POLITECNICO
DI TORINO

Technology
Transfer
System

CLIK

CONTAMINATION LAB AND
INNOVATION KITCHEN

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*Is Teaching Enough?!*

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# Entrepreneurship focus in new didactic methods demonstrated to have a strong impact on:

- Economic growth
- Better employability skills development
- Entrepreneurship willing and Innovation capability

Empirically, real projects and multi-skilled teams are needed to empower the effects

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# Contamination
# Lab
# Innovation
# Kitchen

*A place where students can experience and put in practice competences learned in classroom in an informal environment which promote a creative and collaborative spirit*

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# Contamination
# Lab
# Innovation
# Kitchen

different knowledge's and experiences to exploit the strength of interdisciplinarity

learning by doing approach allowing students to learn&try, prototyping with a wide tech library while technically supported

challenge–based approach with idea creation and problem solving working on real projects provided by Companies

an informal place where students can relax, share their ideas and receive specific mentoring

# The Contamination Model

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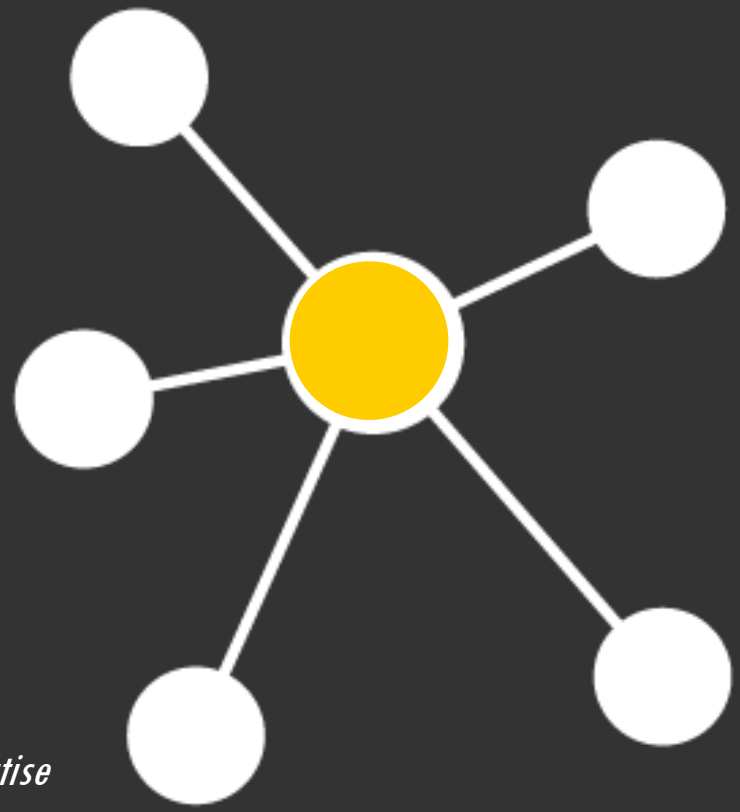
*Sustainability and Innovation culture*

*Entrepreneurship education*

*Multidisciplinary approach:*
*complement the knowledge and focus expertise*



*Collaborate and tackle bigger industry challenges*

*Close the gap amongst Industry and University*

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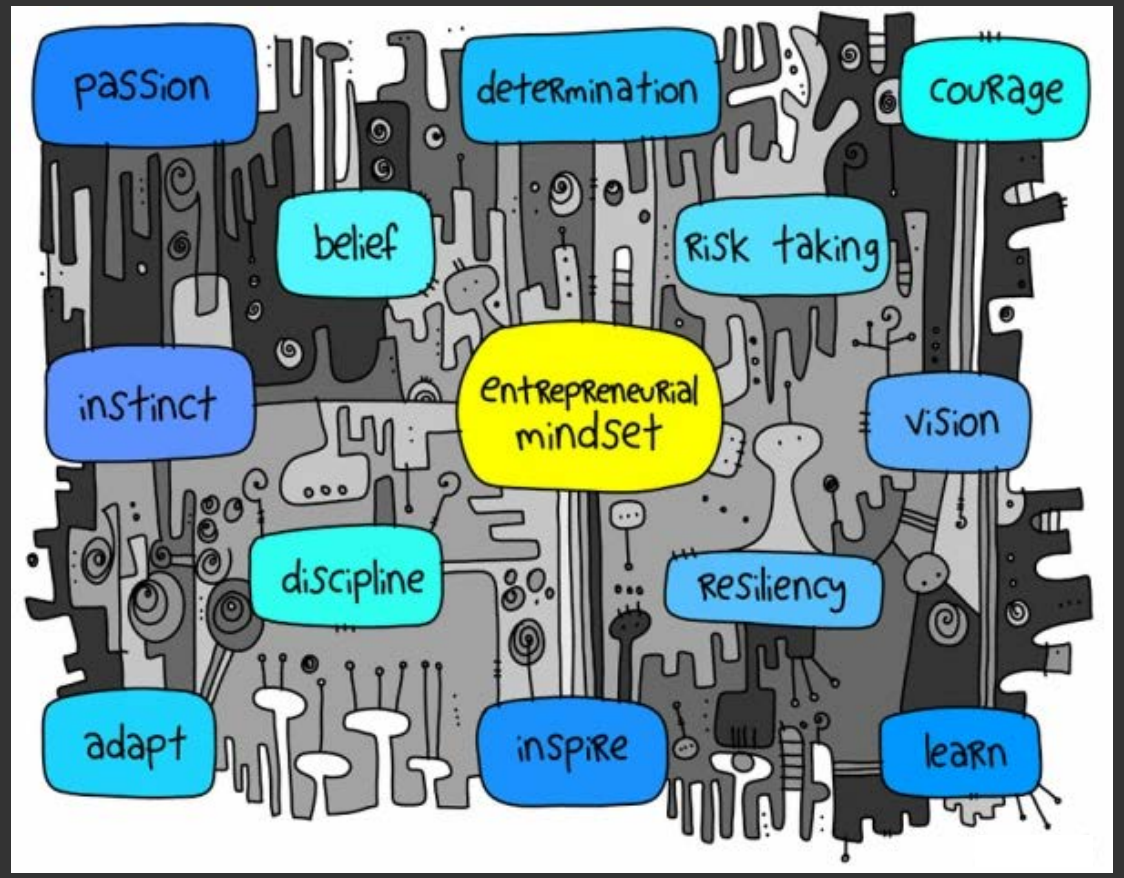
# What students learn:

- Manage different approaches within the team
- Self evaluation of the work progress
- Deadline management
- Efficient use of the hardware available
- Market research & Business modelling



