

Co-creation: Student-business-collaboration in sustainable entrepreneurship

Virtual ISPIM June, 22, 2021



Facilitators: Frans Stel, Klaus Fichter, & Olof Hjelm, Charlotte Norrman, Karsten Hürrelmann, Giulia Viero, Hanna Zanatta Technical support: Rogier de Jong

WELCOME



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Program S4S at ISPIM 2021



10:05 Welcome - Who is who - program introduction

10:10 – 10:30 Exchange or experiences

- Short-term Challenge-based learning (Frans Stel University of Twente, NL)
- Business perspective (Giulia Viero Circular Economy expert ECOR, NL)
- Students perspective (Hanna Zanatta, student Linköping University, Sweden)
- 10:30 10:55 Discussing Experiences (in break-out rooms)

10:55 – 11:05 Plenary conclusions

11:15 – 11:35 New horizons of student/business challenges

- Good practices of international virtual challenge formats (Olof Hjelm, Linköping University, Sweden).
- Intermediation & measuring impact (Klaus Fichter & Karsten Hürrelmann, University of Oldenburg).

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11:35 - 12:05 Discussing new ideas & approaches (in break-out rooms)

12:05 - 12:15 Plenary conclusions

Before we start ...



The session will be recorded

Please mute your microphone but keep your video on

Questions / suggestions: YES please! Use the public chat facility

We discuss all chats in the 2nd part of the workshops (breakout sessions and wrap-ups)

Slides will be shared at https://www.scaleup4sustainability.eu



















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Discussion statements



I: Exchange or experiences (10:30 - 10:55)

- 1. What are your **experiences** of student /business collaborations?
- 2. What are the main **challenges and drivers** of Challenge Based Learning activities?
- 3. What are the pros and cons of full-term versus short-term challenges?
- 4. Formulation criteria of a circular challenge for student business collaboration.

II: New horizons of student/business challenges (11:35 – 12:05)

- 1. What are your ideas/wishes of **virtual or hybrid** international student business collaborations?
- 2. Do you have ideas or suggestions for development and implementation of such challenge based collaborations?

S4S - PROGRAM



- E+ program: S/B collaboration in green venturing (2019 2022)
- Germany (Oldenburg Uni. lead), Sweden (Linköping Uni.) and Netherlands (VAS, Uni.Twente, Tilburg, Avans)
- full and associated business partners in all countries
- evaluation /developing / testing tools-> digitalisation, upscaling
- 🖢 transnational exchange & learning; dissemination e.g. at ISPIM
- website: https://www.scaleup4sustainability.eu





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S4S-CONCEPTS



SIMILARITIES & DIFFERENCES

- Students & Businesses collaborate
- Sustainability
- □ International exchange: Y/N -> local complexity
- Duration: 2 hrs /2 days/ 10 weeks
- (Extra) curricular => sometimes combined
- # of companies involved: 1/many
- # of universities involved: 1/many
- E-learning: Y/N/ Hybrid
- Scale: 2 150 students
- Individual / team
- Research/ education / mix



S4S - CONCEPTS



- Modules: Eco-venturing, Environmentally driven Business Development., Fujifilm Future Challenge
- Challenge workshops: Circular Challenge, Againity International Expansion
- Skills workshops: Tools for Venturing, Negotiation, Creativity
- Standardized trainings: training material, videos, playbooks etc.
- Research: Role of Ecosystem partners at Upcycling business, Innovators DNA, Entrepreneurial Traits



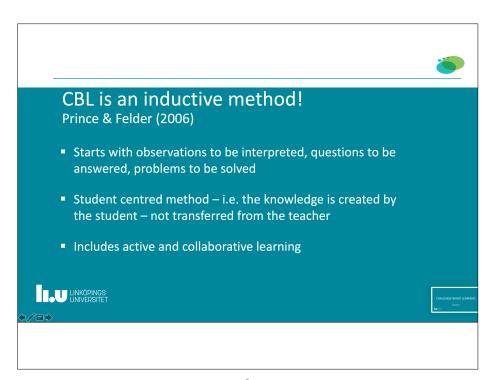
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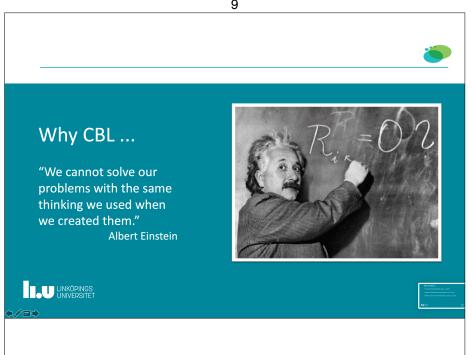


