STUDENT INNOVATION CHALLENGE

Registrations are now open for students to take part in Queensland’s first ever internationally focused student innovation challenge!

Register at www.genin.qld.edu.au

This project is co-funded with the support of the Queensland Government’s International Education and Training Partnership Fund, managed by the International Education and Training Unit (IETU) within Trade and Investment Queensland.
Treasurer and Minister for Trade and Investment
The Honourable Curtis Pitt

Sunday, May 28, 2017

Millions invested taking Queensland education & training to the world

“These six projects build on the 15 I announced in March, continuing our push to build on Queensland’s competitive strengths in international education and to advance this sector in key overseas markets,” Mr Pitt said.

“The industry is looking ahead to how it can adapt to the changing global market and these projects are seeking to do just that.”
OUR STUDENT’S FUTURE
What tools will they need for today and tomorrow?

2.5 million Gen Alphas born globally each week

2 Billion Gen Z Globally

Source: ABS, McCrindle | c bMcCrindle 2016
DEFINING QUEENSLAND’S GEN Z’S – FUTURE ENTREPRENEURS

MOBILITY

5 CAREERS
15 HOMES
17 JOBS
IN A LIFETIME*

UNI DEGREES

X 1 in 4
Y 1 in 3
Z 1 in 2*

WORKFORCE OF 2025

BB 8%
X 28%
Y 33%
Z 31%

Source: ABS, McCrindle | c bMcCrindle 2016
EM ECOSYSTEM – LEAD LIKE GEN Z

Source: ABS, McCrindle | c bMcCrindle 2016
One in four millennials say they would like to eventually own their own business; and in higher education there’s been a well-documented explosion of innovation and entrepreneurship (I&E) courses, programs, makerspaces, accelerators, competitions and more.
BASICALLY.....

World is Changing

EM Skills

Take on the World!
THE CHALLENGE
OUR CHALLENGE AS TEACHERS

- Prepare students for uncertainty
- Embrace our rapidly changing world
- Nurture the entrepreneurial mindset
ACTIVITY ONE

What are the challenges and opportunities facing students and teachers?
DESIGN THINKING
INTRODUCTION TO DESIGN THINKING

Design thinking tackles complex problems by:

**EMPATHISE**
Understanding the human needs involved (observation)

**DEFINE**
Re-framing and defining the problem in human-centric ways

**IDEATE**
Creating many ideas in ideation sessions

**PROTOTYPE**
Adopting a hands-on approach in prototyping

**TEST**
Developing a prototype/solution to the problem
DESIGN THINKING EXPLAINED

*a non-linear process*

**EMPATHISE**
Empathise to help define the problem

**DEFINE**
(Define the Problem)

**IDEATE**
Learn from prototypes to spark new ideas

**PROTOTYPE**
Learn about users through testing

**TEST**
Tests create new ideas for the project

DESIGN THINKING EXPLAINED

Empathise to help define the problem

Learn from prototypes to spark new ideas

Learn about users through testing

Tests create new ideas for the project
Each method attempts to enhance the design team’s understanding of their target user and market, and to appreciate exactly what users need and want from their product(s).
Empathy Map

Says

Feels

Gains

Pains

Does
The second stage in a typical Design Thinking process is called the Define phase. It involves collating data from the observation stage (first stage called Empathise) to define the design problems and challenges.
POINTER OF VIEW STATEMENT

“user needs a way to because”

Make Sure That Your Point Of View is One That:

- Provides a narrow focus.
- Frames the problem as a problem statement.
  - Inspires everyone.
- Guides your innovation efforts.
- Informs criteria for evaluating competing ideas.
- Is sexy and captures people’s attention.
- Is valid, insightful, actionable, unique, narrow, meaningful, and exciting.
HOW MIGHT WE (HMW)

Amp up the good
Remove the bad
Explore the opposite
Question an assumption
Go after adjectives
ID unexpected resources
Play POV against the challenge
Change a status quo
Break POV into pieces
Example: Redesign the ground experience at the local international airport

POV: Harried mother of three, rushing through the airport only to wait hours at the gate, needs to entertain her playful children because “annoying little brats” only irritate already frustrated fellow passengers.