# Challenge @ CLIK – Structure

Where: CLIK Lab

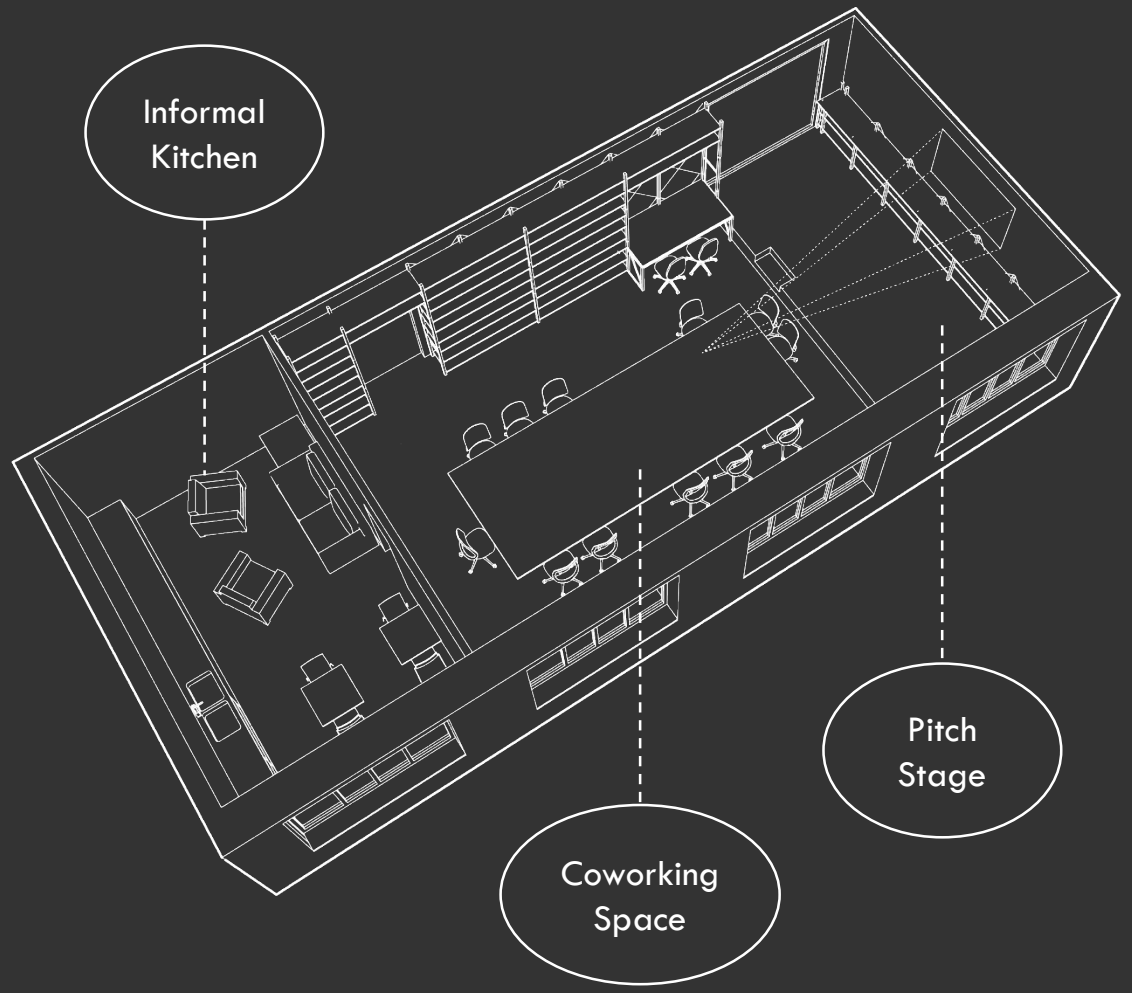
Duration: 14 weeks

Student Effort: 200 hours → 8 CFU

Student n°: 30 (5 team of 6 people)

Actors Involved:

- Professors
- Company
- Mentors
- CLIK Staff



# Challenge @ CLIK

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Kick Off &
Team Building

2 Days

# Challenge @ CLIK

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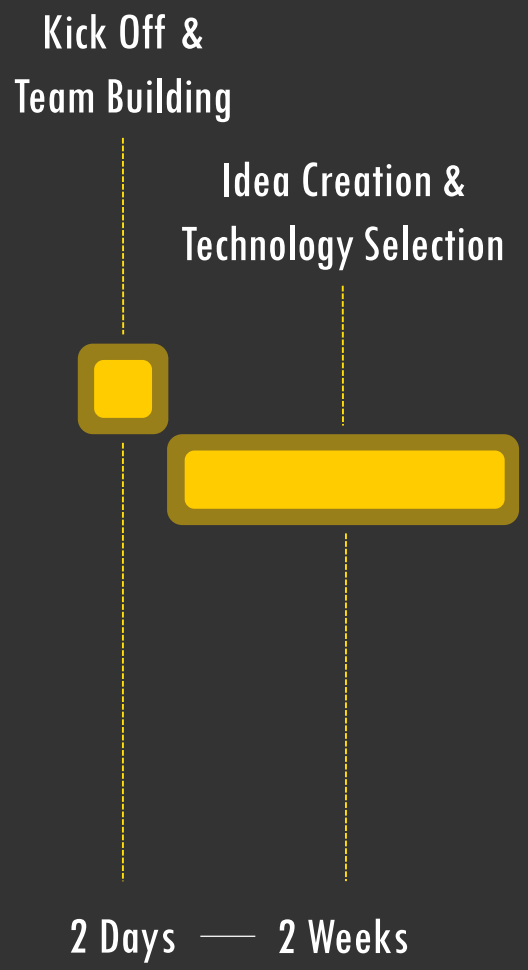
Kick Off &
Team Building

Two days in which we will present the Challenge, build the Teams and give some topic insight to make everybody up to speed and ready to start working.

The Agenda is structured to present all the actors involved in the Challenge, an informal team building session and some frontal lessons on specific arguments.

