



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.

Study
Queensland

TIO Trade &
Investment
Queensland
AUSTRALIA



gen 



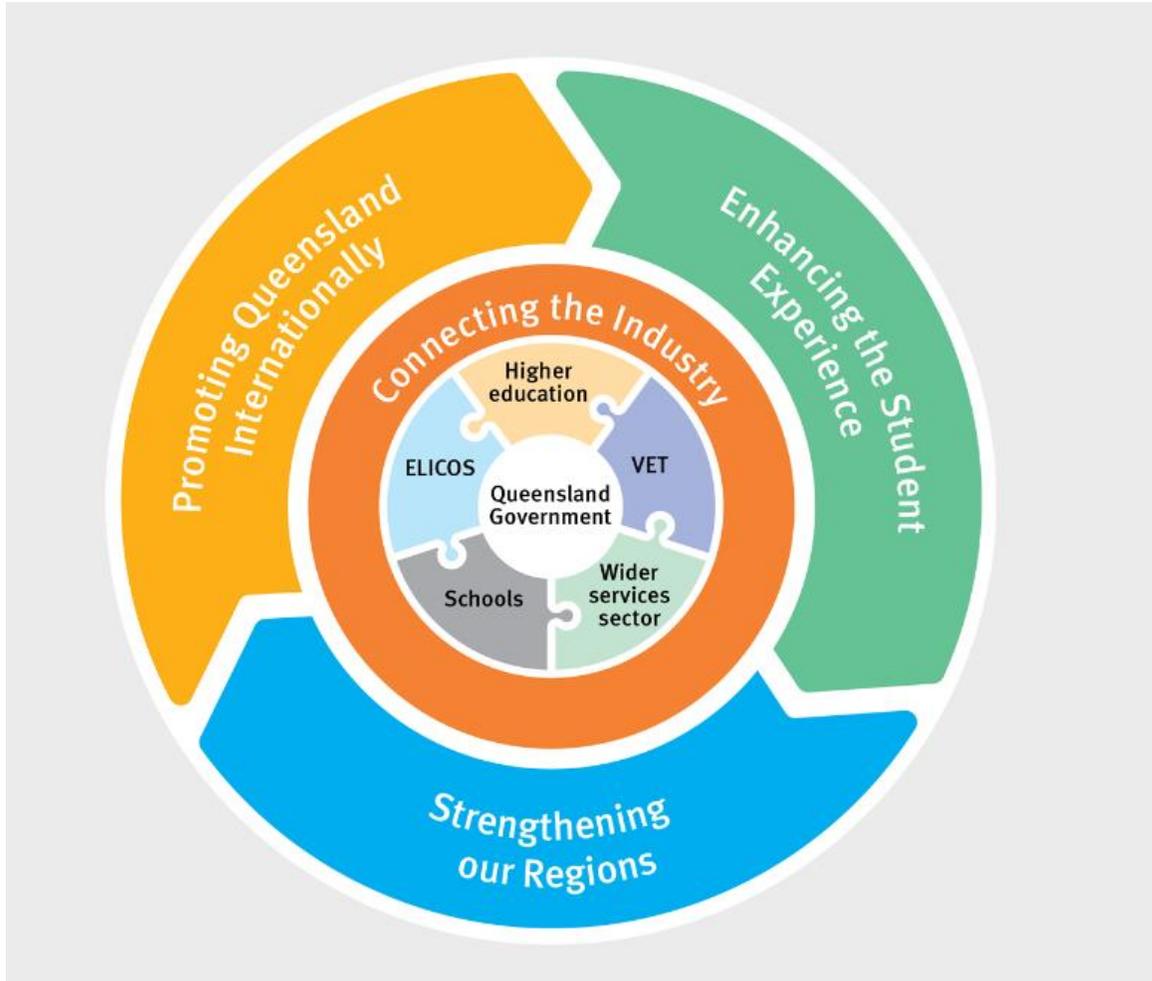
OUR BACKGROUND

QUEENSLAND STUDENT INNOVATION AND ENTREPRENEUR'S ALLIANCE (QSIEA)



THE UNIVERSITY OF QUEENSLAND AUSTRALIA





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.”

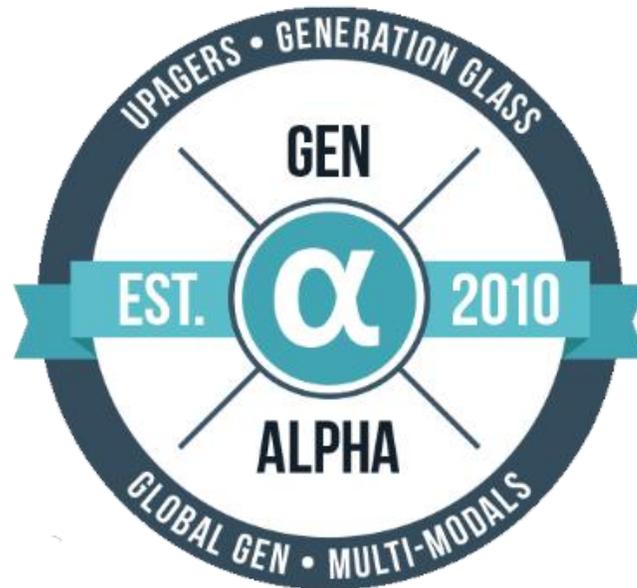




OUR STUDENT'S FUTURE

MEET OUR FUTURE ENTREPRENEURS

What tools will they need for **today** and **tomorrow**?

