

# TEP TALK

*"If you can dream it, you can do it" - Walt Disney*

*The official newsletter of Technology Entrepreneurship Programme*

## HIGHLIGHTS

### TEP 2019-20: Innovation Hackathons

The practicum component of the first batch of TEP 2.0 kick started with the most exciting – Innovation Hackathon! Indeed, as designed and anticipated, innovation hackathon enabled the students to initiate their own journey into innovation and entrepreneurship.

The format of the hackathon was that of an immersive 3-days engagement. This included sharing of curated entrepreneurship and innovation case studies, detailed out themes through macro over view and team centric card exercises, opportunity or problem identification, brainstorming and sense making sessions, technology enablement sessions and solution specific prototyping facilitated by proficient mentors. The format as a whole was the right composition to give students a holistic hands-on learning experience. This got them motivated for solving real world needs for specific users like children with eyesight problems, chilly farmers, traditional goldsmiths, sports enthusiasts, international tourists and many other unconventional users from various sectors. Students came up with product and process-based solutions for these users during the hackathon and built prototypes which were ready to be tested by the users for further refinement.

One of the major intangible outcomes of the hackathon was the building of students' mental capacity for lateral thinking. The design of the activities and processes of the hackathon slowly took them through the journey of considering multiple perspectives that are often contrasting before the actual decision making. This valuable learning will be helpful to them not just in context of TEP, but also in their overall thought process across any aspect of life.



### TEP 2017-19: Business Plan & Pitch Workshop

The Term 4 of the programme aims to elevate the business acumen of the participants as they are already well placed with their prototypes after enhancements and refinements. To help with this, the best performing teams received an opportunity to attend a Business Model Workshop which enabled them to understand and build a business around their prototype. The participants who could not be a part of the live workshops would be shared all the requisite knowledge base in order to keep them at par with the workshop attendees.



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