roadmap

sessions

1 INSPIRATION WEEK

September 6-12

SESSION OBJECTIVE
Gain insight into a student leader's activities and passions at your school

CANDIDATE ACTIVITIES
Interview an inspirational student on campus; write and share a short submission about that student

Develop a plan for the stakeholder meeting, including the date, place, invites, etc

Get started on the Landscape Canvas (Session 3), as it requires quite a bit of research

HOW FACULTY CAN HELP
Urge candidates to pick an interview time slot early in order to pick subjects of relevance

Review their 2-week strategy for completing the landscape canvas

Establish a weekly meeting time to check in and hold them accountable

Join a community of faculty for advice and best practices

2 DESIGN THINKING

September 13-19

SESSION OBJECTIVE
Learn design thinking as an approach for human-centered innovation

CANDIDATE ACTIVITIES
Conduct interviews with first-year students

Identify and frame opportunities to improve the experience of these students

Brainstorm many possible solutions based on the insights gained

Present work to uiguide for feedback

HOW FACULTY CAN HELP
Meet with candidates and have them walk you through their design challenge work; ask about things they learned that surprised them; and look for the number and diversity of the ideas they came up with

3 LANDSCAPE CANVAS

September 20-26

SESSION OBJECTIVE
Uncover assets and identify gaps within the campus innocation and entrepreneurship (I&E) ecosystem

CANDIDATE ACTIVITIES
Complete the Landscape Canvas spreadsheet

Create or update the Campus Overview page on the wiki

Present the Landscape Canvas, as well as key surprises and insights, to uiguide for feedback

HOW FACULTY CAN HELP
Encourage students to get started right away

Have candidates present their Landscape Canvas to you and review their work for completion (they have 2 weeks to do their research)

4 STRATEGIC PRIORITIES

September 27 - October 3

SESSION OBJECTIVE
Narrow in on 3 to 4 projects that can significantly enhance the I&E ecosystem on campus

CANDIDATE ACTIVITIES
Prototype and hone in on projects

Flesh out project plans on the public-facing wiki page

Present prototypes and initial ideas for projects to uiguide for feedback

HOW FACULTY CAN HELP
Meet with candidates early in the week to discuss the results of their brainstorm, providing additional suggestions on high-impact projects

Review their prototyping plan

Follow up to debrief what they learned and how it informed their project plans

5 LEAN STARTUP

October 4-10

SESSION OBJECTIVE
Create relationships with key stakeholders, understand their metrics of success, and factor in their needs in order to define projects that are valuable to the broader campus I&E ecosystem

CANDIDATE ACTIVITIES
Meet one-on-one with key stakeholders in the I&E ecosystem to learn from them (not to sell their project)

Use the Change Model Canvas to interview leaders

Hold meeting with faculty champions and previously-trained Fellows to gather feedback on projects and strategy for execution

Refine Campus Overview and Strategic Priorities wiki pages

Present outcomes from one-on-one meeting with individual stakeholders, as well as any plans for (or outcomes of) stakeholder meeting

HOW FACULTY CAN HELP
Make email introductions to stakeholder and shed light on politics of the organization

Encourage previously-trained Fellows to engage with and mentor candidates

6 STORYTELLING

October 11-17

SESSION OBJECTIVE
Use storytelling to share the vision for change on campus

CANDIDATE ACTIVITIES
Create a change story video: Meet with uiguide; share initial prototype of the change story; seek feedback that strengthens the message to the campus audience; factor their feedback into the final version of the change story

Hold a stakeholder meeting to seek broad campus buy-in on UIF projects

Share outcomes and artifacts from stakeholder meeting

Post a bio page on the wiki

Ensure all deliverables from previous sessions are completed, and all public-facing materials reflect well of you and your campus

HOW FACULTY CAN HELP
Connect candidates to campus video production resources if needed

Help them rehearse for the stakeholder meeting, and urge stakeholders and previously trained Fellows to attend

!! LAUNCH

October 28

SESSION OBJECTIVE
Generate visibility on campus and create awareness of the Fellows' work in a way that holds them accountable

CANDIDATE ACTIVITIES
Start working on your projects right away!

Join closed UIF Facebook group and access additional tools

International students: begin your visa application process for the Silicon Valley Meetup, if you haven't already. Plan to show progress or learning with your projects by December 14 so you receive the invitation to attend!

HOW FACULTY CAN HELP
Continue to meet with the students regularly, remove obstacles they encounter and give them practical advice

Keep the team inspired by emphasising the importance of their mission to the future of their school

Celebrate the little wins and put a spotlight on any successes they have

assignment timeline

FORUM POST ON INSPIRATIONAL STUDENT
DUE SEPT 12

LANDSCAPE CANVAS & CAMPUS OVERVIEW WIKI PAGE
DUE SEPT 26

SCHEDULE, PLAN & HOLD STAKEHOLDER MEETING
DUE OCT 17

DESIGN CHALLENGE: INTERVIEW NOTES, OPPORTUNITY STATEMENT & IDEAS FOR SOLUTIONS
DUE SEPT 19

LANDSCAPE CANVAS & CAMPUS OVERVIEW WIKI PAGE
DUE SEPT 26

UIF PROJECT PROTOTYPE & STUDENT PRIORITIES WIKI PAGE
DUE OCT 3

CHANGE MODEL CANVAS & INTERVIEW SUMMARIES
DUE OCT 10

CHANGE STORY PROJECT
DUE OCT 17

CELEBRATE & SHARE THE NEWS!
OCT 28