

Promoting Interdisciplinary collaboration through ICE and Honeypot

<https://twitter.com/HudHoneypotIce>

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Honeypot



Prof Stefan Gabriel

INNOVATION AND CREATIVE EXCHANGE



Prof Jonathan Sands OBE



Purpose

Bridging the gap between design & engineering through the creation of a network of exchange to develop a legacy of learning

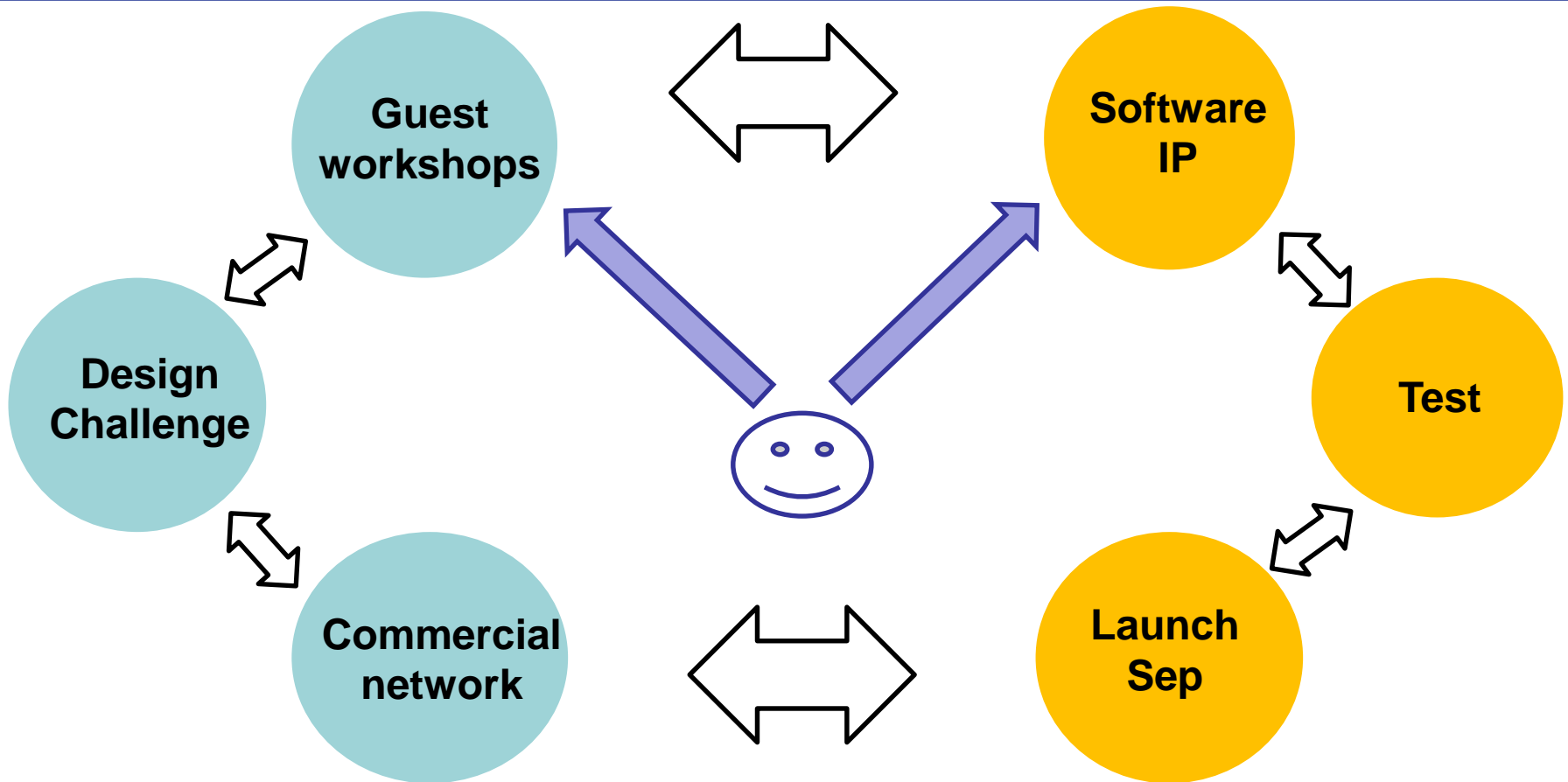
- Networking events / guest lecture / masters classes / workshops
- Interdisciplinary problem led design challenge
- Mentoring of students
- Proof of concept exploitation / Business start-up support and advice
- Discipline hopping interns

Inspiring tomorrow's professionals



Challenges

- Lead Academic - 9 months after it started
- Getting the projects back on track
- Software
- Intellectual Property
- Two Visiting Professors of innovation (one outside the country)
- Relationships between (two schools, staff, placement, students)
- BIC – PI Director of Enterprise
- Commercial sector engagement
- Ambitious schedule (second year – Launch Sep)
- No buy out for me - challenge



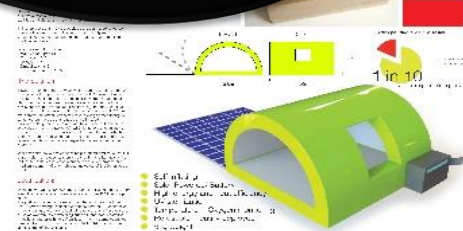
24 hour challenge:



“judging the 24-hour design challenge was a pleasure and revealed an impressive arsenal of talent the University of Huddersfield has amongst the students. When placed under pressure, right brain instinct coupled with pragmatic decision making, causes inventive and exciting concepts and solutions. Events like the 24hr Design Challenge are a great example of where you'll see this in action.”

