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

Scale-up4 Sustainability

InGenious
cross disciplinary project – 799G52

Facts & Main Elements

Basic facts
- *8 hp – equals around 216 hours/ individual*
- *Part time, covering one semester*
- *Cross disciplinary teams (minimum 90hp of previous studies)*
- *International network and cooperation, ECIU*
- *English if english speaking students*

- *Two times per year and in total 60-80 students*
- *10-14 groups solving external challenges annually*

Corner stones
- *Cross disciplinary work and cooperation*
- *Sustainable development – Agenda 2030, UN SDGs*
- *Challenge based learning*
- *Idea development and conceptualization*
- *Communication - pitches*

Main outcomes

"Working with this team and project has brought me invaluable lessons about myself, teamwork and entrepreneurship"
[…] "Due to my lack of experience of collaborating with interdisciplinary teams, I unintentionally developed negative feelings and thoughts of the future teamwork."
[…] "However, as I grew into my role and found out more about entrepreneurship and my teammates, my perspective completely changed. At that point, I perceived uncertainty as an opportunity, rather than an obstacle."

1. *Equipped students with self confidence*
2. *The course has been developed further especially regarding sustainability and regarding ethics.*
3. *The pandemic situation has also given us valuable insights since we were forced into a distance mode. Several new platforms has been explored and used. Running the course in hybrid mode allows us to take on ECIU students from other unis also in the future.*

What's new? / Assessment

- *CBL pedagogics*
  - *Inductive and student centered method has been refined and developed further*
  - *But CBL is a new method, which requires a lot of development work to become perfect!*
- *External sharp real life challenges recognized by:*
  - *Openness, by means of that it could be adapted by the students to fit the group*
  - *Searching for "a" solution rather than "the" solution*
  - *Challenge providers takes the role of a "speaking partner" rather than being a customer and also participates more throughout the course*
  - *Able to "own" by the students*
  - *External stakeholder has been more involved, e.g. sciece parks and incubators etc.*
- *Interactive seminars such as …*
  - *Shitty prototyping*
  - *Responsible innovation*
  - *Pitch trainings*
- *Online and hybrid solutions has been developed*

Lessons learned & Plans for Future

- *Lots of VUCA (volatility uncertainty ambiguity complexity) => needs to be handled.*
- *Students need to operate outside their comfort zone = Growth on individual level*
- *Student centered = lots of own responsibility*
- *21st century skills = Cross disciplinary teamwork entails that students has to interact, contribute and communicate. It also enables innovative thinking,*

- *We will write papers on:*
  - *How to work with external challenge providers and create great challenges for students*
  - *How to develop the role of teachers, teamchers and facilitators*
  - *Participate in pedagogic activities and conferences.*

Learn more:
https://youtu.be/UT8vs2xxC5Q

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