

Q: What is a university for?

Fourth Industrial Revolution

- Interdisciplinary in nature
- Crosses field
- Transcends disciplines



Overview

- Context student engagement
- ICE: Innovative Creative Exchange (University of Huddersfield)
- Models for Challenge-led learning
- IMPACT
- Where now...



"Tell me and I'll forget: show me and I may remember; involve me and I will understand"

Benjamin Franklin



Context

- Research /practice /scholarly
- · Learning & teaching
- Engagement (internal and external)
- Integration of knowledge (leaders)



Improving

Engagement

- Sense of belonging
- Enabling full integration with studies
- Engage with wider studies
- Feeling valued/encouraged/included (Identity)
- Making friends (critical/commuter)
- Working outside discipline (networks are kev)
- Designing for learning (assessment/engagement)
- Skills to succeed beyond university
- Realizing dreams going beyond expectations



What 'we' were trying to achieve?

- Co-create knowledge (problem solving)
 - Knowledge communities
- · Exchanges and networks
- Develop skills and attributes fulfil potential
- · Entrepreneurial / intrapreneurial mindset
 - Ability to work with other disciplines
- Engaged University sector "We are the cause"
- DRIVER Commercial awareness, IP, co-creation
- · Ability to deal with uncertainty (wicked or complex)

VALUE

Interdisciplinary working has been recognised as a key contributor in solving complex social problem (DIUS, 2008; QAA 2012, BIS 2016)

- DC promotes design led approaches to problem solve / co-create (Feb 2018)
- The RAE individuals who can work together in multidisciplinary teams are better equipped to deal with complex challenges (RAE, 2012).
- complex challenges (RAE, 2012).

 Grant (2012) engineering and design graduates need to be exposed to stimulating environments that promote entrepreneurial mind sets and cultures leading to novel ideas to expose creative flair but also sustainable networks and connections to bring them into fruition.

 The Design Council advocates "design" as a means to addressing complex social issues and offers multidisciplinary as a solution with "design" placed as the foundation of discipline integration (DC, 2015).
- The Academy of Management stressed the importance of expanding research and teaching interest beyond business to support complex problem (1970)

Innovative Creative Exchange (ICE) at University of Huddersfield



- VPI Jonathan Sand (Vexillifer)
- Interdisciplinary /challenge-led collaborations (complex and commercial
 - Dynamic and unique environment
 - outside the traditional curriculum
 - UG (second years) engage in challenges-led learning
 challenges cross discipline boundaries (newness)
 - Disruptive parameters to impact on learning

 - time controlled environments challenging students both creatively and technically (competitive)
 - developing entrepreneurial skills mindset co-creation



Honeypot ICE

Challenge-led Learning

Bridging discipline gaps through the creation of a network of exchange to develop a legacy of learning

>>>INSPIRE>>>>INNOVATE>>>>IMPACT>>



24 hour Challenges

Challenges

- 7 hour
- 24 hour Challenges





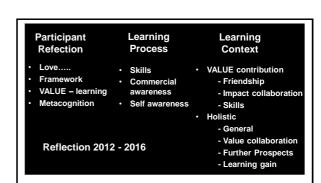
7 hour commercial challenge

"We were told in a guest lecture how SPEED is crucial – so this is great actice and an awesome piece to put in



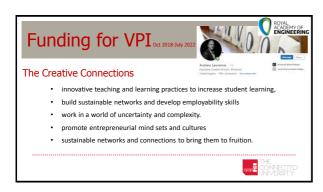














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"Generate knowledge for the good of mankind"

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