Amp up the good: HMW use the kids’ energy to entertain fellow passenger?
Remove the bad: HMW separate the kids from fellow passengers?
Explore the opposite: HMW make the wait the most exciting part of the trip?
Question an assumption: HMW entirely remove the wait time at the airport?
Go after adjectives: HMW we make the rush refreshing instead of harrying?
ID unexpected resources: HMW leverage free time of fellow passengers to share the load?
Create an analogy from need or context: HMW make the airport like a spa? Like a playground?
Play POV against the challenge: HMW make the airport a place that kids want to go?
Change a status quo: HMW make playful, loud kids less annoying?
Break POV into pieces: HMW entertain kids? HMW slow a mom down? HMW mollify delayed passengers?
In the Ideation stage, the aim is to generate a large quantity of ideas — ideas that potentially inspire newer, better ideas — which the team can then filter and narrow down into the best, most practical, or most innovative ones.
IDEA AFFINITY MAPS

1. Assemble team
2. Silently write on cards
3. Post the ideas
4. Define and name groups
5. Read, sort and group ideas
Prototyping can be a quick and effective way of bringing your/your user's ideas to life. A sample of your intended users or evaluators can then be observed and tested, and their opinions can be used in order to make improvements during an iterative design process.
ACTIVITY TWO

8 minutes of power!

What strategies could you implement in your classroom?

1. Draw 8 Boxes
2. Fill 1 Box Per Idea
3. Draw rather than write
4. Move to the next box each minute
5. Be creative
Testing is the fifth stage in the five-stage Design Thinking process. Testing can provide many learning opportunities to help you learn more about the user, and opportunities to refine your prototype and even the problem statement.
ACTIVITY THREE

It’s Pitch Time!

1. Group up and pick 1 idea to pitch together

2. What, Why and How?

3. Keep your pitch to under a minute
Entrepreneurial mindset refers to a specific state of mind which orientates human conduct towards entrepreneurial activities and outcomes. Individuals with entrepreneurial mindsets are often drawn to opportunities, innovation and new value creation.
What’s the best recipe for teaching entrepreneurial mindset (EM)?

Our challenge continued ....
Reviewed 22 instruments found in the literature that purported to assess EM. Across the 22 instruments, 63 distinct components were identified as being a part of entrepreneurial mindset or important for assessment of entrepreneurial activities. Here are a few examples:

- achievement orientation
- attitude towards entrepreneurship
- curiosity
- Ethics
- future focus
- interpersonal sensitivity
- non-conformity
- optimism
- organizational leadership orientation
- reflection
- risk-taking
- self-efficacy
- self-esteem

Source: Gary Lichtenstein and Thema Monroe-White

What’s the best recipe for teaching entrepreneurial mindset (EM)?
How do we make sense of this?
Entrepreneurial Mindset Skills
THE MINDSET AND THE SKILLS

The Entrepreneurial Mindset

MINDSET
- Opportunity-Driven
- Collaborative
- Decisive
- Willing
- Risk Taking

SKILLS
- Intellectual Curiosity (IC)
- Design Thinking (DT)
- Creative Thinking (CT)
- Agile (A)
- Social Collaboration (SC)
- Empathy/Compassion (E/C)
- User-centred Design (UCD)
- Self Knowledge (SK)
- Initiative (I)
- Research (R)
- Execution (E)
- Incisive (In)
- Goal Setting (GS)
- Future Orientation (FO)
- Resilience (RE)
- Persistence (PE)
- Self-confidence (S-C)
- Intuitive Thinking (IT)
- Reflection (RF)
- Challenge Assumptions (CA)
## BUILDING STUDENT’S SKILLS

<table>
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### Key Skills
- Opportunity-Driven
- Collaborative
- Decisive
- Willing
- Risk Taking
DESIGN THINKING POSTER

Use this poster to prepare your students for design thinking. Display them proudly in your classroom!

Classroom Poster
Download Here
THE ENTREPRENEURIAL MINDSET

Download the presentation on the entrepreneurial mindset to help your students understand the skills they will need to take on the future!

EM Presentation
Download Here
GEN[IN] TOOLKITS

Kick Start Your Idea
Download Here

Pitch Time
Download Here
GEN[IN] VIDEOS

The gen[IN] Story
Watch it here

Taj Pabari
Watch it here

Dr Karl
Watch it here

Young Entrepreneur
Cody
Watch it here

Josh Murchie
Watch it here

The Entrepreneurial Mindset
Watch it here
GEN[IN] STUDENT INNOVATION CHALLENGE
THE GEN[IN] STUDENT INNOVATION CHALLENGE

gen[in] provides both international students and globally minded domestic students (aged 14 to 21 years) with the opportunity build their entrepreneurial mindset and skills to prepare for the future.

Internationally Focused  Lifelong Connections  Real World Skills  Chance to Pitch and Win
WE NEED YOUR HELP!

Take a postie! (selfie with the poster)

Identify 3 students/teams

Share with your school community!

Marketing Toolkit
Download Here