

THE PROCESS

		STAGE			
STREAM		1) CHALLENGING	2) MENTORING / TRAINING	3) INNOVATING	4) PITCHING
1 BUSINESS	<p>SME proposes a challenge to the students, that is relevant to their field of study. This session will allow the SME and students to meet, and for the SME to describe the challenge they want the students to address.</p>	<p>Through two sessions, spaced out over around a month, the students will receive mentoring / training where necessary, in order to help them address the challenge sufficiently. The SME may act as a mentor, and offer them help & guidance in terms of their own career.</p>	<p>The students will attend a 2 or 3 day Gamechangers training session (run by HIL), which will help them to transform their idea into a real business plan. The students will prepare a report and pitch.</p>	<p>In a final, annual Dragons Den event, elevator pitches and finished reports are delivered to attending:</p> <ul style="list-style-type: none"> • Researchers; • SMEs; and • Investors. <p>The panel will decide upon the “winner” of the competition, of whom will be awarded a cash prize.</p> <p>Upon completion of the Dragons Den, interest from investors may lead to consortiums or spin-outs, or the launch of developed products, processes or services.</p> <p>SMEs involved may decide to implement the developed products / businesses, or perhaps to employ the student once they have finished their studies.</p>	
	1 SESSION	2 SESSIONS	2 OR 3 DAY PROGRAM		
2 PRODUCT	<p>SME proposes a challenge to the students, that is relevant to their field of the study. The challenge requires the creation of a new product, process or service. The session will allow the SME and students to meet, and for the SME to describe the challenge they want the students to address with a NPPS.</p>	<p>Through two sessions, spaced out over around a month, the students will receive mentoring / training where necessary, in order to help them address the challenge sufficiently. The SME may act as a mentor, and offer them help & guidance in terms of their own career.</p>	<p>The students will attend a 2 or 3 day Gamechangers training session (run by HIL), which will help them to transform their idea into a real product. The students will prepare a report and pitch.</p>		
	1 SESSION	2 SESSIONS	2 OR 3 DAY PROGRAM		
3 RESEARCH	<p>Student / researcher proposes their piece of research / invention to the SME of a relevant field. The challenge is to explore viable applications for the piece of research, such that it can become a new product, process, service, or business.</p>	<p>Through two sessions, spaced out over around a month, the students will receive mentoring / training where necessary, in order to help them address the challenge and explore applications for their ideas. The SME may act as a mentor, guiding and encouraging them to explore different options, as well as to offer help & guidance in terms of their own career path.</p>	<p>The student / research will attend a 2 or 3 day Impact through Innovation training session (run by HIL), which will help them to transform their research into a viable NPPS or business. The students will prepare a report and pitch.</p>		
	1 SESSION	2 SESSIONS	2 OR 3 DAY PROGRAM		
ANNUAL 1 DAY EVENT					

SMEs engaging with students within Gamechangers+ may be eligible for an Innovation Grant to assist with any costs. These grants are worth up to 50% of in-kind time attributed to the project.