2 Days

# Challenge @ CLIK

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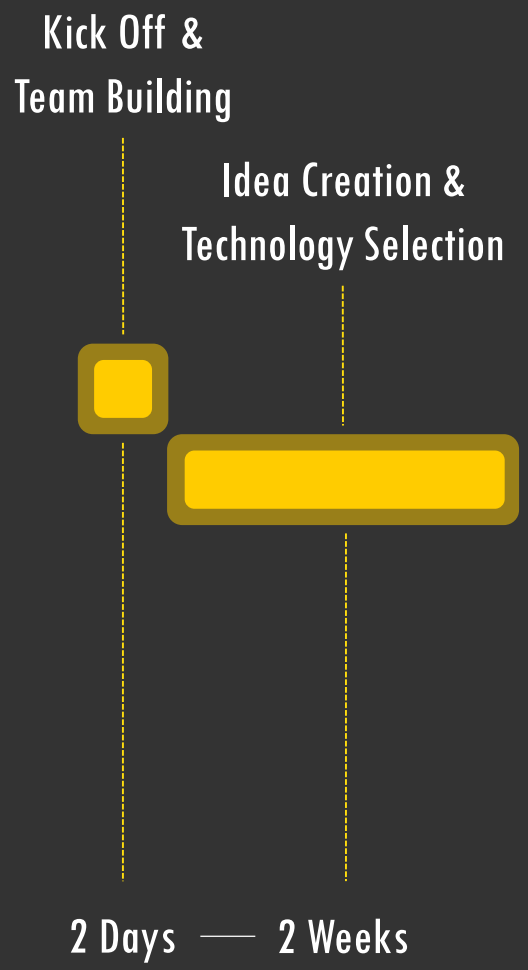
# Challenge @ CLIK




Two weeks in which students will elaborate on the topic, dig into the problem and the current state of the art. Generate new ideas and select possible technlogies to use for development & prototyping.

Mentors will asssist students once a week in order to guide them on the principal tasks.

# Challenge @ CLIK

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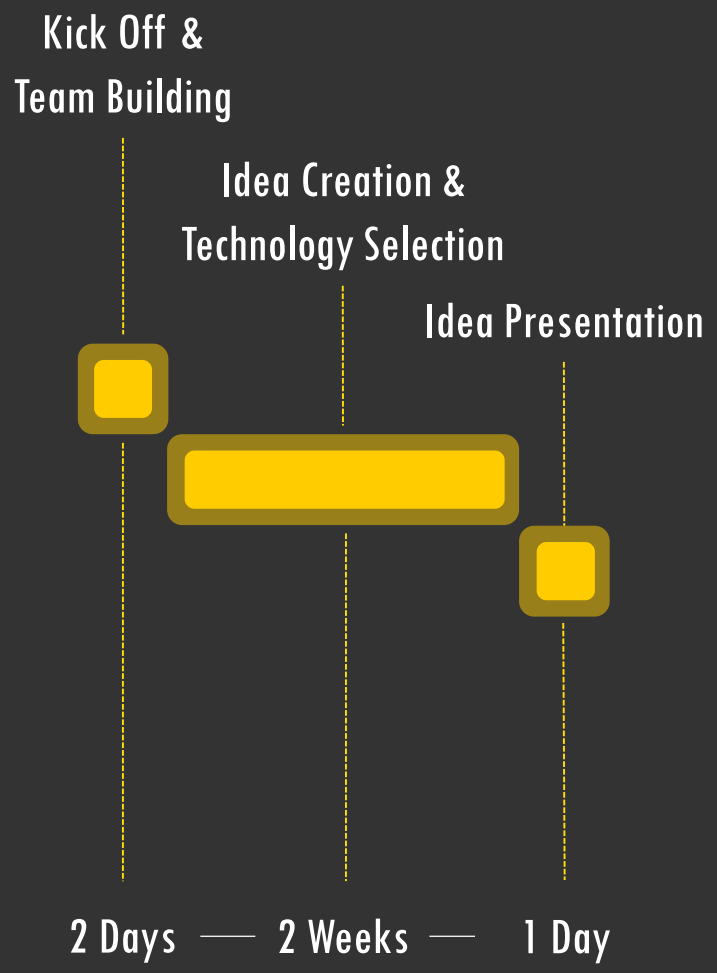
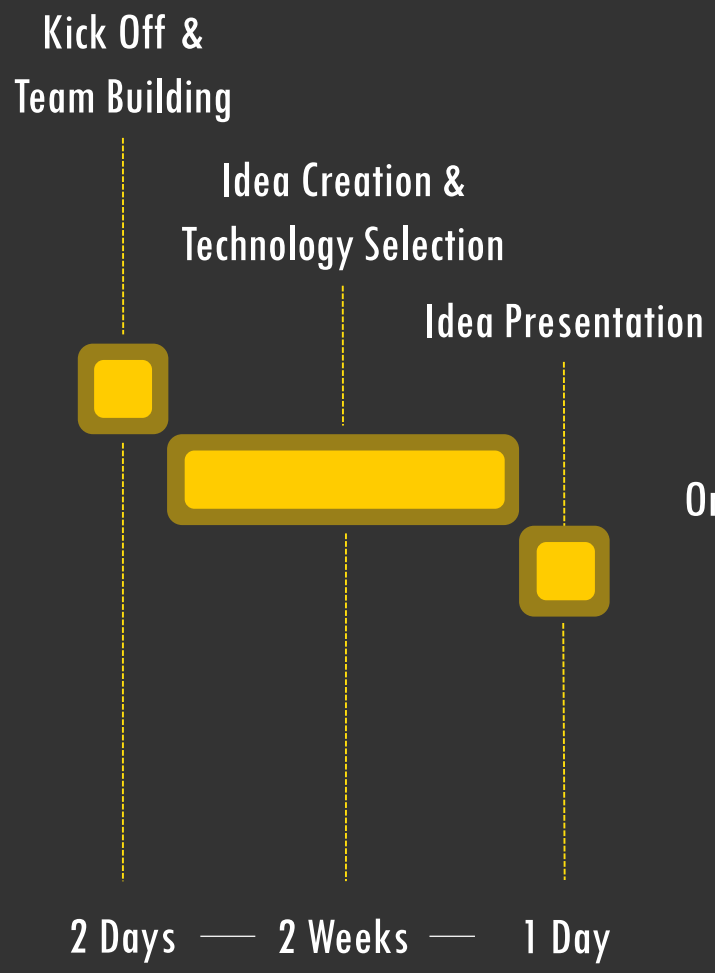
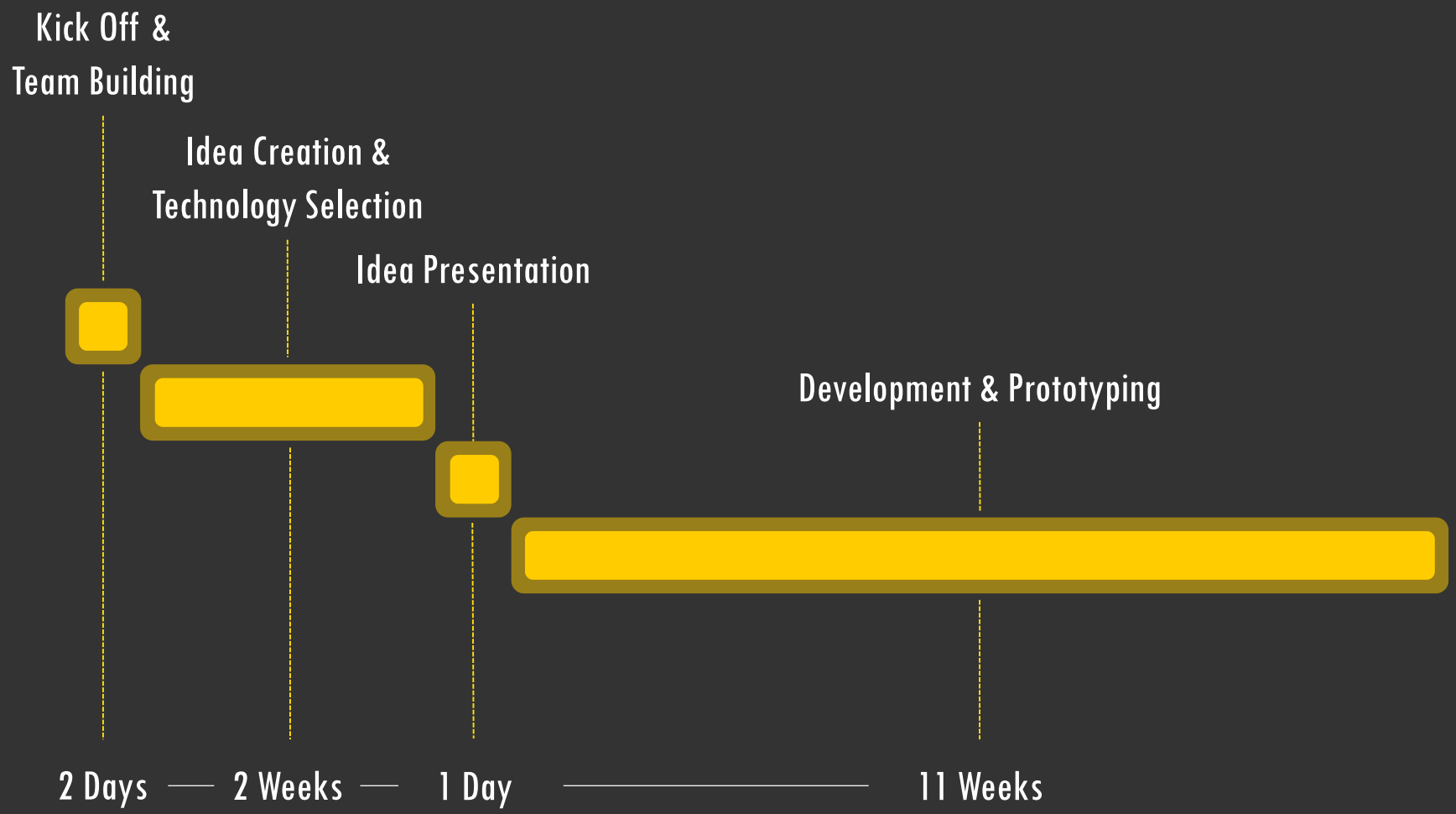


