



U21 GIC 2018 – Instructions/Advice for Ingenuity Facilitators and Participants

Instructions	
Ingenuity Facilitator	Student Participant
<ol style="list-style-type: none"> 1. Ingenuity Facilitators must register via email with U21 Student Experience by whichever of the two deadlines they have chosen indicated on the Challenge Timetable 2. Paul Kirkham (IOL at The Haydn Green Institute for Enterprise and Innovation, University of Nottingham U.K) will then contact facilitators with login instructions for the <i>ingenuityonline</i> IOL platform. 3. Facilitators are encouraged to familiarise themselves with the platform via the instruction videos and user manual. 4. Facilitators will be invited to and then join the event 'U21 GIC 2017' by IOL. 5. Facilitators must create a clearly identifiable linked challenge in this event for each team entered by their institution (for example 'Nottingham UK team 1') and invite Paul Kirkham (IOL) to join - this to confirm that all is well. <i>Note: Facilitators can be talked through Steps 2 – 5 above in a phone briefing with IOL, if required.</i> 6. Facilitators must invite their team members to join their linked challenge. Note: this will start the two-week period for the team to complete the challenge, see the Challenge Timetable for the relevant dates. 7. Upon completion of the challenge, facilitators must ensure that the team video is uploaded and has been received by IOL. Paul Kirkham will confirm the video has been received. 8. At the beginning of the judging process (facilitators should change their team challenge(s) to 'public' so that the Peers' Choice Award can be judged by other teams. <i>Note: teams must not vote for their own institution.</i> 9. At the end of the judging process (1 June 2018) facilitators must inform studentexperience@universitas21.com of their team/teams' decision about the Peers' Choice Award. 10. U21 Student Experience will inform facilitators of the 	<ol style="list-style-type: none"> 1. Student Participants will be given login instructions through their facilitator. 2. Student Participants are encouraged to explore the platform through the instruction videos and the user manual prior to being invited to join the challenge. 3. Student Participants will be invited to join their team challenge by their facilitator. Note: this will start the two-week period in which they must complete the challenge, see the Challenge Timetable for the relevant dates. 4. Student Participants are responsible for submitting their completed video to their facilitator who will confirm that it has been received by IOL. 5. Student Participants will be invited to judge the Peers' Choice Award once the competition has closed. This decision will be forwarded to U21 by their facilitator.



results of the competition by 8 June 2018.	
Advice to Facilitators and Student Participants	
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<p>The IOL platform is designed for remote working but can be used by teams in a single place at the same time.</p> <p>Based on previous experience, we would advise that facilitators encourage their team to spend some time at the outset discussing the general nature of the challenge; then a minimum of 1 hour exploring the 'define' stage of IOL and a minimum of 1 hour creating at least 150 ideas in the 'discover' stage before trying to build their solution using the 'determine stage'.</p> <p>We would encourage teams to take breaks between stages to allow for reflection and research.</p> <p>The second phase of the competition is for the team to hone their ideas into a practical proposition that will be presented in a three-minute video.</p> <p>Although the team has a two-week period to complete the challenge, students will need to spend between 10 -15 hours' work during that period to complete their entry</p> <p>It is entirely within the spirit of the competition for teams to change direction: it is only the final submission, as authorised by the facilitator, that will be judged.</p>	<p>The ingenuity process is divided into three parts - we advise that you take a break, preferably overnight, between each part. This will allow you time to reflect on your ideas and research any issues that arise. Our experience is that if you trust the process you will get results that will surprise you.</p> <p>The judges are looking for responses to the challenge that are both creative and practical. The winning entry will not be 'this is what ought to be done by someone else'; it will be 'this is what can be done by us'.</p>