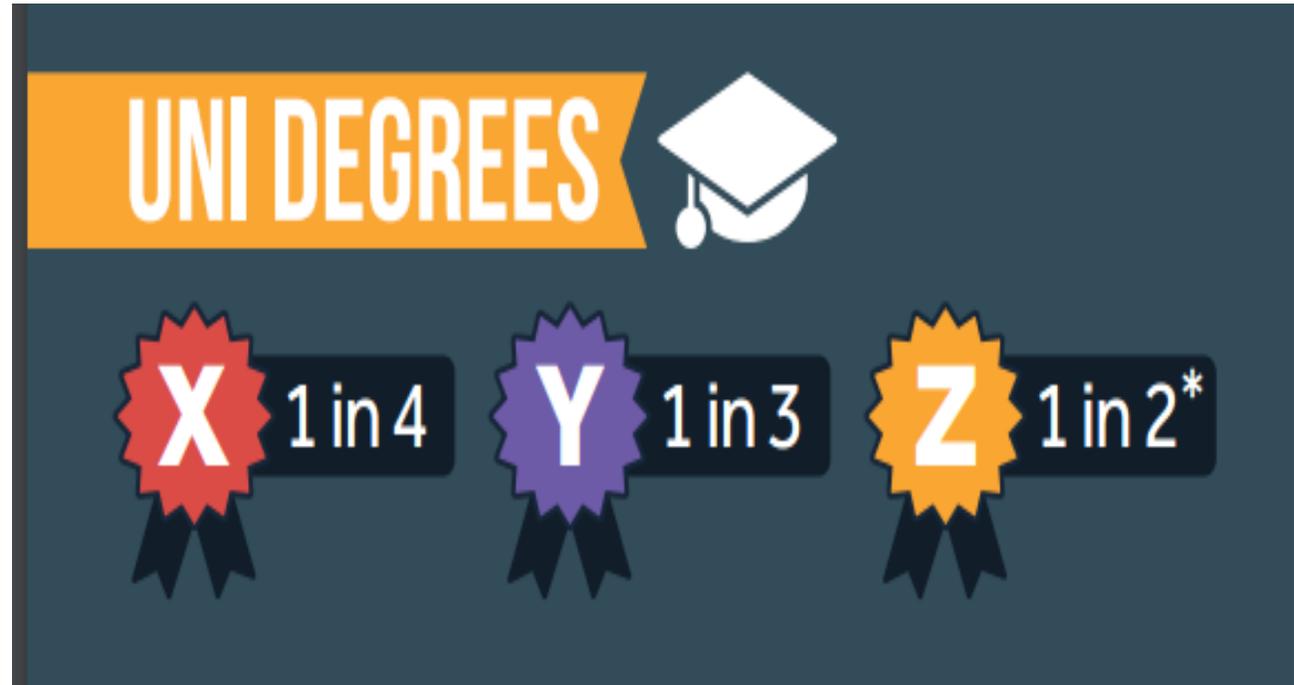


2.5 million Gen
Alphas born globally
each week



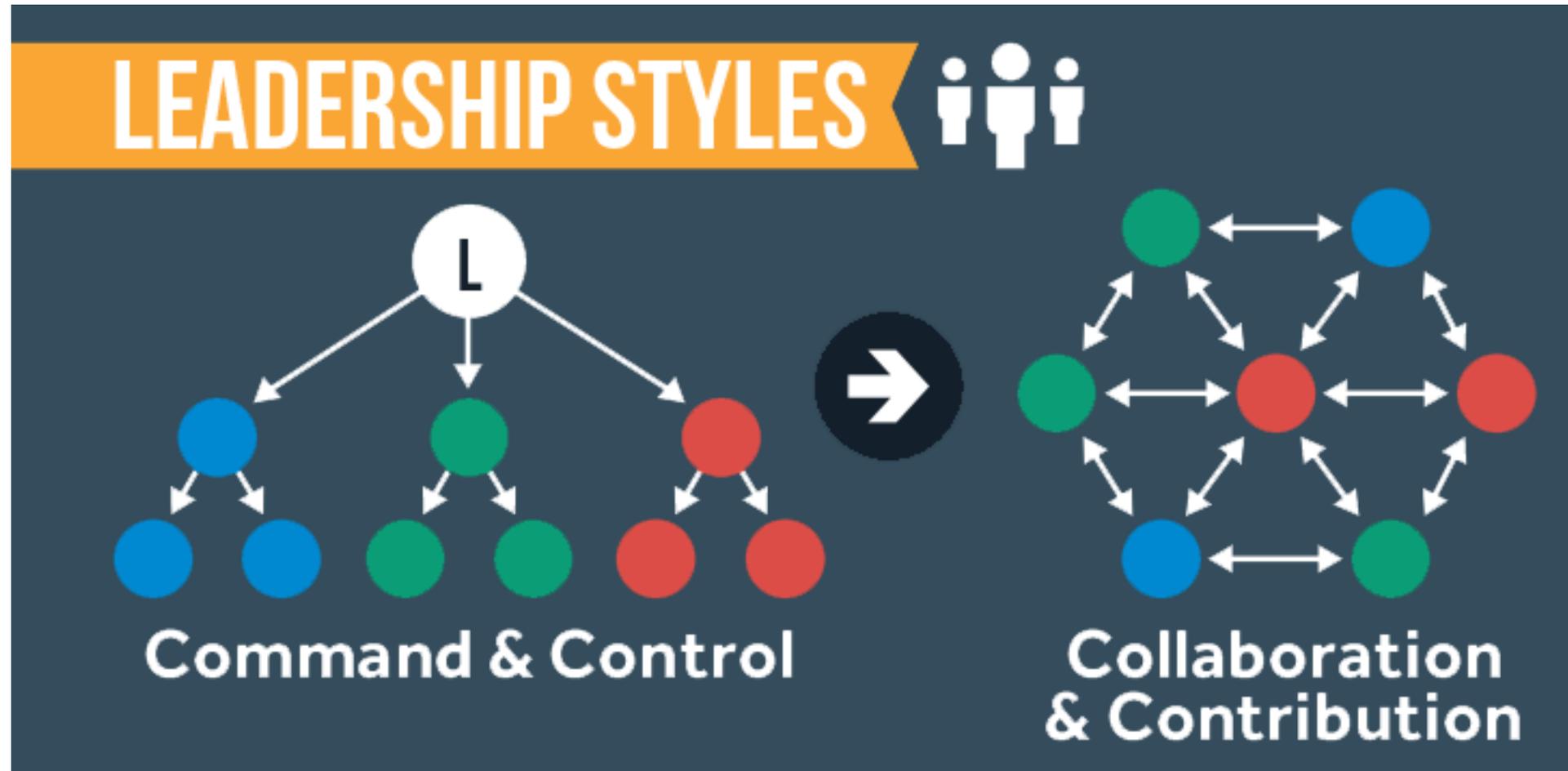
2 Billion Gen Z
Globally

DEFINING QUEENSLAND'S GEN Z'S – FUTURE ENTREPRENEURS



Source: ABS, McCrindle | c bMcCrindle 2016

EM ECOSYSTEM – LEAD LIKE GEN Z



DEFINING QUEENSLAND'S MILLENNIALS

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!



