International Virtual Innovation Challenge

Global X Changes Challenges



Opportunity for organizations

to propose real-life innovation challenges



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Federal Ministry of Education and Research





M:UmiverCity



Getting a fresh international perspective from the new generation?

Finally getting a solution and an open source conceptual prototype for that problem your team never has time to work on?



Be a Challenge Sponsor in our international GXC program!

Austria

FH Campus Wien University of Applied Sciences

Finland

Tampere University of Applied Sciences

Switzerland

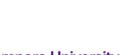
ZHAW Zurich University of Applied Sciences

USA

California Polytechnic State University







Zürcher Hochschule für Angewandte Wissenschaften



AMPUS



Concept GXC Virtual Innovation Challenge

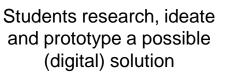


- An international virtual interdisciplinary program, in which student teams work on real-life (digitalization) innovation challenge proposed by German public organizations and NGOs, as a DTLab challenge;
- Duration of 10 weeks (March to May 2020);
- Students are supported by professors and expert coaches to navigate the process of understanding the challenge – ideating and validating a possible solution – and prototyping it.



Challenge Sponors present and contextualize the problem





Students present to Challenge Sponsors a conceptual prototype

Challenge Sponsors GXC Value Proposition



- The challenge sponsorship is free of charge!
- At least 3 interdisciplinary international student teams work on the proposed challenge supported by HM professors and coaches;
- The challenge sponsor receives at the end a document detailing the student teams' proposed solutions and an (open source) conceptual prototype;
- Opportunity to access the online course material delivered to the students, to learn about the innovation processes, remote team work and agile prototyping and tools employed (video-content).



Challenge Sponsors Prerequisites

Global X Changes Challenges

- To be a public organization, governmental department, non-governmental organization or acting on their behalf, or be a co-creation group from the M:UniverCity network;
- Provide a clearly defined innovation challenge that can be solved through digital transformation;
- Assignment of a contact person that commits to give student teams feedback throughout the program (see next slide for timeline);



Timeline and key dates GXC International Virtual Innovation Challenge

- March 10th: Deadline to deliver challenge in video format (instructions on next slide)
- March 24th: Program kick-off
- April 7th: First feedback session (circa 60-minute video-call with the student teams)
- May 5th: Second feedback session (circa 90-minute video-call with the student teams)
- May 26th: Final presentations and prototype delivery (30-minute video-call presentation <u>per team</u>)

Note: The exact day of the feedback sessions and the final presentation will be confirmed in early February.



Video tips and requirements Challenge sponsor video



- Video content:
 - Introduce yourself and your organization. If another person will be the contact person for the teams, please also introduce him/her.
 - Name the challenge (title) and describe it. <u>Tip:</u> You may use the following questions to contextualize the challenge: (1) Why is this challenge relevant for your organization? (2) What is/are the problem(s) associated with it? (3) Who has this problem or which stakeholders are involved in it? And (4) What are these people's needs?
- Video duration: approximately 5 to 10 minutes
- Please use a tripod or place the phone firmly with e.g. a book, in landscape mode (horizontal);
- Save file as .mp4 or .mov



Contact



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If you have any questions please contact us!



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