Swinburne
Innovation Challenge

Victorian Challenge and Enrichment Series (VCES)

Challenge yourself

Swinburne University of Technology's Innovation Challenge gives high ability students in years 10 to 12 an opportunity to extend their learning in Applied Innovation through a one-day program of interactive workshops at our Hawthorn campus.

6-12Hrs

Blended Delivery

Hawthorn

Free

The future of work is changing!

Program Information

Tomorrow's employees need to be innovators and problem solvers. The Swinburne Innovation Challenge is a 1-day program comprised of 3 phases, utilising a blended model of delivery at school and at Swinburne's Hawthorn campus. Small teams of high ability year 10 to 12 students will be supported through a scaffolded process to choose a challenge, ideate a solution, deliver a prototype and optionally a short video pitch. The program includes a full day on campus where students will have the opportunity to access our labs and teaching spaces and experience life as a university student.

By participating in the program, students will...

- Build an understanding of diverse ways of thinking and innovation frameworks.
- Collaborate in multi-disciplinary teams to leverage different skills and perspectives.
- Extend knowledge in their chosen subject area.

To start the program, students will form multi-disciplinary teams of 4-6 and select a challenge to address, related to one of the UN Sustainable Development Goals.
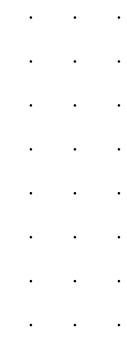
After forming their teams and selecting the challenge focus, students will attend a 1-day on-campus experience at Swinburne's Hawthorn campus. This will comprise of two 45-minute Innovation Kickstarter workshops and a 60-minute Subject Masterclass workshop for each student's preferred area of interest, with additional campus activities available in the morning.

Students can choose their area of interest from these subject options:

- Business Management
- Legal Studies
- Product Design and Technology
- Physical Education
- Psychology
- Engineering
- Applied Computing
- Physics
- Sociology
- Media

Finally, students will regroup into their teams and have the opportunity to share what they have learned from the Masterclass Workshops. As a cross-disciplinary team, they may be able to use this new specialist knowledge to contribute to their team's prototype.

After the on-campus experience, students will return to school and optionally work in their teams to refine their idea and create a final pitch. Final pitches are submitted in the form of a 1-2 min video and a panel of Swinburne experts will evaluate them and award prizes in a range of categories.

The Program Timeline

The program is broken up into 3 phases that will guide the students through the design thinking and innovation process. Students will be supported with particular tasks within each phase to work through. **The program is designed to be student-led and require minimal teacher intervention.**

Phase 1 – Discover

The **Discover** phase will be undertaken at school. During this phase students will form cross-disciplinary teams and be introduced to the Swinburne Innovation Challenge with video resources. Finally the student teams will choose their specific challenge.

This is a 30-minute teacher-led session and all resources will be provided two weeks prior to the on-campus day. Teachers may choose to organise students into teams, however we encourage students to form their own teams wherever possible.

Time allotted for phase
30 min teacher-led session

Phase 2 – Develop

The **Develop** phase will be undertaken at Swinburne's Hawthorn campus. The day will have three parts, including a lunch break.

Innovation Kickstarter In these two sessions, teams will ideate and develop solutions to their challenge. The teams then select one outcome to develop into a rapid physical prototype.

Subject Masterclass This session will bring students of specific discipline areas together. The workshop will support students to learn more about how their discipline connects to their challenge space and the industry as a whole.

On-Campus Day
4.5 hrs | 10.30am - 3.00pm

Introduction - 10.30am

Innovation Kickstarter (Part 1) - 11.15am

Subject Masterclass - 12.00pm

Innovation Kickstarter (Part 2) - 1.45pm

Conclusion - 2.30pm

Phase 3 – Deliver *(optional)*

The **Deliver** phase is optional, and is completed independently. Students will continue to develop and evolve their ideas, incorporating learnings from phases 1 and 2. Students will develop further prototypes to get feedback from users to validate assumptions before delivering a final prototype.

Teams complete the Innovation Challenge by creating and submitting a 1-2 minute pitch video to be assessed by a panel of Swinburne staff members.

Time allotted for phase
Up to 4 weeks after Phase 2

Estimated student work
4 - 6 hrs per student

Contact us

Find out more about the Swinburne Innovation Challenge by emailing: schoolprograms@swinburne.edu.au