# Challenge @ CLIK




One day in which students will present their problem statement and the idea created.

# Challenge @ CLIK



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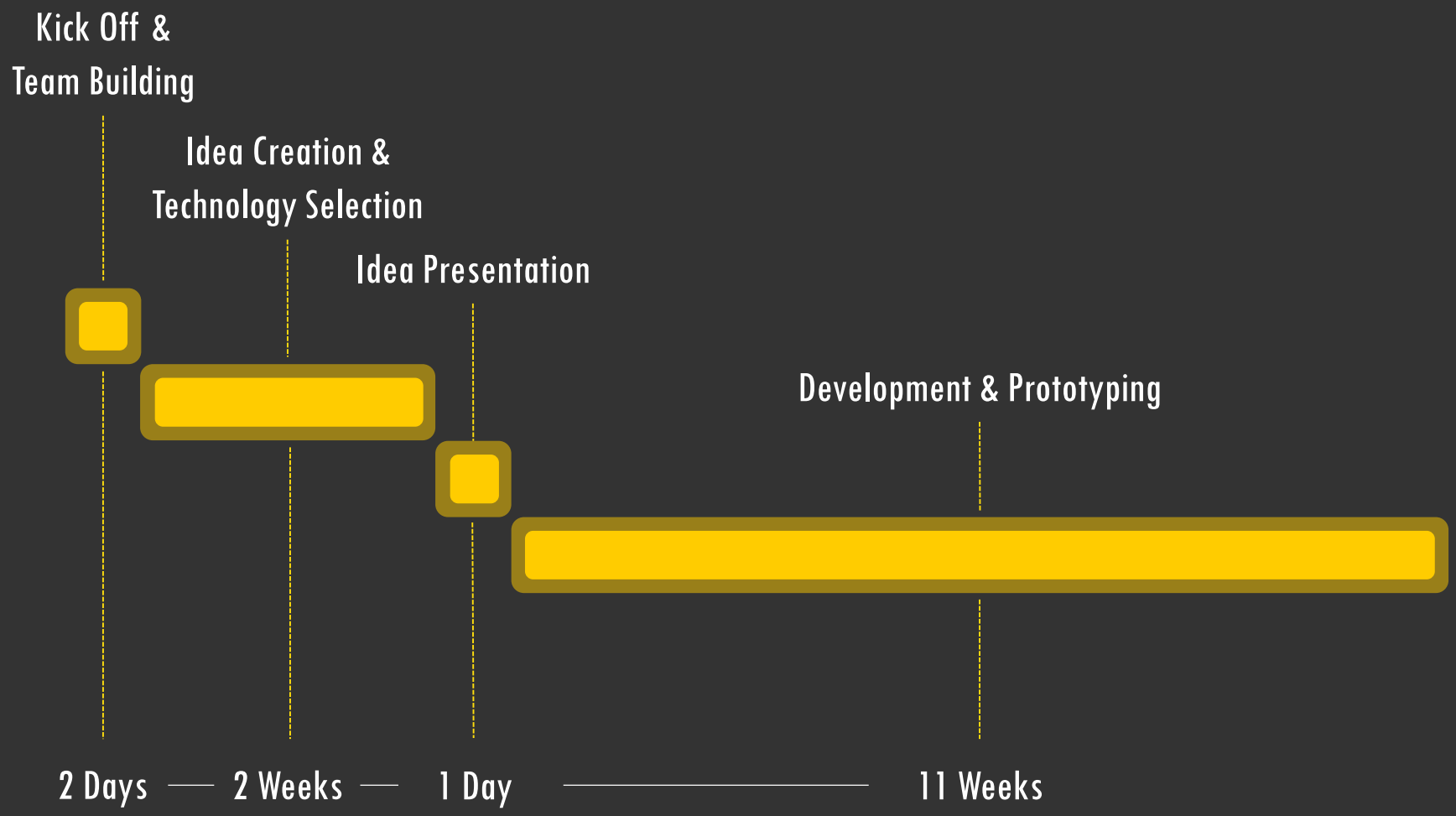


11 weeks in which students will develop their idea and prototype it with focus on feasibility and sustainability.