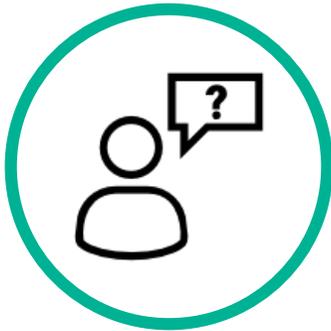
gen **in**

gen **in**



THE CHALLENGE

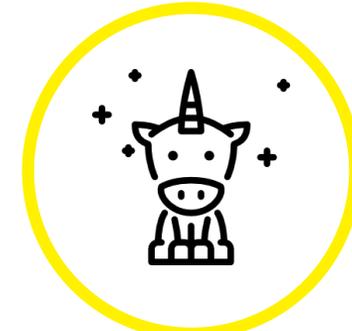
OUR CHALLENGE AS TEACHERS



Prepare
students for
uncertainty



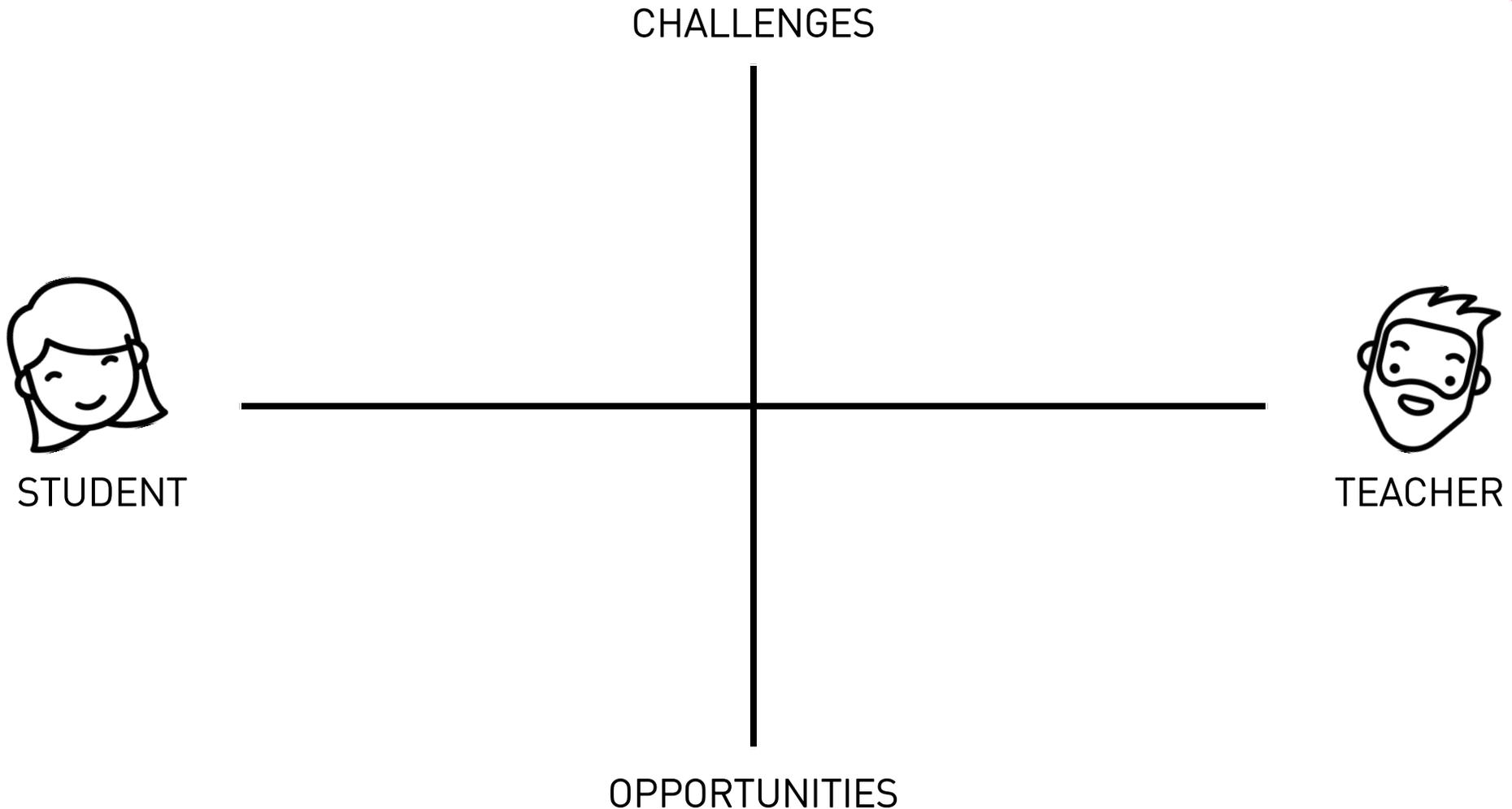
Embrace our
rapidly
changing world

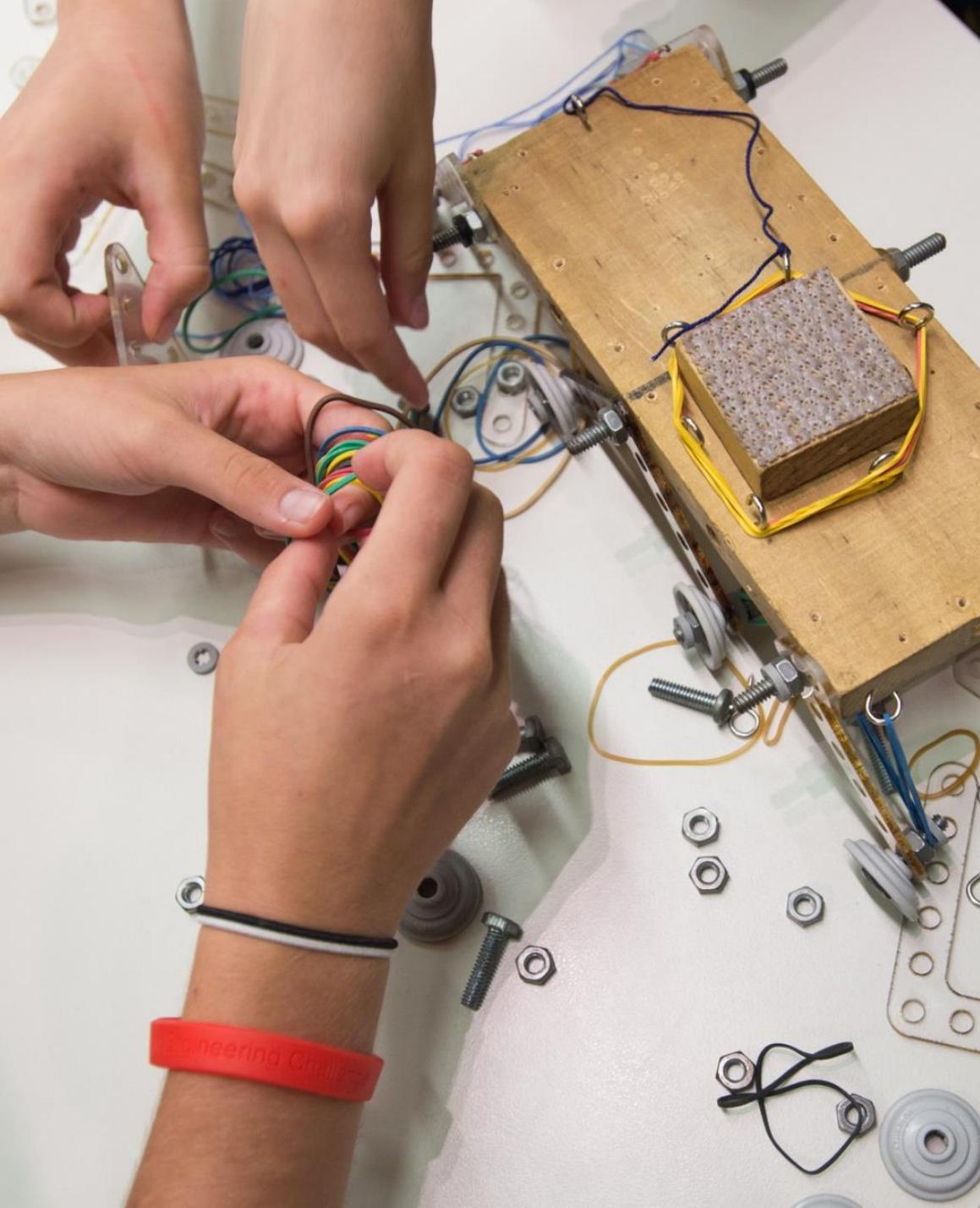


Nurture the
entrepreneurial
mindset

ACTIVITY ONE

What are the challenges and opportunities facing students and teachers?



