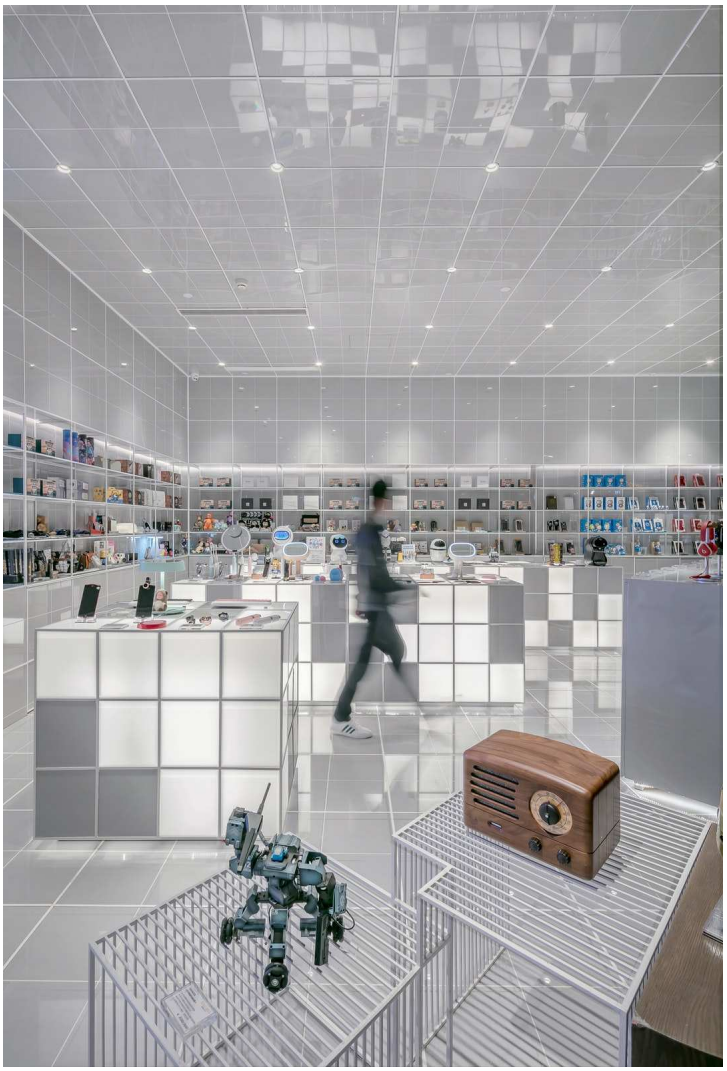
Boosting Relationships between Academia and Industry - BRAIn

Developing Innovation Skills for Engineering Students

Contents



Foreword

Societal and economic development depends on educational institutions to play a pivotal role in preparing the future workforce for promoting and fostering innovation at the workplace. Given this new and impactful mission of universities, innovation and creativity are fundamental to all academic disciplines and nonformal educational activities being a key element of the curriculum design process.

BRAIn Project is an initiative of University POLITEHNICA of Bucharest, Instituto Superior Técnico and KTH Royal Institute of Technology in Stockholm for developing the innovation skills of students in Engineering.

The project is kindly supported by the T.I.M.E. Association.

The main goal is to promote business principles and the value of innovative thinking and self-efficiency among the participating students through coaching by industry partners.

The BRAIn project focuses on bridging the competencies gap between university education outcomes and the demands of industry.

We look forward to your endorsement, participation and support for the successful completion of this endeavour!

BRAIn Organizational Team

Overview

The project is committed to the development of the innovation skills for undergraduate students in Engineering fields.

The participants to the project are introduced to **design thinking (DT)**, as a methodology to boost innovation, and **project-based learning** (PBL) where the focus is on the application of project management principles in an authentic learning environment.

In addition to this, we invite **industry partners** to assign coaches who offer technical support and provide insight on projects that the participants would embark on.

In order to support **extensive learning**, the project blends face-to-face instruction and training with **online learning**.

Main Activities

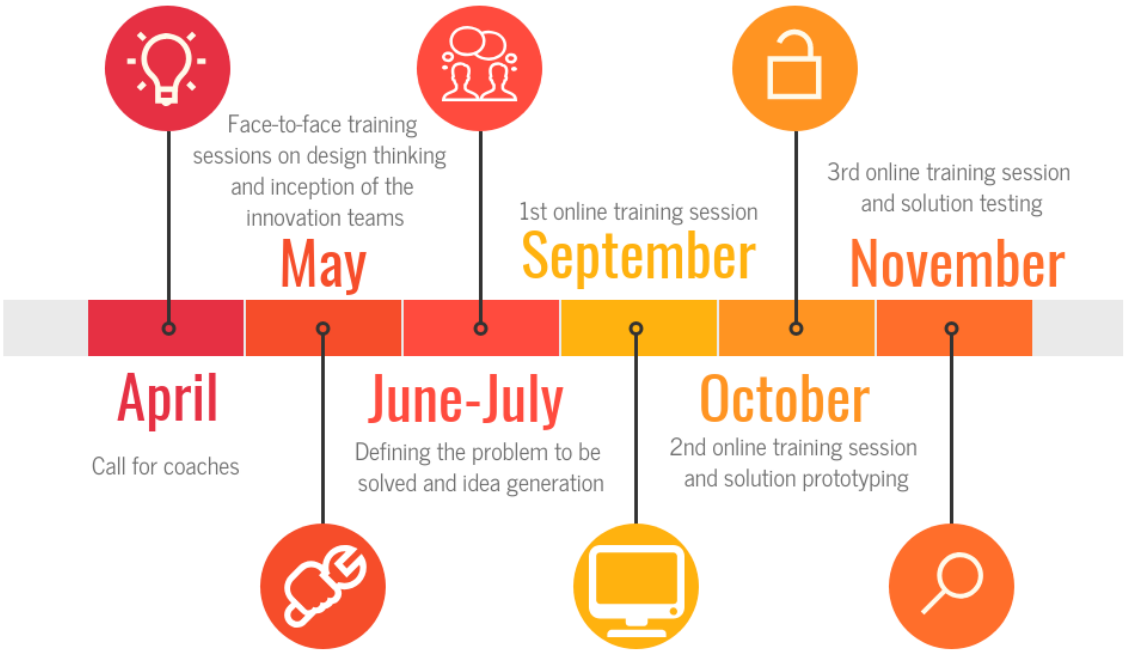
(1) Participants start off with a 2-day face-to-face **training on design thinking methodology.**

(2) Next, they **work in innovation teams** of 5 to 7 students to start implementing a project based on industry partners' input. The coaches from industry supervise innovation teams' activity.

(3) Through **online synchronous and asynchronous learning** they are introduced to PBL, where the focus is on the application of project management principles. Online training sessions will facilitate various business-related topics.

(4) **Coaching** focuses on grooming for optimum performance and value delivery with clearly defined development objectives which will require another round around the loop. The coaching program covers personal and business coaching and it is designed to address specific levels of work understanding and delivery.

Project Timeline



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