

「CES 2026 Innovation Awards」

출품 지원사업 참가기업 모집

대구창조경제혁신센터는 대구 지역 스타트업의 글로벌 레퍼런스 확보를 위해 「CES 2026 Innovation Awards」 출품 지원사업에 참가할 기업을 모집하오니 글로벌 시장 진출을 목표로 하는 기업의 많은 신청 바랍니다.

2025년 7월 17일

대구창조경제혁신센터 대표이사

1. 사업개요

- 사업명** : CES 2026 Innovation Awards 수상 지원사업
- 사업목적** : 대구 지역 스타트업의 글로벌 경쟁력 강화와 ‘CES 2026 Innovation Awards’ 수상률 제고
- 사업내용**
 - ‘CES 2026’ 혁신상 신청 비용 지원
 - ‘CES 2026’ 혁신상 신청을 위한 컨설팅 지원

CES 혁신상 (CES Innovation Awards)

CES 혁신상 (CES Innovation Awards)은 세계 최대 전자제품 전시회 CES의 주최사인 CTA (Consumer Technology Association)가 CES 전시 개최 전 기술성, 심미성, 혁신성을 갖춘 혁신 제품 및 신기술에 수여하는 상으로, CES 혁신상을 수상하면 그 해 CES 혁신상 수상 제품관을 통해 국제적인 주목을 받을 수 있다. 모든 혁신상 수상 제품을 마케팅을 위해 CES 혁신상 로고를 사용할 수 있으며, CES 웹사이트에 제품이 노출되는 혜택을 받을 수 있다.

2. 모집 개요

□ 선정규모 : 10개사 내외

□ 지원대상

○ 공고일 기준 대구 소재 창업기업(본사 또는 지사)중 업력 7년 미만의 법인기업

○ 'CES 2026' 혁신상 필수요건 충족하는 기업

- (필수) 25.04.01.~26.03.31 기간 중 시장 첫 출시 또는 출시 예정 제품

- (필수) CES 공식 홈페이지에 명기된 제품 카테고리에 해당하는 제품

*참고 URL : <https://www.ces.tech/innovation-awards/how-to-enter.aspx>

□ 지원내용

○ 'CES 2026' 혁신상 신청 비용 일부 지원

- 기업당 최소 80만원 ~ 최대 120만원

※ 기업 당 80만원 지원하며, CES출품 최종 선정시 최대 120만원까지 지원

○ 'CES 2026' 혁신상 컨설팅 지원

- CES 혁신상 수상기업 대표자와의 1:1 컨설팅

※ CES 배경지식 및 수상 노하우 공유

□ 운영절차(안)

절 차	일 정	내 용
신청·접수	'25.07.17(목)~ '25.08.05(화)	- 대구창업허브(DASH) 온라인 접수
▼		
종합평가	'25.08.12(화)	- 신청서 등 제출서류 검토 및 평가
▼		
선정 결과안내	8월중	- 개별 통보
▼		
CES 혁신상 컨설팅 지원	선정 후~'25.09 (예정)	- 선정기업별 1:1 컨설팅 진행
▼		
CES 혁신상 신청	혁신상 신청기간 內	- CES 2026 공식 홈페이지(CTA) 개별 신청
▼		
최종 결과보고 및 지원금 집행	~'25.10	- 청구서 등 증빙서류 제출 - 법인계좌로 지원금 집행

※ 상황에 따라 운영 일자리는 변동될 수 있음

3. 신청접수 및 제출서류

□ 접수기간

- 2025년 7월 17일(목) ~ 2025년 8월 5일(화) 18:00까지

□ 신청방법

- DASH(<https://startup.daegu.go.kr/>)를 통한 온라인 접수
※ 현장방문, 이메일 등 접수처 외의 제출은 인정되지 않음

□ 제출서류

대 상	연 번	내 용	비고
필수제출	1	신청서	센터양식 [별지1]
	2	참가신청 약약서	센터양식 [별지2]
	3	사업자등록증	사본
	4	제품 또는 서비스 소개자료(카달로그)	국·영문 중 택1
	5	최근 2년 간 재무제표(2023~2024년)	사본
	6	4대보험 가입자 명부	공고일 이후 발급
해당자	7	'CES 혁신상' 수상 증빙자료	-

※ 필수제출 서류 미제출(미비)시, 서류 전형 시 불이익을 당할 수 있음

4. 유의사항 및 기타

□ 유의사항

- 신청서 접수는 반드시 대표자 명의로 진행
- 신청서 접수는 DASH(대구창업허브)를 통해서만 접수 받으며, 반드시 지정된 양식을 작성하여 첨부파일로 제출해야함
- 접수 마감 1~2일 전 제출을 권장하며, 8월 5일 이후 접수 불가
- 공통 필수제출 6가지는 **반드시 제출**해야하며, 1가지 서류라도 미제출 또는 미비 시 1차 서류전형 결격사유에 해당