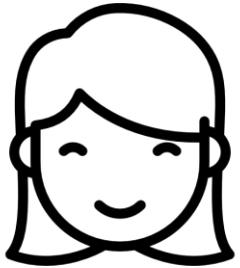


DESIGN THINKING

INTRODUCTION TO DESIGN THINKING

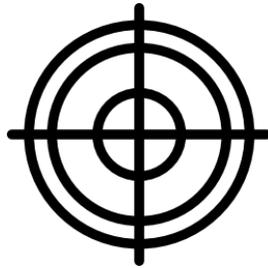
Design thinking tackles complex problem by:

EMPATHISE



Understanding
the human needs
involved
(observation)

DEFINE (the Problem)



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

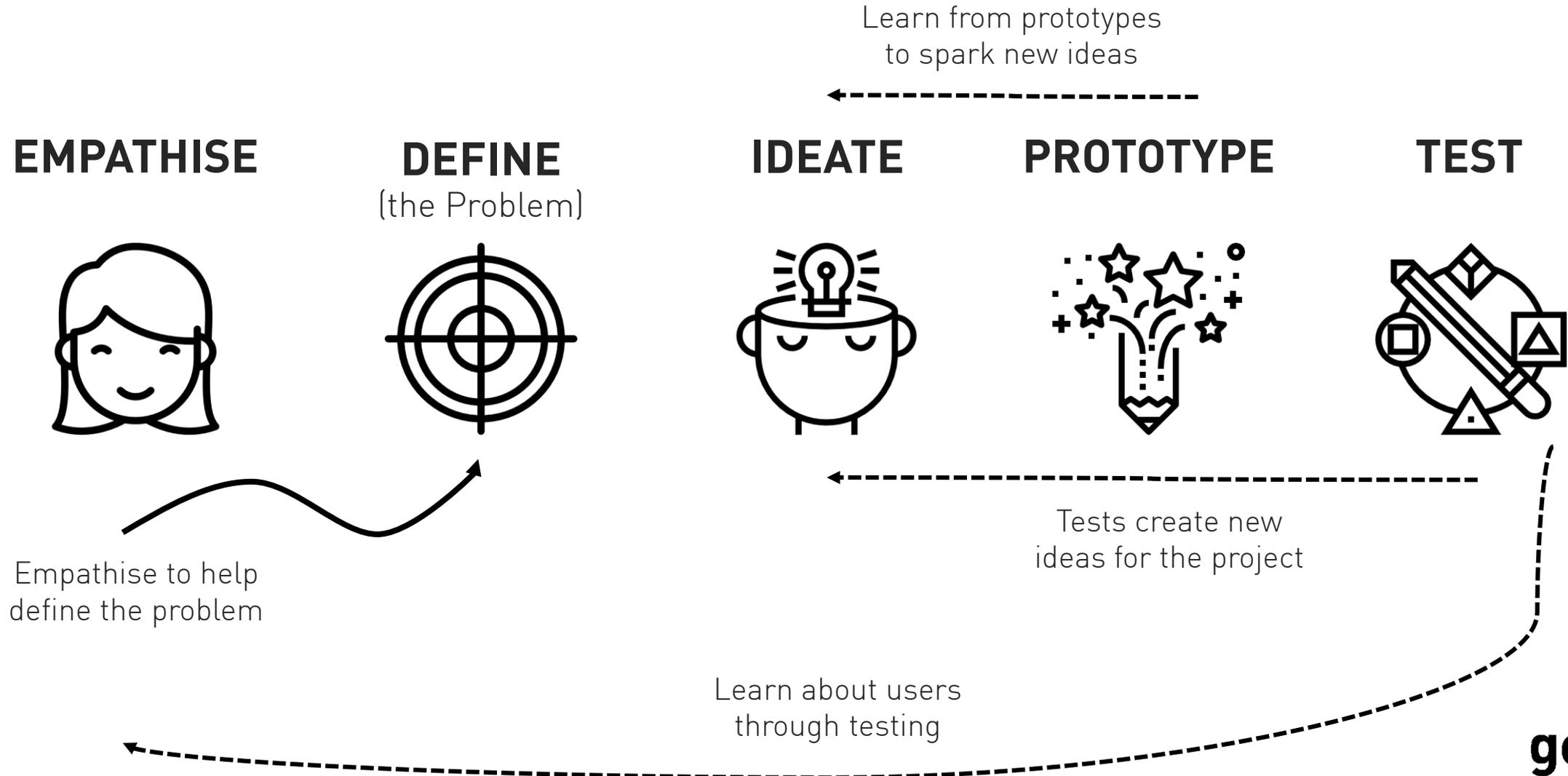
TEST



Developing a
prototype/
solution to the
problem

DESIGN THINKING EXPLAINED

a non-linear process

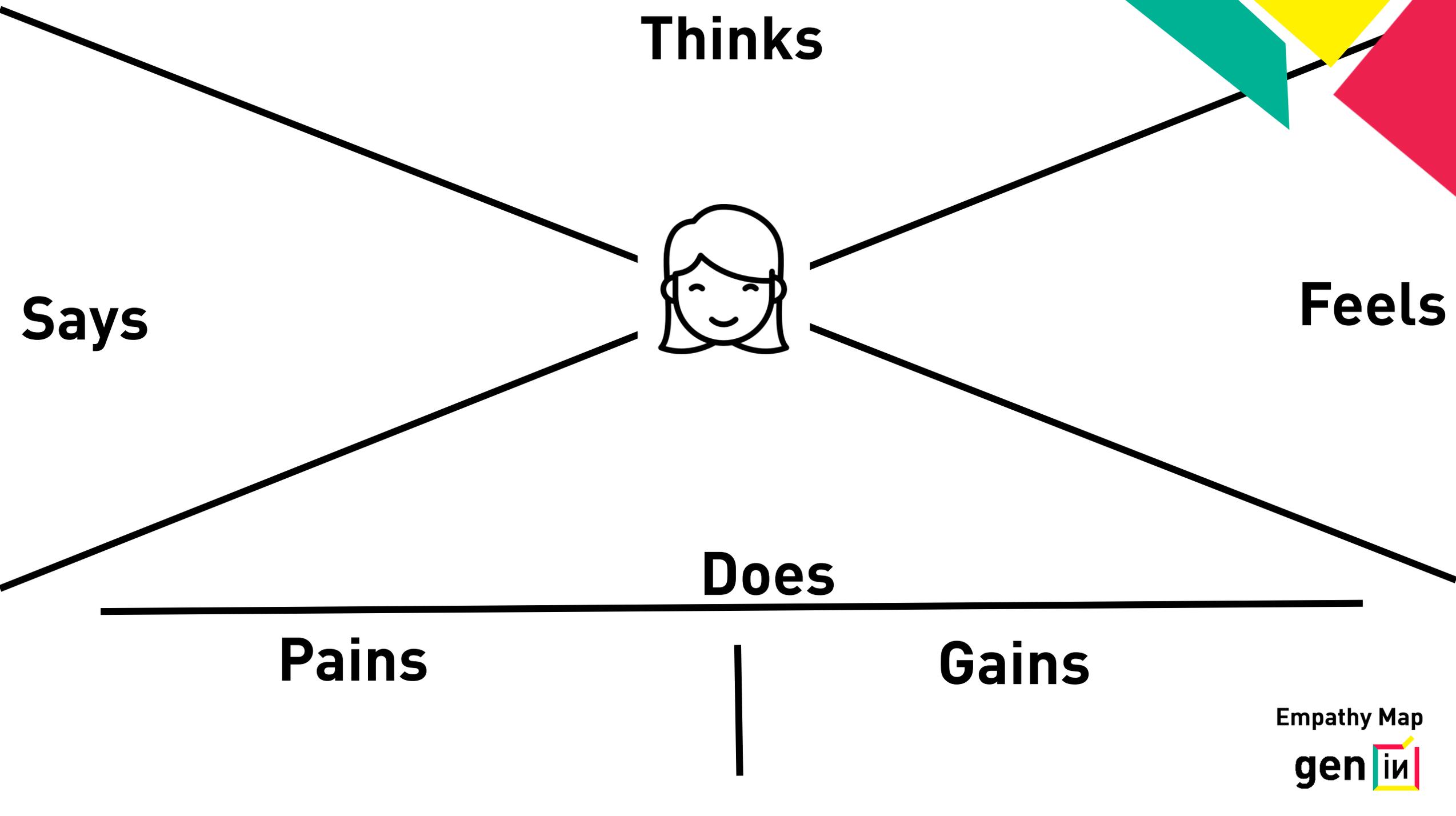


DESIGN THINKING: LESSON 1

EMPATHISE



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).