CHALLENGE BASED LEARNING

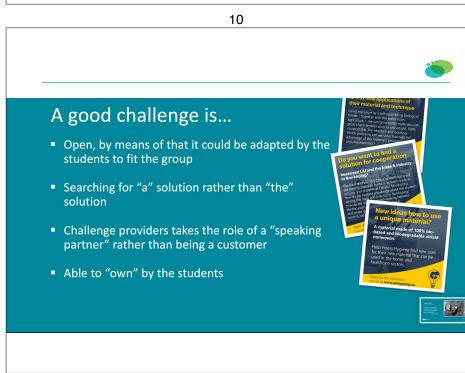
Charlotte Norrman Linköping University













Some general conclusions from our experience

- Lots of VUCA (volatility uncertainty ambiguity complexity)
- Operations outside the comfort zone
- Lots of own responsibility
- Cross disciplinary teams forces individuals to contribute and communicate
- Makes students gain knowledge and self confidence

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Program CIRCULAR CHALLENGE



11 September: preparing the challenge

10.00 - 14.00 Circular Business cases ECOR, CEWE, DSM Niaga (3x1h - interactive)

14.00 - 15.00 Preparation for day 2 - tools, formation of teams, Q&A

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BUSINESS Experts

12 September: circular challenge

9.30 - 11.00 Start Circular Challenge in virtual teams (I: ideation)

11.15 - 12.30 Circular Challenge in virtual teams (II: feasibility and viability)

13.30 - 15.00 Circular Challenge (III: pitches) - Evaluation, Jury assessment, and Q&A.

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Case CIRCULAR CHALLENGE



- 2 day virtual interactive program: preparation + challenge
- companies presented their circular challenges (NL / Germany; small/large)
- student teams developed innovative & feasible ideas and presented these to
- @ different (academic or national) background in interdisciplinary teams
- which the companies and coaches assisted the teams on demand
- g students from Sweden/Germany/NL high entrepreneurial attitude: 3.86 (1-5 Likert) = 77.2%
- jury of circular experts & companies: discussion of results
- certificates of participation / winning





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Business Model



3. How to put in practice Activities, resources partners

1. What Value proposition

Ideation

Validation

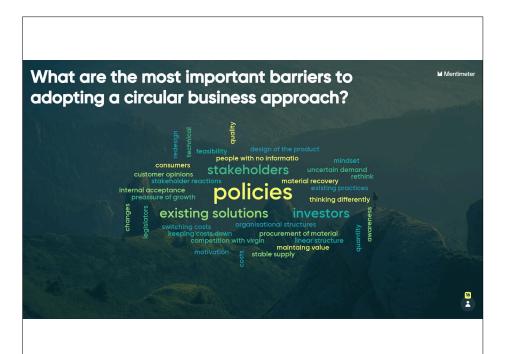
2. To whom Customer segment/relationship.

distribution

Revenue streams Cost structure

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4. How to earn money



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Evaluation CIRCULAR CHALLENGE



	(in %)
My commitment, participation and contribution in the team was	84.4
Participating in this contest has made it MORE likely that I will become an entrepreneur or start my own business	75.0
The business experts had adequate responses to our questions	87.0
The coaches were useful	78.3
We had enough time to prepare our business ideas	64.3
The contest was well organized	88.1
My overall rating for this contest is	89.3
Would you recommend this contest to others?	100.0

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What are the most important drivers to adopting a circular business approach?

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MAIN EYE-OPENERS



- * "Learning how to work with people from different backgrounds and solving real case studies is fun"
- * "Useful enjoyable helps you gain lots of experience and a deeper understanding of circular business"
- * "Circular challenges can be solved with out-of-the-box creativity" (3x)
- * "In a short time creating innovative and real solutions is possible"
- * "The counselors where helpful"
- * "Well-establish companies struggle with implementing circularity"
- * missed: toolkit to structure ideas
- * missed: detailed company information
- * missed: possibility to **network** with companies and coaches
- * although time pressure is part of the challenge, more time is appreciated: we needed to hurry and would have enjoyed more time to shape ideas.