Mentors will asssist students once a week in order to guide them on the principal tasks.

# Challenge @ CLIK

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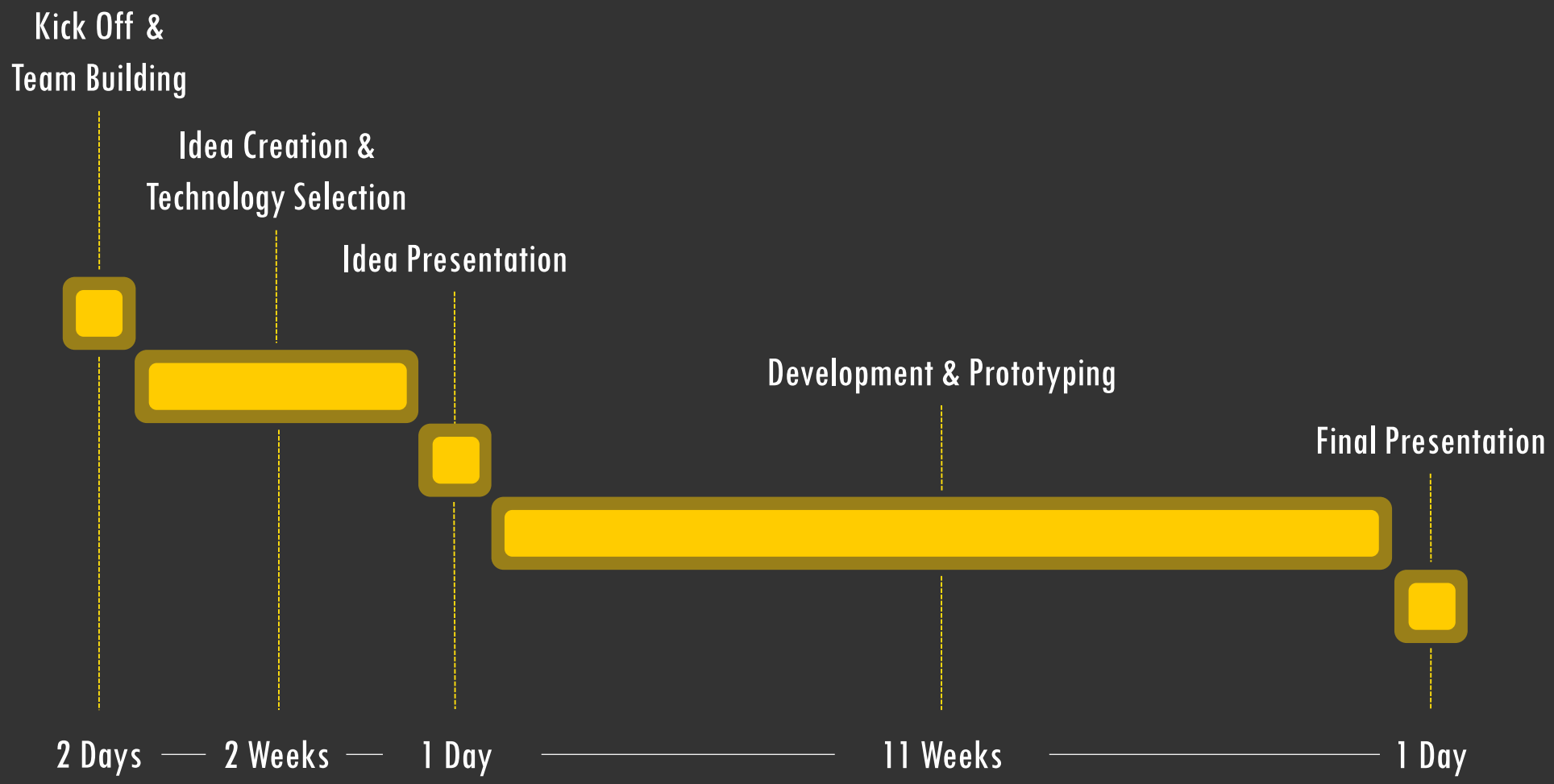