Thinks

Says

Feels

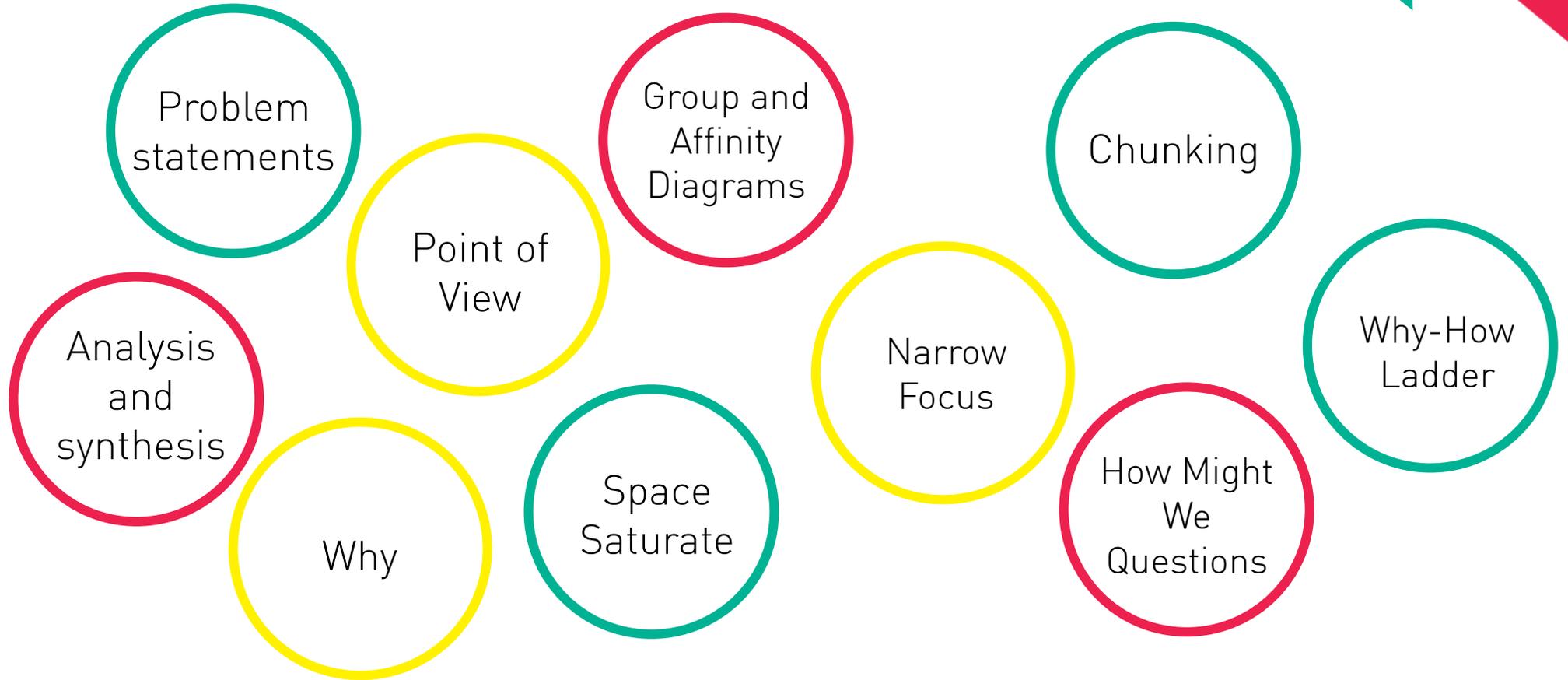
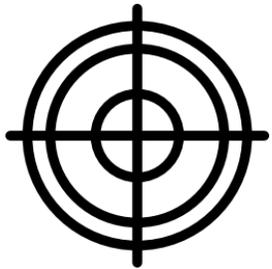
Does

Pains

Gains

DESIGN THINKING: LESSON 2

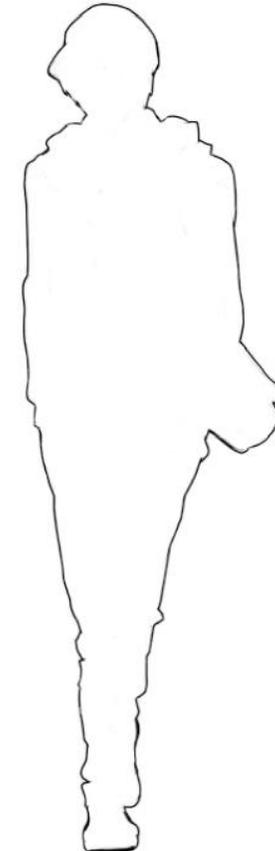
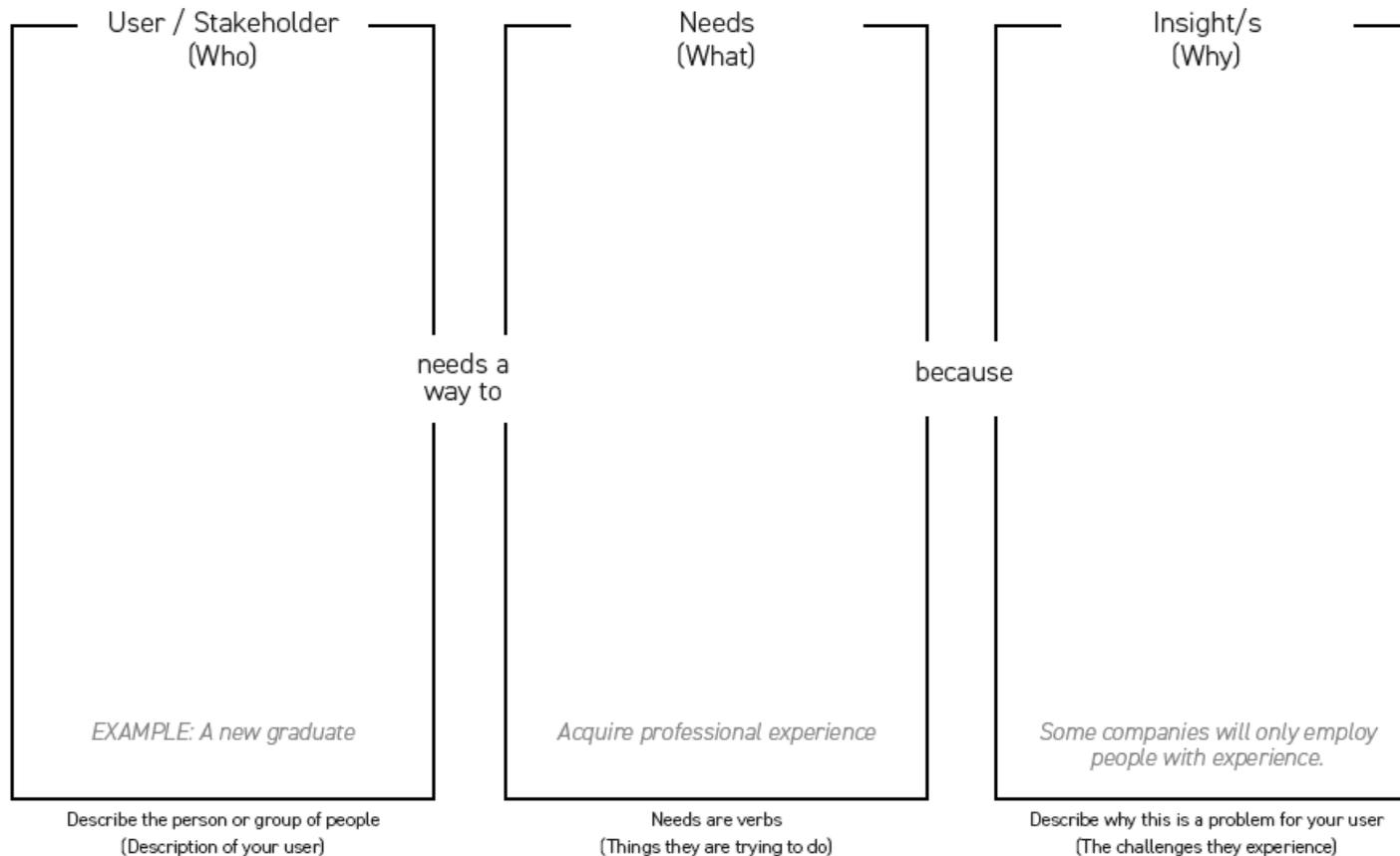
DEFINE (the Problem)



