International Entrepreneurship & Hackathon

The story of developing an entrepreneurial virtual team project

The Team

You?

The Challenge

- Design an entrepreneurship programme using innovative technology to provide:

  - International opportunity
  - Involvement of employers (industry professionals)
  - Solid grounding in entrepreneurship theory
  - Opportunity to practise & develop entrepreneurship skills

Achieve this with a newly-formed team based in several countries, with different institutional requirements and strategies.
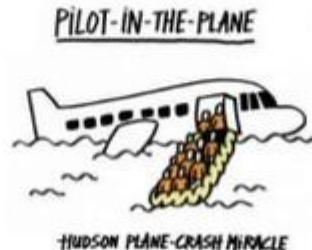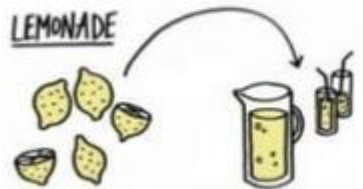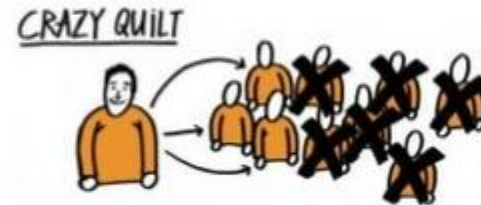
Theory of Entrepreneurship

Saras Sarasvathy (2001 and following)

Effectuation: 5 principles
Managers should learn from entrepreneurs

- A team of experts in entrepreneurship education based in Israel came up with a framework for a number of courses they wanted to develop
  - '4 flavours' of e'ship with distinctive characteristics
  - 20 – 30 learning 'units'
- Team expanded to include international members – team building recommences

A review of resources – time availability (both intensive and extensive), money, knowledge of online learning - gradually took place.

Starting Points

A new dawn…
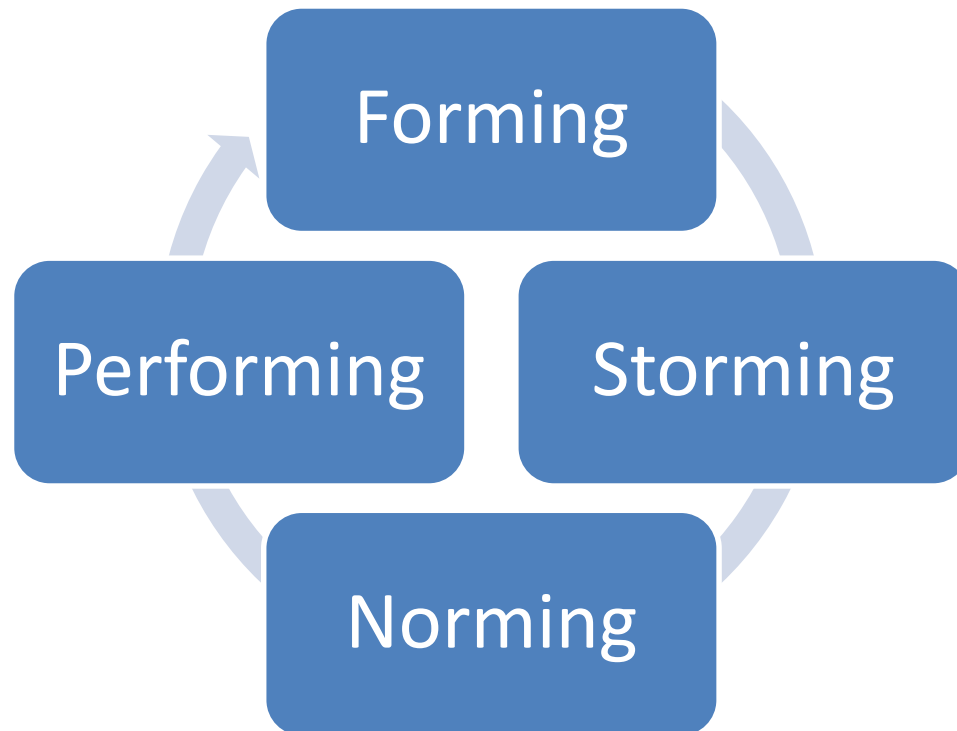
A Technology Was Chosen

- Levels of expertise in Moodle varied:

  No familiarity - moderate users – advanced users

- As always, further differences in willingness to learn / play / engage with the interface

- Alternative / supplementary interfaces sought to give the course a more contemporary feel

- Technological support from **SHAY**

Development Team members

- Some left 🙁   Some arrived 🙂

Pivoting

Building a Pilot – Emergent Process

- The decision making process of what to include / what not to include was on-going during the pilot build process.
- Also, how to build / design the online interface was an emergent process

[phone call: would you narrate some videos for this? The slides are too dull without them]

[email: who's contributing to the quizzes?]