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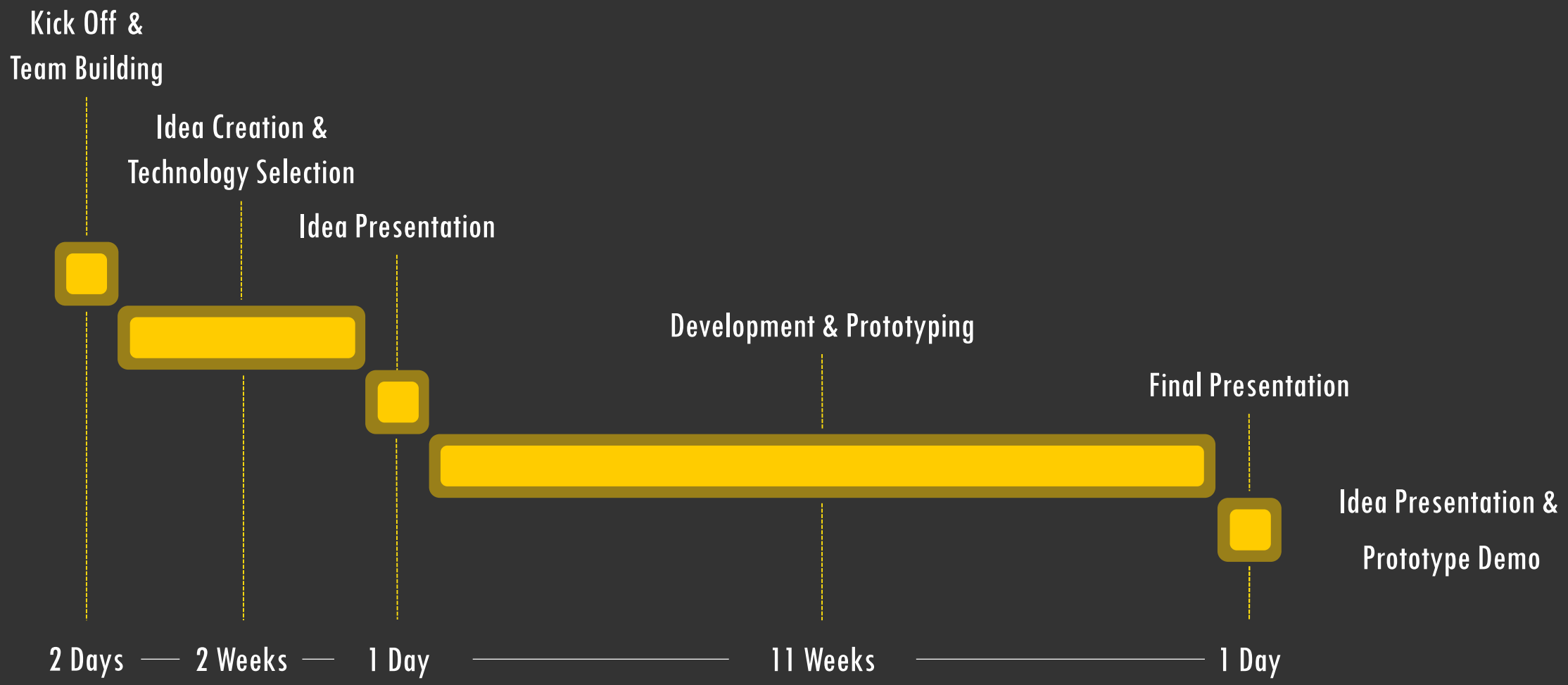

# Challenge @ CLIK

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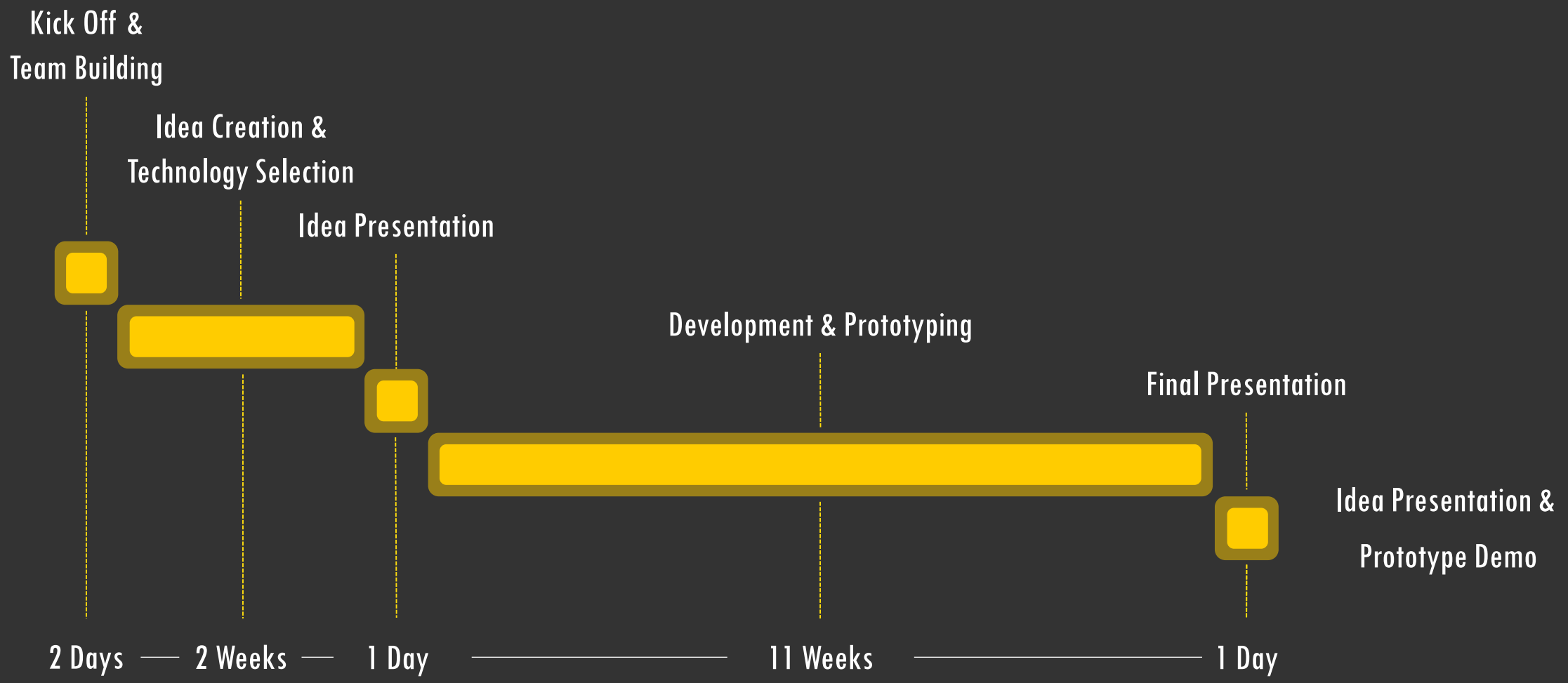
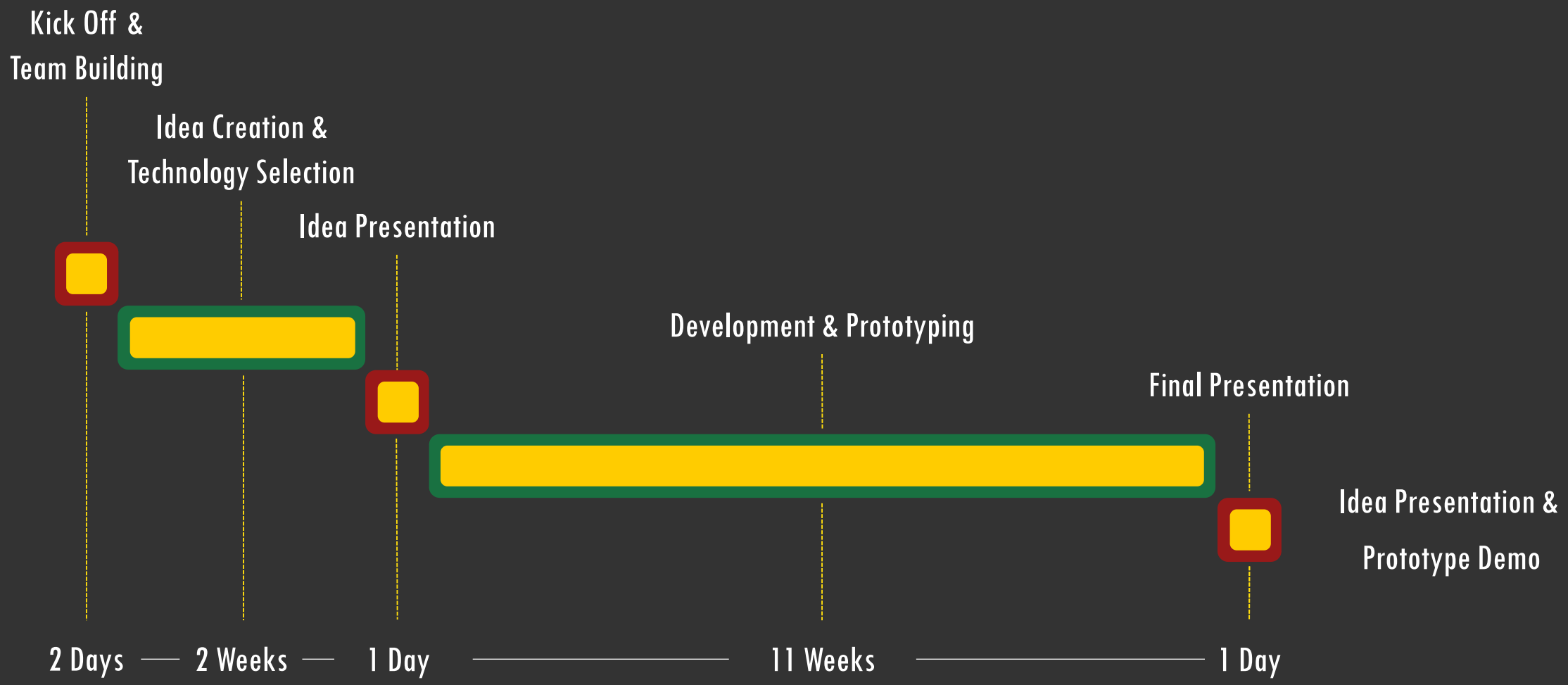