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.

POINT OF VIEW STATEMENT

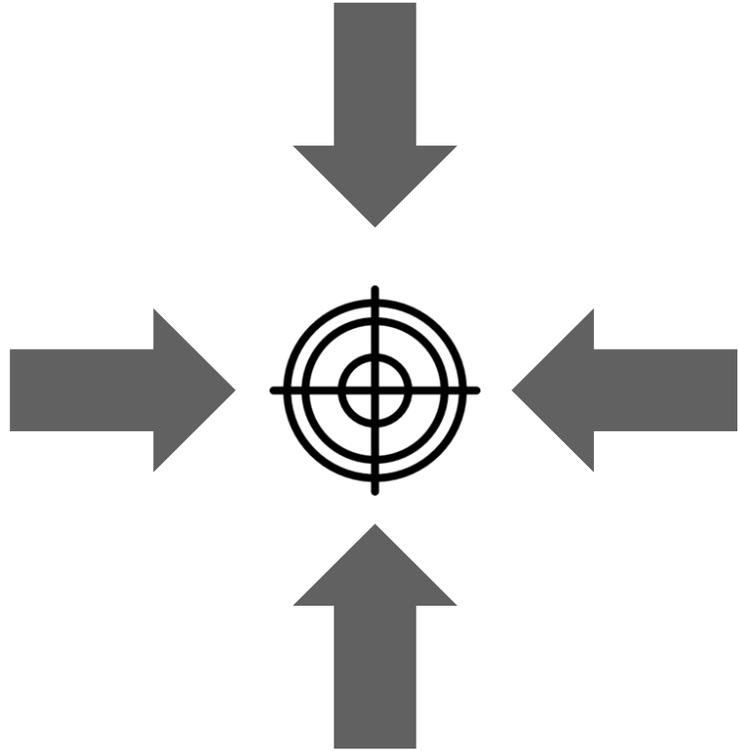
“user _____ needs a way to _____ because _____”



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

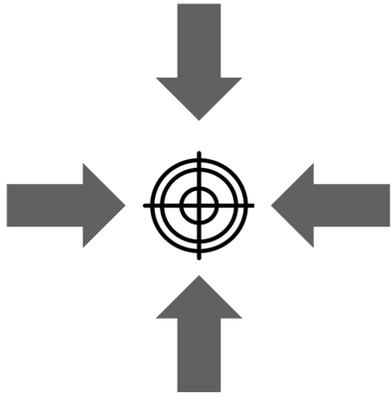
ID unexpected resources

Play POV against the challenge

Change a status quo

Break POV into pieces

HOW MIGHT WE (HMW)



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?

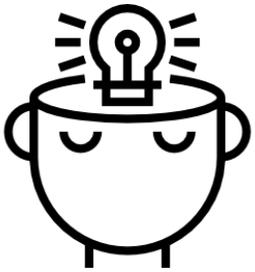
Play POV against the challenge: HMW make the airport a place that kids want to go?

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?