[email: what quizzes?]

[skype call: who's doing the xxx?]

[skype call: why are we doing that?]

A new dawn…

Focus

- Ideation
  - Entrepreneurship as problem solving
  - Finding practical solutions
  - Developing a business proposal
  - Pitching / communicating ideas
- Virtual Teamwork

MAKE CITIES AND HUMAN SETTLEMENTS INCLUSIVE, SAFE, RESILIENT AND SUSTAINABLE

Intl Online Ideation Hackathon - Process outline

200 participant - 40 Intl teams - 5 members in each team

1 Academic process mentor for each team

1 feedback from industry mentor, 2 feedback from participants

Participant's Individual Idea

- Until 19/11
- Upload your idea to the platform
- Explore other people's ideas
- chat in the
- platform's forum - brainstorm about your idea and the ideas of others.

Meet your Intl team

- 19-23/11
- Read your team member's profile card
- Contact your team members - make a social conversation
- Discuss optional role disctibution during Hackathon - what are team member's skills? disciplane? areas of experties?
- Agree about online communication tools you will use during hackathon

Hackaton Launch
Sync online event by Webex

- Friday 24/11 Hackaton lanuch
- An online event with more that 100 participants and mentors.
- Launch event by Webex - UK 9:30; Italy/France 10:30 Israeli 11:30
- Studnets will enter the webex link to event half an hour before!

24 Hours online Hackathon

- Weekend of 24-26/11 - Hackathon Process
- Idea creation - brainstorm and decide on team's idea
- Team member's roles - devide the work that needs to be done between team members (follow criteria for final presentation, use team memger's specialty)
- Communicate during process - create a team's what's up group or use other collaborn tool to comunicate online
- Consult with mentor - consult with your team's mentor that was assigned to you
- Submit narrated presentation - deadline 26/11 Sunday -
- 22:00 UK
- 23:00 France/ Italy
- Midnight Israel Time
- Industry mentors feedback - by 30/11

Key Challenges

- Getting students to enroll –
  - embedding vs voluntary / non-compulsory
- Encouraging continuation
- Finding the right dates (how many holidays do they have over there?)
- Moodle needs a lot of human intervention
- Moodle needs external tools for students
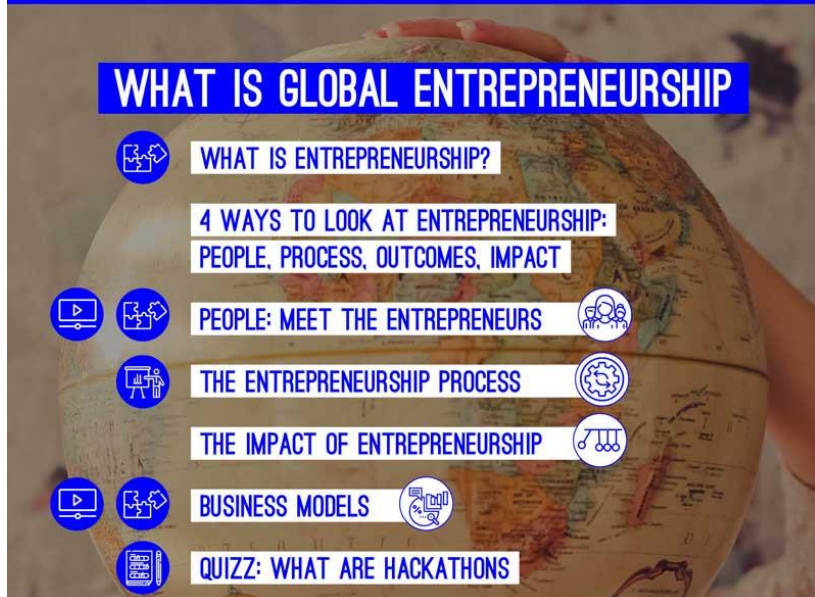- Unexpected technical issues.

And here we are...

Thank You