“...in the 24 hours we were given I have been given a massive insight into how completely separate skill sets can come together to generate an idea” “It was an enjoyable challenge, bringing in different skills we have learnt throughout our time here so far.”

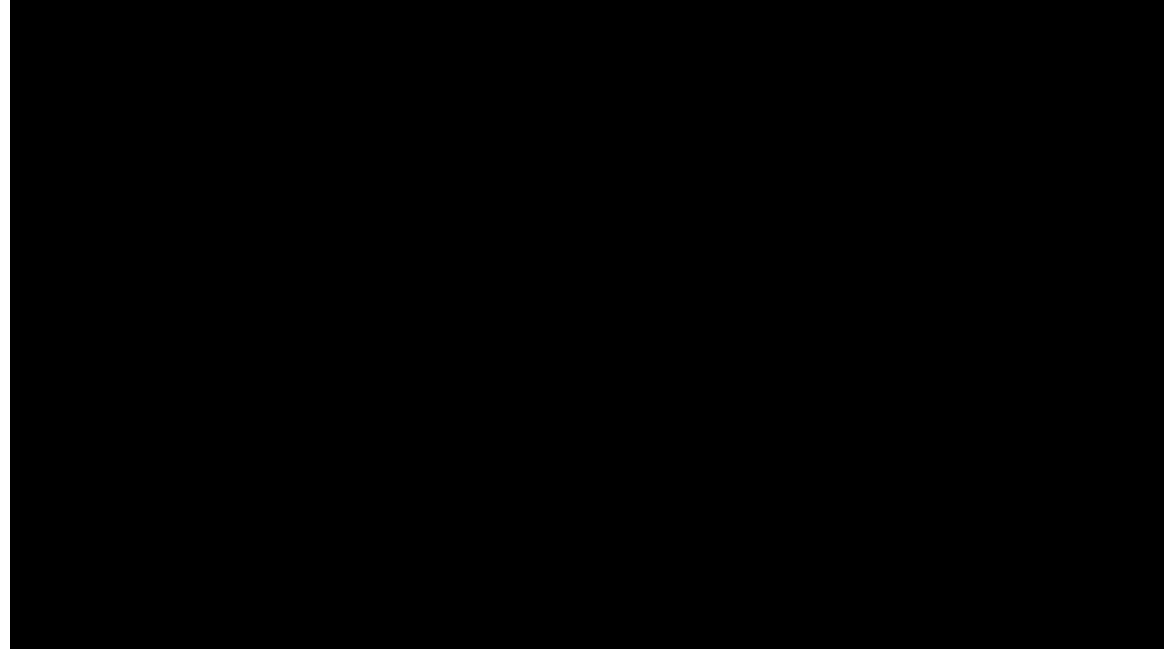
“It has shown me what some of my lecturers have been trying to tell us which is that collaboration and working with people from different specialisms is when design can really take off and become exciting”



eat me.

“Its not just the packaging that requires alteration but also our lifestyle and habits of consumption”

7 hour commercial challenge:



“It's a fun and creative event. I really enjoyed it. Very useful event, we should have more interdisciplinary activities to encourage the type of idea generation that has happened today.”



7 hour staff challenge:



WAAA “The Wearables for Good Challenge”



“The design-challenges which form part of ICE and HoneyPot provide innovative models for new approaches to T&L. They create learning space for interdisciplinary networks to thrive which have global reaching potential and impact. The recent success of the WAAA in the Unicef “The Wearables for Good Challenge” is testimony to this; it demonstrates the co-creation of knowledge by bringing diverse groups together. Professor Towns-Andrews, Director of Research & Enterprise (Huddersfield).



Outputs:

Outputs Year 1-3	Students					Total number of opportunities
	ADA	C&E	BS	MHM	total	
Enhance the creativity, design and innovation content in undergraduate teaching	463	62	15	4	544	14
Developing understanding of the innovation process	12	21	2	0	35	7
Encourage inter-disciplinary design activity	193	107	2	0	302	6
Greater awareness of and contact with industry and business	83	9	8	24	124	8
Encourage UG endeavour in developing creative, innovative design proposals	131	28	13	11	188	10

Tips and next steps

- Prepare for the unexpected
- Simplify as much as you can
- IP – sort this out first (commercial company)
- If things don't go to plan speak to RAE
- Get others involved – team effort
- Take opportunities
- Dive into the VP network
 - MBA interdisciplinary collaboration in HE
 - National level (looking for partners) – international level
 - Challenge remain getting students to apply for venture funds
 - Discipline hopping interns

Any questions?

Power, E. J. (Dec 2014) The 24 hour challenge: creating a multidiscipline environment for, design and entrepreneurship in engineering and design. Enhancing Employability through Enterprise Education: example of Good Practice in Higher education HEA case study. P22, In Owens, J. and Tibby, M (2014) Enhancing employability through enterprise education: Examples of good practice in higher education. The Higher Education Academy UK

Power, E.J. (2015) 24-hour interdisciplinary (Design) Challenge), Enhancing the Curriculum (ETC) University of South Wales: A Toolkit of Teaching Techniques Case Examples: <http://www.etctoolkit.org.uk/science-technology-engineering-and-maths/materials/>

Power, E.J., Fleming, L. and Smith, K. (2014) A Honeypot of rich ideas – Building online communities to promote knowledge exchange and collaboration between creative arts and engineering ALT Sep 2014

Thanks to Leigh Fleming, Liz Towns-Andrews, Kelly smith

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<http://www.hud.ac.uk/tali/>