DESIGN THINKING: LESSON 3

IDEATE



Post-it
Voting or
Dot Voting

Idea Affinity
Maps

Lean Startup
Machine Idea
Validation
Board

Idea
Selection
Criteria

Four
Categories
Method

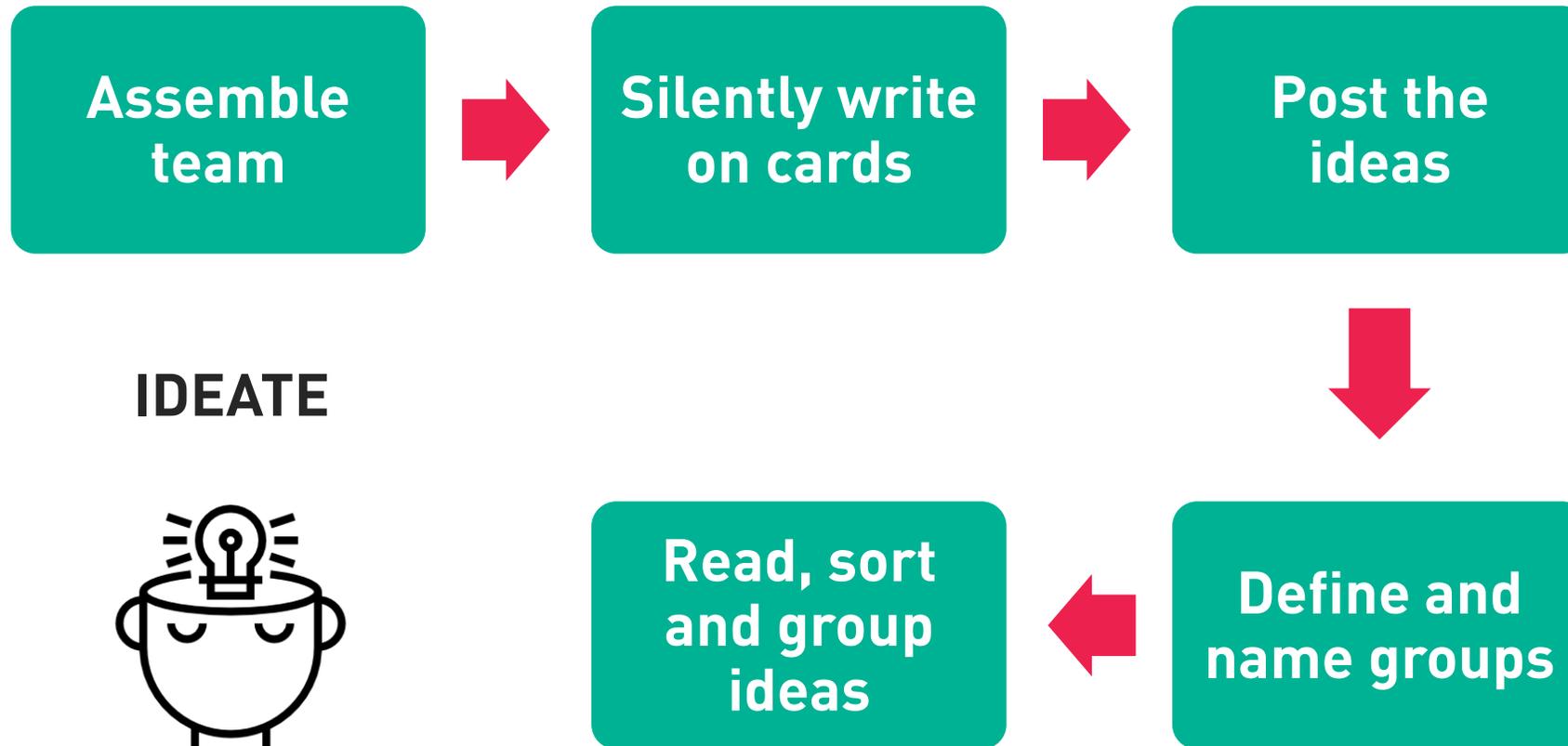
Bingo
Selection

Now Wow
How
Matrix

Six
Thinking
Hats

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

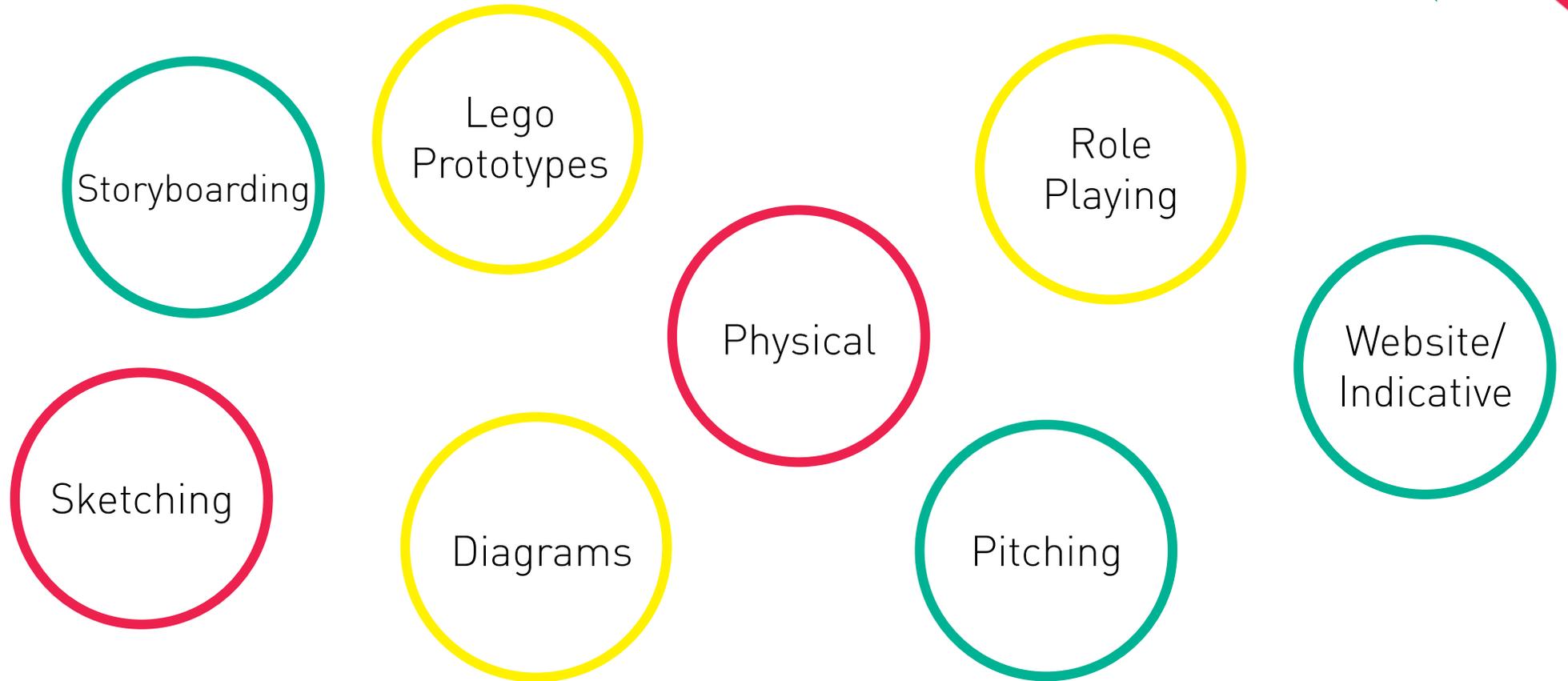


IDEATE



DESIGN THINKING: LESSON 4

PROTOTYPE

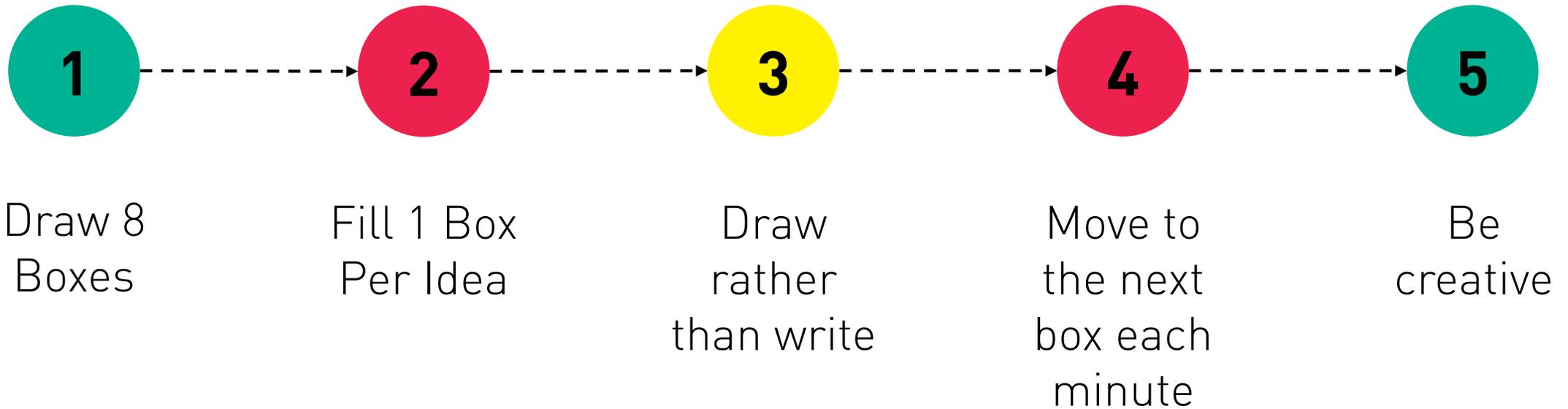


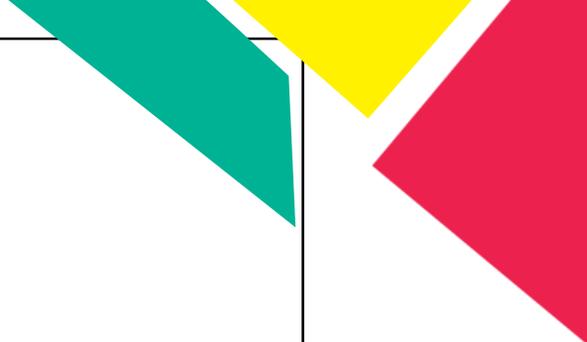
Prototyping can be a quick and effective way of bringing your/your user's ideas to life. A sample of your intended users or evaluators can then be observed and tested, and their opinions can be used in order to make improvements during an iterative design process.

ACTIVITY TWO

8 minutes of power!

What strategies could you implement in your classroom?





Eights



DESIGN THINKING: LESSON 5

TEST



Let your users compare alternatives

Lego Prototypes

Role Playing

Observe

Website/
Indicative

Show, don't tell

Ask users to talk through their experience

Ask Follow-up questions

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



THE DEFINITION

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

What's the best recipe for teaching entrepreneurial mindset (EM)?



- interpersonal sensitivity
- non-conformity
- optimism
- organizational leadership orientation
- reflection
- risk-taking
- self-efficacy
- self-esteem

How do we make sense of this?



Entrepreneurial Mindset Skills