- 타 기관으로부터 중복항목으로 지원 받은 경우 또는 허위로 증빙자료를 제출하는 경우 선정 제외·취소 및 지원금 회수
- 기재내역이 사실과 다르거나 중대한 오류 등의 허위사실 기재 시 평가 대상에서 제외되며 선정 이후에도 지정 취소

5. 사업문의

담당부서	담당자	연락처	이메일
투자성장실	차승현	053-759-0925	1020zon@ccei.kr

연번	카테고리	상세내용
1	Accessibility & Longevity	Products and services with innovative features that enable ease of use to improve accessibility for people with disabilities, regardless of cognitive, mobile, hearing, or visual abilities. Longevity tech includes technologies designed to assist the aging population maintain independence by addressing needs including fall detection/prevention, social isolation, and other health, safety, and wellbeing concerns.
2	Artificial Intelligence	Software, products and services that simulate human intelligence, productivity or actions through machine learning or some other form of algorithm-based model such as generative AI, natural language processing, computer vision, and neural networks.
3	Audio/Video Components & Accessories	Systems or speakers designed to provide playback, storage or distribution of audio and video signals and content, as well as products designed to enable, enhance, connect, or maintain audio/video systems and components. Also includes high performance audio components and speakers that provide optimal performance and sound reproduction.
4	Beauty Tech	Products, devices, and applications designed to enhance skincare, cosmetics, and personal grooming routines. It includes innovations such as smart or enhanced skincare solutions, personalized beauty recommendations, digital makeup tools, immersive beauty experiences, and augmented reality beauty apps, all aimed at improving the efficacy, convenience, and personalization of beauty routines and personal care.
5	Computer Hardware & Components	All desktop and notebook computer systems and internal components, including tablets and ereaders.
6	Computer Peripherals & Accessories	Products designed to connect to and extend the functionality of desktop or portable computer systems or to enable, enhance, connect, power or maintain desktop or portable computer systems.

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7	Construction & Industrial Tech	Products, systems, tools, or machines used to automate, enhance, and streamline production and operations in sectors like agriculture, mining, and other industrial sectors. Products may include autonomous vehicles for farm management, electric mining and construction vehicles, advanced robotics for performing complex industrial tasks, material handling equipment, among other technologies that form the backbone of industrial operation.
8	Content & Entertainment	A device, app, or service that allows a user to stream audio and video over a network. Offerings can be free or at a cost.
9	Cybersecurity	Products that help safeguard information and ensure digital security through threat detection, encryption, access control, and real-time monitoring.
10	Digital Health	Health devices, mobile apps, telehealth and other technologies designed to monitor, detect, treat, and analyze health, support well-being, manage disease or provide a therapeutic benefit.
11	Drones	Consumer and commercial drones that are able to fly, swim, or otherwise move and be operated from a remote location. May include secondary features such as photo/video recording, movement of materials, mapping, wayfinding, search/rescue, or other capabilities.
12	EdTech	Technologies designed to enhance teaching, training, and learning experiences. This category includes tools, platforms, and STEM toys that facilitate educational activities, making them more interactive, accessible, and effective.
13	Embedded Technologies	Integrated chips and components designed to provide functionality to finished products or subassemblies, including but not limited to microprocessors, sensors, radio-frequency ICs, systems on a chip (SoC) or modules, and embedded Internet of Things (IoT) solutions.
14	Enterprise Tech	Hardware, software, and technological solutions that

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		businesses use to achieve their strategic goals, streamline operations, and automate processes. This category encompasses a wide array of tools and systems designed to enhance productivity, improve communication, and ensure security within an organization. Enterprise technology is essential for modern businesses to scale, innovate, and maintain a competitive edge.
15	Fashion Tech	Fashion Tech, which includes wearables, smart or luxury fashion, is the integration of technology such as sensors, processors, or displays into clothing, accessories, or textiles for the purpose of sensory enhancement, measurement, computing or data-collection/transmission. Products and services can be used to monitor health, provide connectivity, or offer interactive experiences. Also includes eyewear technologies that do not fit in the XR Technologies category.
16	Filmmaking & Distribution, in partnership with Cannes Next	Technologies and tools empowering creative talent and business professionals in filmmaking, production, and distribution. Includes solutions for film professionals (producers, sales agents, distributors, financiers), generative AI solutions (screenwriting, video, voice), pre- and post-production tools (audio/video equipment and software, virtual production, VFX), streaming and next-gen distribution platforms.
17	FinTech	Products designed to create, enhance or automate financial services such as mobile payments, blockchain, digital financial services and NFT or digital assets.
18	Food Tech	Any product designed to produce, prepare, preserve or process food with less waste and enable better nutrition. Also includes novel substitutes for meat products generated through scientific methods. Technology that optimizes farm crop yields and boosts the efficiency of agriculture, including new local and home-grown food options.
19	Gaming & eSports	Products (hardware, software, services) designed to allow users to interact with electronic games. Also includes