3 months period

# Company Involvement




Company presence is expected during presentation days

Is up to the Company to decide the involvement during the development phase

# What's the effort?

Students: 6.000 h

Mentor: 180 h

During the 14 weeks, 30 students will work 200h each, supported by mentors selected appropriately for the Challenge

Lecturer: 50 h

Lecturer will overview all the work with monthly updates and overall supervision

Company: 30 h

In the 30 hours, besides presentation days, we consider an average effort of 3 hours a month. Is up to the Company to decide the amount of hours to spend in support of students based on goals and expected results

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# Challenge Insight

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# Workshops

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# Team Building

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# Prototyping

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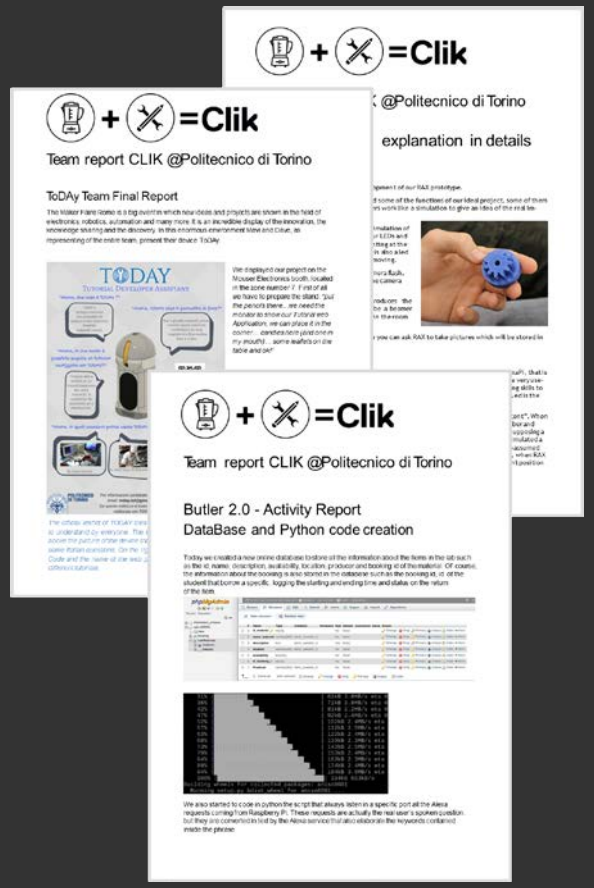
# Pitching