THE MINDSET AND THE SKILLS

The Entrepreneurial Mindset



MINDSET

Opportunity-Driven



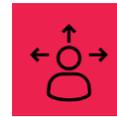
- Intellectual Curiosity (IC)
- Design Thinking (DT)
- Creative Thinking (CT)
- Agile (A)

Collaborative



- Social Collaboration (SC)
- Empathy/Compassion (E/C)
- User-centred Design (UCD)
- Self Knowledge (SK)

Decisive



- Initiative (I)
- Research (R)
- Execution (E)
- Incisive (In)

Willing



- Goal Setting (GS)
- Future Orientation (FO)
- Resilience (RE)
- Persistence (PE)

Risk Taking



- Self-confidence (S-C)
- Intuitive Thinking (IT)
- Reflection (RF)
- Challenge Assumptions (CA)

SKILLS

BUILDING STUDENT'S SKILLS





RESOURCES

DESIGN THINKING POSTER

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

DESIGN THINKING CLASSROOM

In this classroom we...

- Think User-Centred**
- Are Visual**
- Go For Quantity**
- Encourage Wild Ideas**
- Build On The Ideas Of Others**
- Stay Focussed**
- Have One Conversation At A Time**
- Defer Judgement**
- Have Fun!**

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.

Study Queensland | TIQ Trade & Investment Queensland AUSTRALIA | gen in

Classroom Poster

[Download Here](#)

THE ENTREPRENEURIAL MINDSET

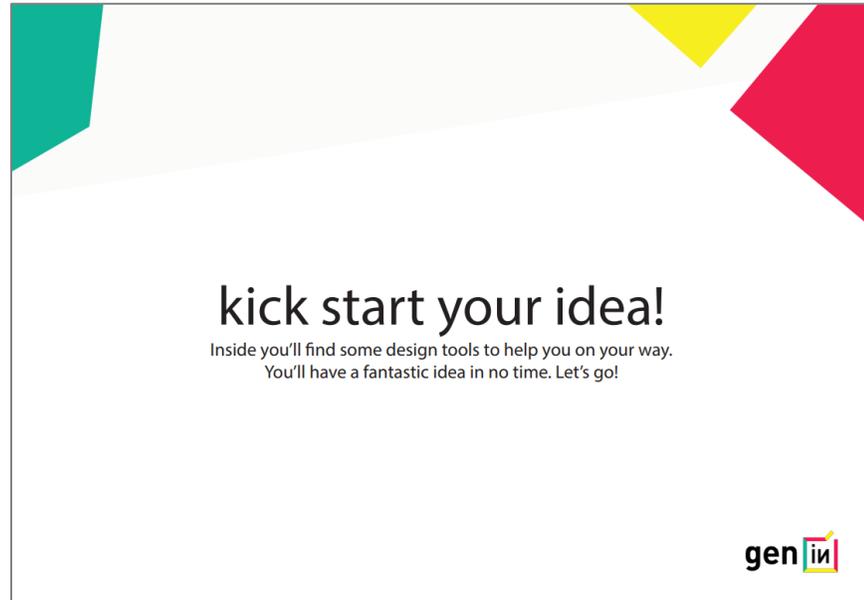
Download the presentation on the entrepreneurial mindset to help your students understand the skills they will need to take on the future!



EM Presentation

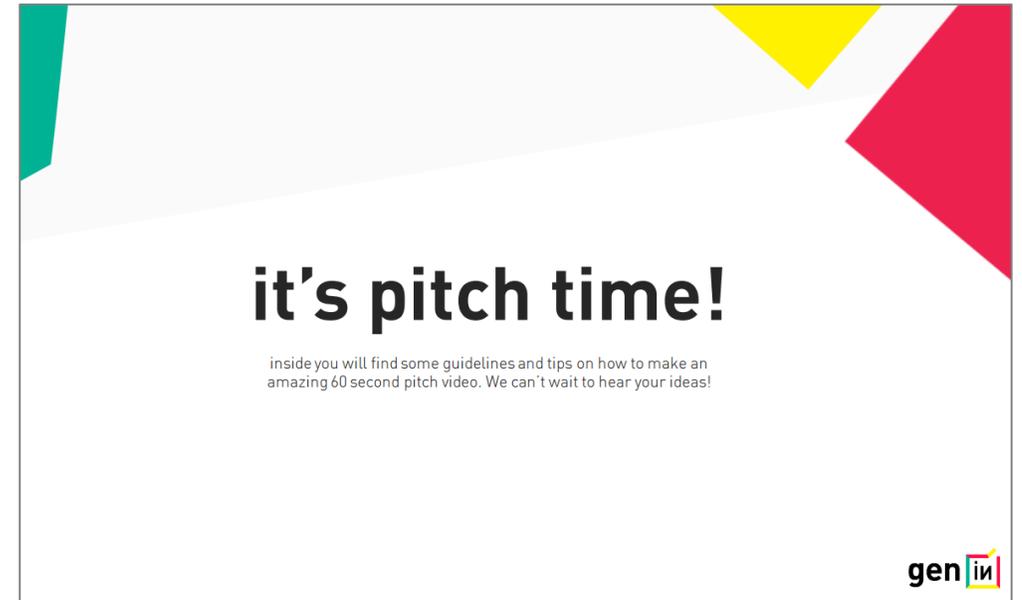
[Download Here](#)

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](#)