SUMMARY CHALLENGE 4 IMPACT

- same academic partners (UOL-LiU-VAS)
- $\ensuremath{\mathbb{Q}}$ climate change and with other environmental issues => new learning, teaching and skills development programs





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Assessment on Student-Business Collaboration

Current impacts

Internal aspects

- . Degree of Business Lead personal involvement matters: promotor/observer
- 2. Corporate **Attention**: Urgency & Priority
- 3. Insights on learning abilities of company

External aspects

- Show **colleagues** the results of EU activities (e.g. Circular Challenge)
- 2. **Network** extensions & branding
- Raising students' awareness on ECOR Technology

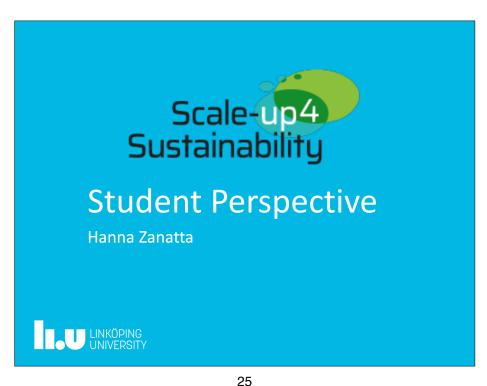
Future challenges

How to retain / enforce Student/Business activities vs. company's Urgency-Priorities agenda?

- a. establish internal new team/division
- b. create a fully dedicated spin-off on S-B collaborations

Collaboration: bringing more students together → How to foster networking opportunities & promote collaborative culture/relations on a more global-level?





How to formulate a circular challenge for student business collaboration?

Relevant

Doable

Engaging

Scale-Lip4
Sustainability

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Student perspective

Circular Challenge

INTERNATIONAL COLLABORATION

REAL-LIFE CASE STUDIES

STUDIES

2021-06-22 2

2021-06-22 2

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Program S4S at ISPIM 2021 2nd workshop



11:15 – 11:35 New horizons of student/business challenges

- □ Good practices of international virtual challenge formats (Olof Hjelm, Linköping University, Sweden).
- Intermediation & measuring impact (Klaus Fichter & Karsten Hürrelmann, University of Oldenburg).
- New full-term & special topics challenges (Frans Stel)

11:35 - 12:05 Discussing new ideas & approaches (in break-out rooms)

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12:05 – 12:15 Plenary conclusions

LINKÖPING UNIVERSITY

OBJECTIVES / RESULTS CHALLENGE 4 IMPACT

- European network / platform for CBL sustainable entrepreneurship and innovation
- 2. long-term **partnerships and infrastructures** for the implementation of international virtual Student Business Challenges in sustainable entrepreneurship
- 3. develop **skills and competencies** of students (curricular & extracurricular) and business partners in fighting climate change and other sustainability challenges by entrepreneurship
- 4. Increase the quality of challenge-based and digital teaching and learning formats
- 5. Establish impact management procedures and skills that allow to **assess** and improve the positive impacts on the Sustainable Development Goals (SDGs)
- Working in international teams (students, lecturers, business) to share knowledge, values, learning experiences and to prepare students for an international labour market and create the ability to work cross-cultural
- 7. Evaluations, manuals, best practice reports, research, new formats

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The pandemic made us all go on-line

- > Long wanted expectations for higher education to become more digital.
 - > Modernization.
 - > Higher education more accessible.
 - > Larger impact (e.g. MOOCS).
 - > Changed business models and competition for HEI:s.







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Good Practices of International Virtual Challenge Formats

Olof Hjelm and Charlotte Norrman, Linköping University, Sweden

Co-funded by the Erasmus+ Programme of the European Union

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The need for virtual and international collaborations

- > Sustainability challenges are often global
- > New demands on future work life
- > E.g 21st Century Skills (Grifin and Care, 2014)
- > Virtual formats can be resource efficient.
- > Virtual formats can make international collaborations easier.
- > Virtual formats can be challenging.
- > Much experimentation and fast development during the pandemic.

Learning and Innovation "The 4 C's"	Digital Literacy	Career and Life
Critical thinking & problem solving	Information literacy	Flexibility & adaptability
Creativity and innovation	Media Literacy	Initiative & self-direction
Communication	ICT Literacy	Social & cross-cultural interaction
Collaboration		Productivity & Accountability
		Leadership & responsibility

Table 1 - P21 Skills





We want to identify good practice!