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		eSports products and services that power the competitive gaming ecosystem for players, fans, and organizers alike.
20	Headphones & Personal Audio	Devices designed to deliver sound directly to an individual user for private listening, communication, or entertainment, such as earbuds, headphones or portable media players.
21	Home Appliances	Products that have a primary function of being used in the home, including major and small domestic appliances. Products may provide home heating and cooling, comfort, aesthetics, convenience, food storage and preparation, or cleaning. Products should be internet connected and offer smart features to enable enhanced operation and capabilities. Also includes products with innovations to improve efficiency or save energy.
22	Imaging	Products designed to produce or enhance the visual experience or allow the user to capture, store and edit still images or video.
23	In-Vehicle Entertainment	Products and components designed to be part of an in-vehicle entertainment and information systems (OEM or aftermarket).
24	Mobile Devices, Accessories & Apps	Smartphones and other mobile handsets including wireless hot spots or accessories designed to work with mobile devices, such as cases or chargers. Also includes apps developed to run on mobile device platforms including Android (Google Play) and iOS (Apple App Store).
25	Pet & Animal Tech	Technologies designed to promote the welfare and well-being of animals, including pets, farm animals, and wildlife. Products may include hardware or services that monitor health/safety, track activity, provide food/water, foster companionship, or support other areas of animal enrichment.
26	Products in Support of Human Security for All	Products that align with the critical role of technology in supporting the United Nations' efforts to advance human security for all, including Community, Economic, Environmental, Food, Health, Mobility, Personal and Political.

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		Products must demonstrate how technology helps tackle the world's most pressing problems. More information can be found on HS4A.
27	Robotics	Programmable or otherwise intelligent machines capable of performing specific tasks or replicating human movement, interactions and productivity. Includes consumer and industrial applications.
28	Smart Communities	Products, applications and technologies designed to be incorporated in a smart city, or smart venue, technology ecosystem. Smart Communities are designed to improve and enhance the lives of the citizens and businesses who inhabit it.
29	Smart Home	Products and accessories that provide a home's inhabitants with sophisticated monitoring and control over the building's functions or enable users to maintain a wired or wireless data network. May also include products and software that provide remote access, control, and security.
30	Sports & Fitness	Advancements in sports technology encompass innovations in equipment, venues, and broadcasting techniques, all aimed at enhancing athlete safety and enriching the experience for both participants and spectators. This also includes devices, software, and systems designed to test, monitor, analyze, and optimize an individual's fitness, training, and athletic performance, with some equipment incorporating sensors or other technology to provide real-time insights.
31	Supply & Logistics	Technologies that enhance the efficiency, agility, and resilience of supply chains. These solutions can address labor shortages, promote safety, foster sustainability, speed logistics, and reduce costs in supply chain systems.
32	Sustainability & Energy Transition	Innovative features incorporated into products that are environmentally friendly, including efficient and clean energy use; manufacturing processes that reduce use of harmful environment substances (e.g., lead, mercury, auto emissions); durability/end of-life (e.g., reuse, refurbish, remanufacture, recycle); renewable resources (e.g., solar and wind

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		technologies); products and services that help clean water or air, conserve resources, or facilitate efficient powering or charging of consumer electronic products.
33	Travel & Tourism	Encompasses a broad range of technologies designed to enhance, personalize, or secure the travel and hospitality experience for business or leisure.
34	Vehicle Tech & Advanced Mobility	Automotive and other transportation products and services that integrate technology into the driving or riding experience, whether by enhancing safety, navigation, improving the passenger experience (except entertainment), or enabling self-driving functionality. Also includes unmanned aerial vehicles (UAVs) and transportation technologies for air, sea, space mobility, and personal mobility, and engine technologies such as electric and hydrogen.
35	Video Displays	Devices whose primary purpose is the display of video content, excluding items marketed and sold primarily as computer monitors. Also excludes displays in wearables.
36	XR & Spatial Computing	Technologies that include both hardware and software designed to create immersive virtual, augmented, mixed, or extended reality experiences. This encompasses products such as haptic gloves and controllers that enhance interaction, as well as platforms and services that enable next-generation immersive online experiences, shaping the future of the Internet for both consumers and enterprises.

※ CES 혁신상은 하나의 기술·제품 당 최대 4개의 카테고리에 신청할 수 있으나, 신청 비용은 각각 지불해야 함