# Outcome

Prototyping




Blogging

Social Media Traffic

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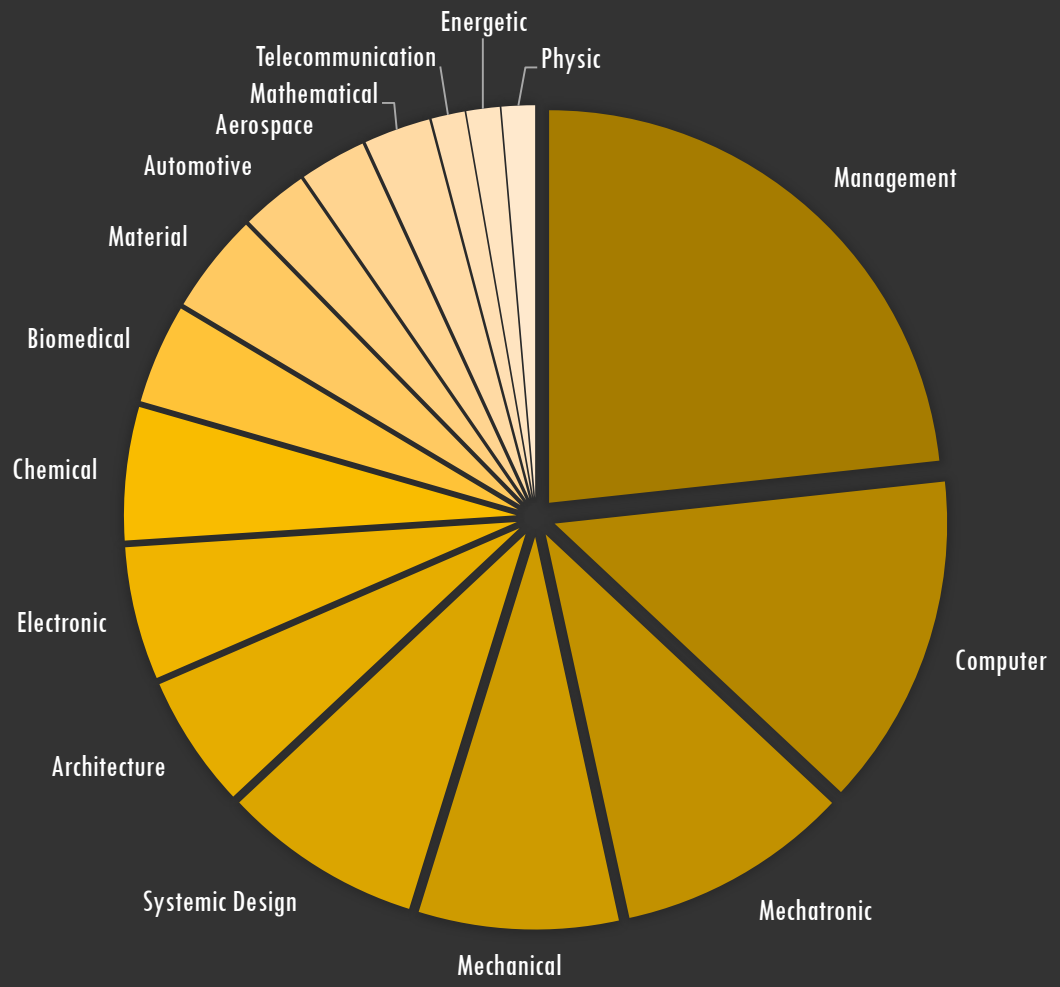
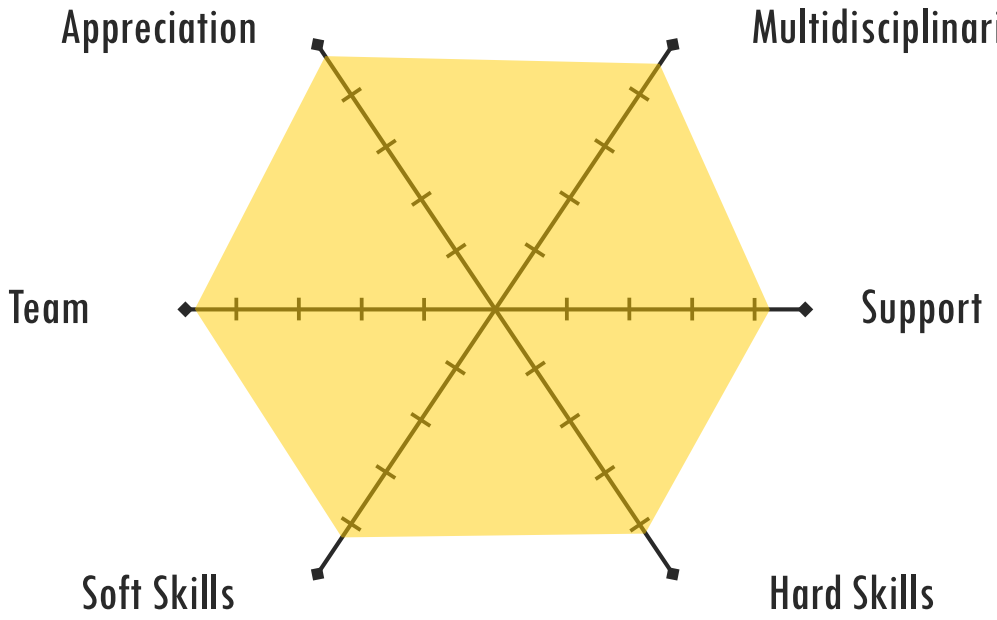
# Composition




200 Students

# Feedbacks




*"With the Challenge I had a paradigm of what it is to work in an innovative company. I have improved the skills in team building and in the management and cooperation of a team with heterogeneous skills"*

*"It is a window that simulates the way we will work in the future. We did small what startups and companies do big and better"*

*"An experience that shows how fundamental are relationships with other people and networking"*

# Feedback degli studenti

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## Why they want to recommend others to participate in the Challenge@CLIK

1. *It has been a stimulating experience that taught me a lot of skills that are going to enrich my experience and provide me tools to better **approach the "work world**";*
2. *Good for **networking**;*
3. *Because even if sometimes in the team there are some problems I had a good time working with people with **different backgrounds**;*
4. *Yes because it's a **value added to the theoretical exams** that everyone does at university;*
5. *I think that is a great opportunity to **grow as a person and as a team member**, an opportunity to **learn by doing and to face the real word outside university**;*
6. *It is a perfect place to **sharpen personal and professional skills**;*
7. *It is the best way to practice with different technologies, to **learn all the different aspects of a project, from the theory behind to the business plan**;*
8. *The Challenge of the CLIK give the possibility to understand how is working in a team with different backgrounds, **how to manage the time to achieve the deadlines** and the importance of the communication between the team members and the mentors. The most important reason is that **it makes you understand that if you have an idea you can implement it from zero and do it**;*

# Scheme & Pricing

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# Challenge Customization

Preliminary discussion with the partner Company in order to identify the needs, analyze the scenario and set goals and results expected from the program.

Perimeter setting, didactic themes identification and technology evaluation. Definition of the problem tailored on the Challenge scheme in order to make it “solvable” in an challenge format. Setting of solutions envisioned in order to fulfill stakeholders’ expectation.

Challenge team creation with the identification of the most appropriate lecturers, professionals and mentors to be involved based on the specific topic and areas of expertise.

# Challenge Scheme

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| | |
|---|---|
| Challenge presentation, workshops and team building | 2 days |
| Idea creation & technology selection | 2 Weeks |
| MVP Test & Idea Presentation | 1 day |
| Development & Prototyping | 11 Weeks |
| Demo day: Pitching & Prototype showcase | 1 day |

*The scheme represent CLIK standard solution.*
*Duration and costs can vary based on company’s customization needs.*

# Challenge Prices

**Prices and conditions will be agreed based on**

**Company dimension**

**(Revenues and n° of Employees)**

# Intellectual Property

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*Moral rights always belongs to the inventor (students)*

*Economic rights always belongs to Politecnico*

*Assignment to companies through*

*Spin-Off*

TBD

*Transfer*

10.000 €

Different
Funny
Inspirational
Educational
Intense
Market oriented

# Thanks!