agriculture ~ \$100	Tomato Cradle Timothy Lien, Barnesville, MN
YOUTH INVENTORS (13 AND UNDER)	
1 ST Place ~ \$250	Animal Attack Ian Michael Ridenhour, Bismarck, ND
2 nd Place ~ \$150	Helmet Airbag Alex Jacob Harris, Wilton, ND
Innovation in Technology ~ \$50	Bobcat Trailer #2 Austin Suchan, Bottineau, ND
3 rd Place ~ \$100	
Innovation in Agriculture ~ \$50	



VISION: Marketplace for Kids believes that youth are prospective skilled, innovative people who will continue to power a diversified, vigorous economy. Our vision is for every student to receive entrepreneurship education and encouragement to become a lifelong partner in building a stronger community.

MISSION: To encourage youth to explore entrepreneurship and self-employment through recognition and development of their inventive, critical thinking, and problem-solving skills.

VALUES:

- Respect* The inherent worth, well-being and dignity of all people.
- Diversity* Understanding and celebrating the social and economic value of cultural diversity.
- Stewardship* Sustainable care of all resources for the good of this and future generations.
- Community* The coming together of people committed to work for their common betterment through the development of their highest skills and fullest potential.
- Integrity* The adherence to moral and ethical principles that promotes soundness of moral character and honesty.

GOALS/OBJECTIVES:

- ◆ To promote and cultivate youth entrepreneurship.
- ◆ To encourage youth to develop their own entrepreneurship project (i.e., business/invention model) and showcase their project at an Education Day.
- ◆ To provide entrepreneurship education and career exploration to youth with support and mentorship from business and community leaders.
- ◆ To engage youth in learning about or practicing entrepreneurship.
- ◆ To raise awareness of self-employment as a viable career option.
- ◆ To assist students in developing attributes and skills associated with entrepreneurs, including creativity, innovation, self-confidence, planning and risk-taking.
- ◆ To motivate students to pursue further study, exploration, and consideration of entrepreneurship.

The **benefits** of entrepreneurship education to elementary/middle school students:

- | | |
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| <ul style="list-style-type: none"> ◆ Increases sense of “locus of control” ◆ Greater awareness of personal talents and skills ◆ Improved school attendance ◆ Higher academic achievement ◆ Apply enhanced creativity skills in business situations ◆ Enhanced business opportunity recognition skills ◆ Handle business situations ethically ◆ Use problem-solving skills effectively ◆ Understand steps essential in business startup ◆ Enhanced awareness of career / entrepreneurial options ◆ Use strategies for idea generation and assessment of feasibility of ideas ◆ Enhanced basic financial concepts ◆ Increased awareness of the entrepreneur’s role in the economy ◆ Expanded awareness of social responsibility and entrepreneur’s contribution to society ◆ Improved focus on personal goals ◆ Fewer school discipline referrals ◆ Improved economic literacy | <ul style="list-style-type: none"> ◆ Become more educated, empowered consumers ◆ Improved basic academic skills – 4 Rs ◆ Increased self-esteem and respect for others ◆ Increased workplace literacy awareness ◆ Enhanced personal development by focusing on risk-taking and learning from failure ◆ Improved ability to identify/recognize opportunities ◆ Improved understanding of free markets and opportunity cost ◆ Understand the entrepreneurship business planning process ◆ Learn how to earn money and make it work for oneself ◆ Embrace diversity through socialization skills ◆ Improved conflict resolution, negotiation, sales, marketing, and persuasion skills ◆ Greater likelihood of graduating to the next education level ◆ All students benefit because the qualities needed by entrepreneurs are also qualities that are key to success in any work situation. |
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Marketplace of Ideas/Marketplace for Kids, Inc. accomplished the following Marketplace for Kids activities during the July 1, 2010 through June 30, 2011 fiscal year.

The theme of Marketplace for Kids for the 2010-11 fiscal year was “*Fast Forward to the Future with Innovention!*” Ten Marketplace for Kids Education Days and one Bright Ideas Showcase and Contest were held in the following locations:

DATE	LOCATION	# OF PARTICIPANTS
Wednesday, July 28, 2010	Bright Ideas Showcase and Contest ND State Fair, Minot, ND	88
Monday, March 14, 2011	Region 3 ~ Lake Region State College Devils Lake, ND	446
Tuesday, March 15, 2011	Region 2 ~ Dakota College at Bottineau Bottineau, ND	409
Wednesday, March 16, 2011	Region 8 ~ Dickinson State University Dickinson, ND	422
Tuesday, April 12, 2011	Region 2 ~ Minot State University Minot, ND	1,405
Tuesday, April 19, 2011	Region 1 ~ Williston State College Williston, ND	1,172
Tuesday, April 26, 2011	Region 4 ~ Northwood Public School Northwood, ND	425
Monday, May 2, 2011	Region 7 ~ University of Mary Bismarck, ND	1,673
Thursday, May 5, 2011	Region 5 ~ Concordia College Moorhead, MN	2,814
Friday, May 13, 2011	Region 6 ~ Jamestown College Jamestown, ND	1,239
Tuesday, May 17, 2011	Region 5 ~ ND State College of Science Wahpeton, ND	1,157

Marketplace for Kids is a place to experience and test new ideas and to showcase innovation and creativity. Marketplace for Kids celebrates students’ achievements while giving them new tools, materials and hands-on learning. The success of Marketplace for Kids is not in the Education Day itself, but in the ideas shared during the day. Students are encouraged to take what they see, hear and learn and use it to make their community an even better place.

EDUCATION DAY ELEMENTS:

- ◆ **Project Presentations:** Students present and showcase their entrepreneurial projects (business/invention model or creative writing project). Our student inventors, innovators and entrepreneurs are scheduled to be at their project for part of the day to discuss it with other students, teachers, and visitors. All project students receive a participation ribbon, which is presented by a business/community leader.
- ◆ **Classes/Activities for Students:** Short, hands-on classes/activities are designed to help students explore career fields, develop self-employment and financial literacy skills, explore new technology,

and discover entrepreneurship. Core classes selected by the advisory leadership teams for the 2010-11 Education Days were:

- Drugs Put You in Jeopardy!
- You Be the Judge.
- Hands on Health Care: It's the Doctor's Orders.
- Why Do You Want to Be a...?
- Food for the Fun of It!
- You Want It, But Do You Need It? A Plan for Your Future.
- Build – a – Bot.
- Safety in the Sky.
- Ride the Energy Wave into the Future!
- Additional classes were added to Education Days as needed.

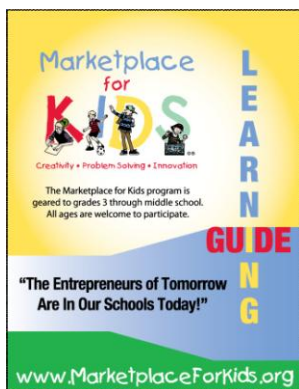
Students are able to pre-register their project, and the classes they would like to attend. Each student receives an individualized schedule for the day which is printed on their name badge. Teachers/ chaperones receive a full report of their students' schedules. Marketplace for Kids is able to track all students throughout the entire day.



An Education Day Guide is printed for participants. The Guide contains reminders for the students, opening/closing ceremony information, class schedule, class descriptions and presenter information, facility maps, and a list of all students participating with a project.

Each student also receives a “report card” to complete. The report card asks students for information on the classes they attended, the projects they visited and what they thought of Marketplace for Kids. Teachers use the report card as a grading tool, and then mail them to Marketplace for Kids. Information from the report cards is evaluated, along with evaluations from teachers, parents, presenters and exhibitors by the Advisory Leadership Teams and staff. Recommendations to the Marketplace of Ideas/Marketplace for Kids Board of Directors are made based on these evaluations.

LEARNING GUIDE/BENCHMARKS & STANDARDS:



Developed by Marketplace for Kids, the Learning Guide is designed to provide teachers, youth leaders, parents, and students with ideas, information, and lesson plans they need to provide world class entrepreneurial learning.

The Learning Guide encourages students to stretch their thinking in more creative, divergent ways to solve problems, and create new ideas. By providing hands-on and experiential learning opportunities, the Learning Guide helps foster a lifelong learning mentality. Entrepreneurial skills will begin to grow at the elementary school level and continue into adulthood. Many of the activities in this Guide give students opportunities for brainstorming. This is simply a way to accomplish divergent thinking (coming up with many possibilities) rather than convergent thinking (finding the one right answer).

There is much more information in the specific activities as you explore the Guide. With an end goal of ensuring that students know they have the ability and resources to become an entrepreneur, even at a young age, the Guide provides a multitude of helpful hints and resources designed to engage and inform them, as well as help them display and protect their ideas and concepts.

The Learning Guide can be used when there are a few minutes between classroom subjects, or when a teacher is looking for a new way to teach a subject area. Many sections can be expanded to become whole-year learning opportunities! This Guide will become a useful tool, both inside and outside the classroom.

