



System of Incentives

challengeacademy.iscte-iul.pt



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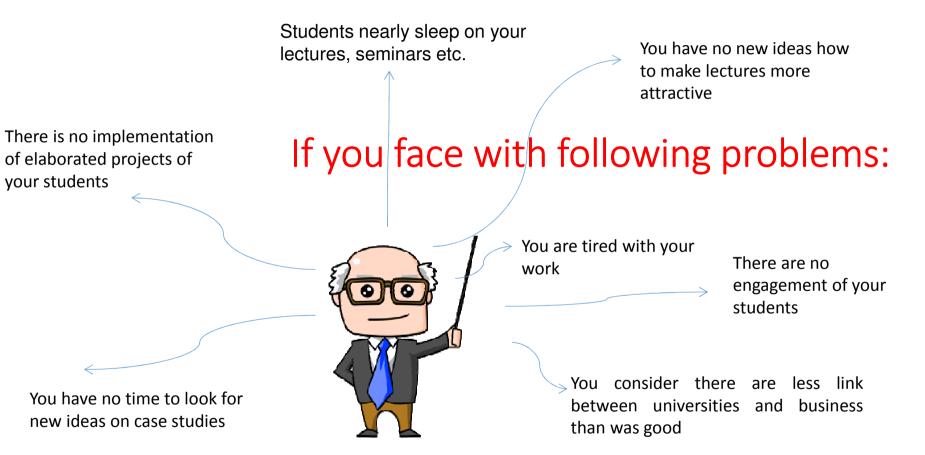
Content

- 1. The Process
- 2. UC-CROWD system of incentives
- 3. Conclusions and recommendations



1. The process





Use Challenge Academy



1. The process

enrichment of your activities with students understanding of the open innovation value to the companies and find areas for European researchers to work together

contributing in knowledge networks and alliances foster competiveness

discussing difficulties and advantages of mind-set changes

How can challenge academy help you?

work on real case studies

much more interesting activities – real engagement of students in solving the problems

No more boring lectures

put together, companies and HEI's.

a constant flow of ideas and technology

Contributing in better understanding of the critical areas in the business field to be worked on in an open innovation basis.



Lifelong Learning Programme With the Support of the Lifelong Learning Programme of the European Union



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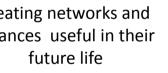


contact with business

work on real case studies

more valuable professional experience

> creating networks and alliances useful in their future life





practices in all over the world

Interesting studies

How can challenge academy

help your students?

Being updated in research area and new bussines trends

YOU ARE INSPIRATION FOR STUDENTS

Certificates necessary for student's resume





- •Creating contacts with stakeholders e.g. companies/academics/communities/students/research centers.
- •Opportunity for additional income (bonus on the salary; financial reward)
- •Reputation-peer & colleagues recognition
- •To transfer scientific knowledge into practice, by developing research projects based on the companies' problems
- •Satisfaction of solving of a problem or receiving a solution
- •Possibility to attract future employees/employer or opportunity to obtain internship
- •Raising knowledge after solving the problem
- •Contact with the real working world problems
- •To adjust the *curriculum* to the companies' needs
- •Opportunity to explore the latest technologies developed by researchers and presented on the profile
- •New ideas for research opportunities
- •Opportunity to access to the knowledge developed inside the Universities across Europe





Theoretical incentives to use the platform:
 To use work on the project to develop into coursework or bachelor / master / doctoral thesis
 To use particular challenges as examples in class and for case studies
Payment incentives
 Incentives provided by the academic teaching material related to learning process
 Compulsory registration by students to monitor engagement in class
 Ability for students to attract future employments
 Enhance the future opportunities to study and/or work abroad
 Start cooperation with firms and invite them to make University lesson
Internship opportunities
•Opportunity to put a challenge on the CS platform and award only those users who came up with the best solutions or provided
the exactly required help/assistance/advice/etc.
•Opportunity to put a challenge on the CS platform and award the university that host the users who came up with the best
solutions
•Opportunity to figure out the latest developments in particular area in order to save time and other possible costs on "wheel
reinvention"
 Opportunity to get creative ideas and develop new products/services





2.1 How and what will motivate Academics to use the Challenge academy platform?

When we ask what will motivate them to use this platform hypothetical these were the main reasons identified (was made in an early stage of the project):

- 1. Creating contacts with stakeholders e.g. companies/academics/communities/students/research centers;
- 2. To transfer scientific knowledge into practice, by developing research projects based on the companies' problems;
- 3. The satisfaction of solving of a problem or receiving a solution for your problem
- 4. New ideas for research opportunities.
- 5. Creating contacts with stakeholders e.g. companies/academics/communities/students/research centers;
- 6. To transfer scientific knowledge into practice, by developing research projects based on the companies' problems;
- 7. The satisfaction of solving of a problem or receiving a solution for your problem
- 8. New ideas for research opportunities.





2.2 How and what will motivate students to use the Challenge academy platform?

When we ask what will motivate them to use this platform hypothetical these were the main reasons identified (was made in an early stage of the project):

- 1. Starting cooperation between companies and universities
- 2. Internship opportunities for students
- 3. To use work on the project to develop into coursework or bachelor/master/PhD
- 4. Ability to attract future employment
- 5. Payment incentives
- 6. Raising your knowledge after you solved the problem;
- To transfer scientific knowledge into practice by developing research projects based on the companies' problems;
- 8. Creating contacts with various stakeholders;
- 9. To seek an opportunity to contact real working world problems;
- 10. The ability to attract future employer/employee.





2.3 How and what will motivate organizations to use the Challenge academy platform?

When we ask what will motivate them to use this platform hypothetical these were the main reasons identified (was made in an early stage of the project):

- 1. Creating contacts with stakeholders;
- 2. Transfer Knowledge into Practice;
- 3. Opportunity to access to the knowledge of other countries;
- 4. Opportunity to explore the last technologies;
- 5. To develop creative ideas and new products/services,
- 6. Opportunity to figure out the latest developments,
- 7. To display the whole problem,
- 8. Breaking the whole problem into small pieces.





2.4 According with our experience after 9 months of using the platform **Academics** will be motivate to use the platform by:

"creating contacts with companies and research centers – science closer to the business - tansfer scientific knowledge into practice"
"new interesting and refreshing ideas for research opportunities"
"a constant flow of ideas and technology"

"the satisfaction of solving of a problems"

"much more interesting activities - real engagement of students in solving the problems"





2.5. According with our experience after 9 months of using the platform **Students** will be motivate to use the platform by:

"Payment incentives"

"ability to attract future employment - practice and experience - building Curriculum"

"opportunity ofraising their knowledge and experience after they solved the problem"

'use work on the project to develop into coursework or bachelor/master/PhD"





2.6 According with our experience after 9 months of using the platform **Organizations** will be motivate to use the platform by:

"creating contacts with HEIs - opportunity for small organization to have a support in R&D area"

"opportunity to access to the knowledge of other countries"

"opportunity to develop creative ideas and new products/services"

"opportunity to have a new refreshing look on organization (structure, products and services)"

"opportunity to find a new, open minded emploers"