- > Examples of full time modules.
- > Examples of short term activities.
- Pedagogics.
- > Set up and organization.
- > Technological support.
- > Out-put.
- > Satisfaction among participants (Students, Teachers and Challenge providers).
- > Etc.



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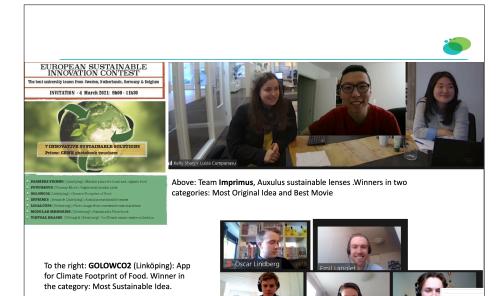


About the InGenious course

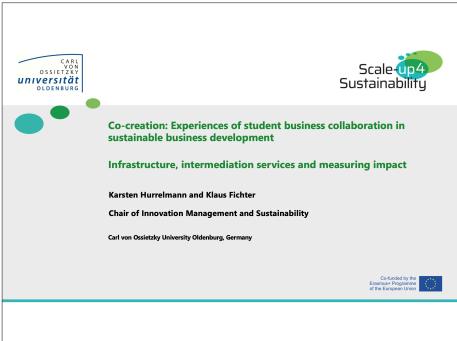
- 25 %, English, 8 ECTS
- Cross disciplinary teams
- External challenge providers
- Scheduled events such as ...
 - Kick Off
- Workshop "Shitty Prototyping"
 Pitch training and pitches in front of audience
 Graduation Event

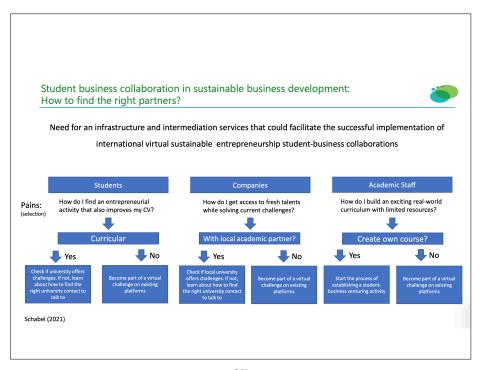


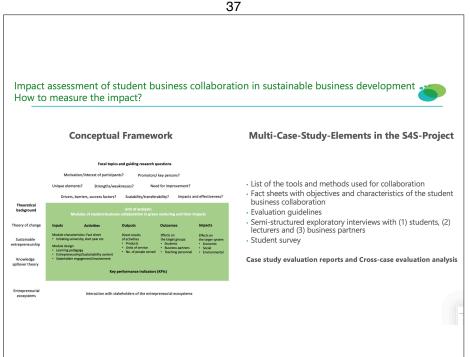




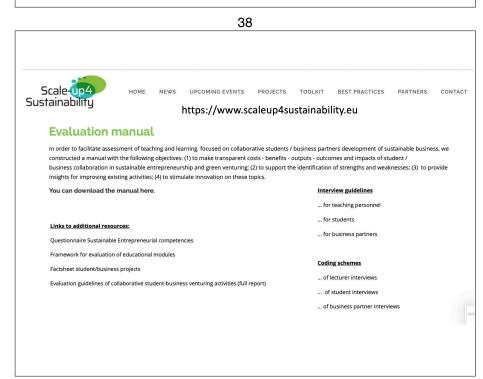
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FULL-TERM /SHORT-TERM CHALLENGES CHALLENGE 4 IMPACT

- Complex societal problems: cross-border, trans-sectoral, multi-disciplines, multi-faceted, multiple stakeholders
- New educational formats ("serious games")
- Target groups: Bachelor and Master students (curriculum), teaching staff and program managers of HEIs, process coaches and skills trainers
- What's new: global virtual / hybrid teams, transnational and trans-disciplinary,
- Methodology: design, organise, develop, prepare, implement, evaluate, disseminate

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- Results: playbook with teaching material, publications
- @ duration (10 weeks / 2 hrs)
- curriculum (Y/N)
- external stakeholders (Y/N)
- hybrid (Y/N)

THANK YOU



Slides will be shared at https://www.scaleup4sustainability.eu



















