

CHALLENGE ACADEMY*

* a crowdsourcing platform to connect Higher Education Institutions with Business.

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INTRODUCTION

The main goal is to strengthen links between higher education institutions and public, private and non-profit organizations by facilitating the engagement with students, academics and researchers through the use of the Challenge Academy platform. This platform contributes for the development of “new learning and teaching methods” by creating a virtual space to answer the organizations needs and academics projects.

METHODOLOGY

The Challenges are created by the organizations that aim to find innovative ideas which may be relevant their business. By soliciting ideas from the posted challenges is also an opportunity to find and recruit the best resources trained at participating higher education institutions through problem solving.

The Seekers are public, private and non-profit organizations, registered at the platform, seeking to find new ideas for their businesses or to recruit graduates who best fit their needs. These are the institutions that display the challenges at the platform, looking for the best suggestions that add value to their organizations.

The Solvers are students, academics and researchers from higher education institutions and research centers, from any region of the world, interested in presenting solutions for the challenges displayed by the organizations.

CONCLUSIONS

Benefits

Organizations

To access recent research made at universities; to recruit graduates; to solve daily problems.

Academics

To develop applied research; to have access to real case studies to be used in their classes.

Students

To have contact with labor market; have access to job and internship opportunities; to enhance and their skills and experiences.

THEORETICAL MODEL

Higher Education Institutions & Research Centers

- 1) Connect Academics with the organizations;
- 2) Foster a positive environment for academics and students to share their views upon their field of knowledge;
- 3) Create a pool of young researchers to continue their studies at MSc or PHD levels;
- 4) Collaborate with other Higher Education Institutions and Research Centres in the same field;
- 5) Adjust the contents to the organizations needs;
- 6) Develop applied research.

Private, Public & Non Profit Organizations

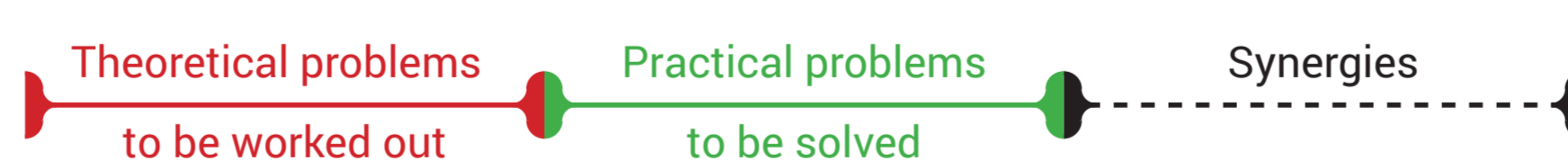
- 1) Attracting students to get engaged with real life problems (motivation);
- 2) Saving time and money to select the appropriate students/ academics to provide solutions to problems;
- 3) Create a first consultation pool and then through filtering a top-league pool of students;
- 4) To increase the cooperation between Organizations and Higher Education Institutions.



e-Platform

- 1) Communication hub;
- 2) Engaging students with organizations;
- 3) A reference point and tool for academics to publish problems/topics to be solved – Dissertation themes;
- 4) A reference point for companies to publish problems/topics to be solved;
- 5) A tool to improve and optimize solutions and generate innovative ideas;

Description graphics elements



Students and Academics

- 1) Connect with real problems faced by the organizations;
- 2) Receive awards and financial support for research projects (monetary, internships, fellowship grant);
- 3) Develop and increase professional qualifications;
- 4) Contact with students and academics from other countries.

Students Careers

- 1) Create synergies between Higher Education and organizations through students' career orientation;
- 2) Support students with writing a market-oriented CV;
- 3) Gain knowledge about of the organizational reality and the skills required;
- 4) Work with students to develop skills that adjust to the organizations needs;
- 5) Have access to students' profiles and skills.

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