The Benchmarks & Standards document introduces entrepreneurial education into a classroom using the Learning Guide. This document ties Marketplace for Kids programming to North Dakota and National Standards and Benchmarks in Language Arts, Mathematics, Science, Social Studies, and Technology. This document is being updated to include Standards and Benchmarks for the Arts and Creative Writing. Marketplace for Kids works with the Consortium for Entrepreneurship Education to define National Entrepreneurship Education Standards that support their lifelong learning model.

5TH ANNUAL NATIONAL ENTREPRENEURSHIP WEEK USA: The fifth national celebration of American entrepreneurs and the entrepreneurship education programs that are preparing youth with an entrepreneurial mindset was held nationwide on February 19-26, 2011. Governor Jack Dalrymple signed a proclamation declaring this week as Entrepreneurship Week in North Dakota, supporting the importance of entrepreneurship education to the state. Marketplace for Kids participants were present to witness the signing.



BRIGHT IDEAS SHOWCASE & CONTEST:

Wednesday, July 28, 2010, marked the second annual Bright Ideas Showcase and Contest at the North Dakota State Fair in Minot, ND. This Showcase and Contest is designed for students in grades three through middle school to take their invention/business idea (project) to the next level. Projects showcased are judged by a team from the Minot, ND Chapter of SCORE (Service Corps of Retired Executives). Projects are scored based on originality, visual presentation, student initiative and the accomplishment of the stated goal, problem, or objective. Cash prizes were awarded in a Business Idea category

and an Invention category for each grade level participating. Prizes were also awarded for projects that showed innovation in energy, agriculture and/or technology.

BRIGHT IDEAS SHOWCASE AND CONTEST WINNERS

<p>4th Grade 3rd place: The Hockey Tree – Lindsey L, Minot, ND 2nd place: The Bag Binder – Hudson R, Minot, ND 1st place: Animal Attack Trading Card Game – Ian R, Bismarck, ND</p> <p>5th Grade 3rd place: The Container of Non-Soggy Bread–Shayleigh O, Turtle Lake, ND <i>and</i> Kernel Katcher–Ruthanne E and Amy C, Williston, ND 2nd place: Super Storage Dog House – Hunter B, Minot, ND <i>and</i> Bobcat Trailer #2 – Austin S, Bottineau, ND 1st place: The Goat Bar – Aspen L, Plaza, ND <i>and</i> Helmet Airbag – Alex H, Wilton, ND</p>	<p>6th grade 3rd place: Come Along Caller – Caden T, Dickinson, ND 2nd place: Bunny Bites – Jacob B, Rugby, ND 1st place: The Spoon Lure – Eric A, New Rockford, ND</p> <p>INNOVATION IN... AGRICULTURE: Bobcat Trailer #2–Austin S, Bottineau, ND ENERGY: The Flip Frame–Ashley F, Williston, ND TECHNOLOGY: Helmet Airbag–Alex H, Wilton, ND</p>
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Marketplace for Kids has been recognized as a program to be replicated by the Consortium for Entrepreneurship Education. Marketplace for Kids presentations have been made nationally in Oregon, Texas, Wisconsin, South Carolina, Arizona, Ohio, and Colorado. Marketplace for Kids was recently featured in the national publication “Education Update” as a program to begin teaching entrepreneurship early. This is a publication of the Association for Supervision and Curriculum Development, an organization which develops programs, products and services essential to the way educators learn, teach and lead. Marketplace for Kids was also recognized in the *Midwestern Office of the Council of State Governments November, 2009 Newsletter* as “one of the best youth entrepreneurship programs in the nation.”



Marketplace is in the development stages of its’ online resources section on www.MarketplaceOfIdeas.org. Current categories of online resources include:

- Class Handouts/Powerpoint Presentations
- Agriculture/Farmers Markets/Gardening Information
- Videos of Interest
- Links of Interest
- Inventors Resources
- Small Business Resources
- Grant Opportunities
- Resource Directory

The Resource Directory is a comprehensive reference for economic development resources, offices, personnel and services available in North Dakota. Its objective is to provide complete and easy-to-understand information to everyone from professional economic developers to beginners with an idea and plenty of questions. The directory, currently being updated online at www.MarketplaceOfIdeas.org, includes loan and grant programs, sources of technical assistance, regulatory and licensing points of contact, related University personnel and departments and local development officials, and much more.

Expansion of the Online Resource Center is planned for the 2011-12 fiscal year.