

2017-2018

DESIGN



ODYSSEY
2.0

Information Package to Potential Adjunct Mentors



Sponsors &
Partners

J.P.Morgan

DESIGN



ODYSSEY

2.0

Dear Potential Design Odyssey Mentors,

Thank you for expressing your interest to be a pro-bono Adjunct Mentor for Design Odyssey 2.0. This information package is meant to provide you an overview on the Design Odyssey program, as well as answer potential questions you may have about what it means to be a mentor.

If you have more questions, beyond this deck, please reach angela_ho@sutd.edu.sg. Otherwise, kindly fill out the attached Mentor Profile Template, and email it to angela_ho@sutd.edu.sg, by 13 October 2017.

We look forward to welcoming you on board, in partnership to make this program a great success for our students!

*Thank you,
The Design Odyssey Team*

All about Design Odyssey

Established by SUTD-MIT International Design Centre, in partnership with the J.P. Morgan Chase Foundation, Design Odyssey 2.0* aims to be the model of innovation incubators of the future. Design Odyssey provides the platform of integration between academia, industry and society, in order to facilitate a seamless transition for students to professional practice by developing a human-centric focus rooted in design, innovation, social awareness.

What is Design Odyssey?

* Design Odyssey 1.0 was inaugurated in 2016 – 2017, established in partnership with J.P. Morgan Chase Foundation

We offer students **3 different tracks**, each of them thoughtfully designed to benefit individuals with different aspirations

Drive (6 months)

Sept 2017 – Mar 2018

SUTD Students **create, discover, and explore** the path of **social innovation**, from choosing their own social innovation projects to forming their own teams, working collaboratively to create impact in society.

Lead (8 months)

Sept 2017 – May 2018

SUTD Students **mentor and inspire** Polytechnic and Secondary school students, who are working on social innovation projects. SUTD students learn the art of **leadership**, and are **mentored deeply** in their journey as they **mentor** others.

Enterprise (4 – 12 months)

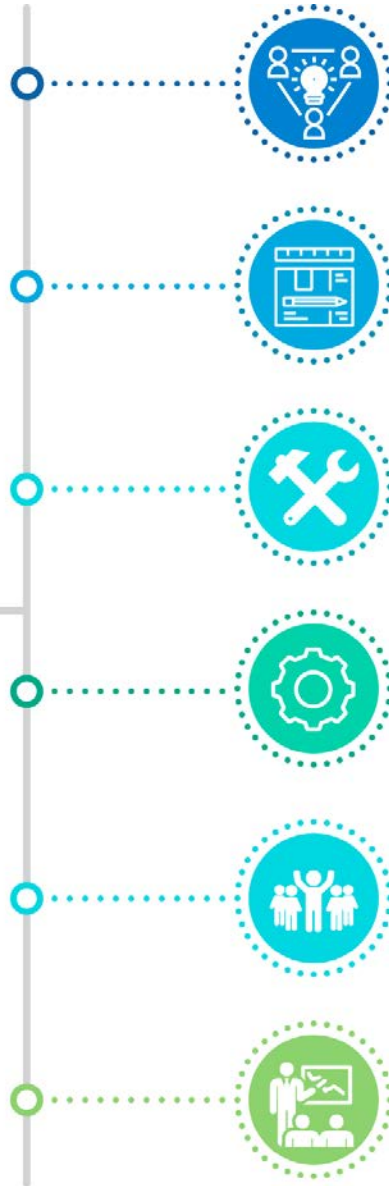
Sept 2017 – Dec 2018 or Sept 2018

SUTD Students have an opportunity to interact deeply with industry, by working **on Enterprise projects**. They are **mentored** closely by the enterprise, and apply their design and technology acumen to **real-world projects**.

Design Odyssey Tracks

Design Odyssey

Design Odyssey is a holistically-designed programme where students have the opportunities to learn Design Innovation point-of-views, methods and mindsets, through the following experiential components:



Teams – Work as a team to solve real-world problems, developing inter-personal skills

Project – Learn and apply Design Innovation using Social or Enterprise Innovation projects as the core platform

Design Innovation Skills – Learn, apply and deepen skills including rapid prototyping methods, and other technical skills

Business Pitching – Have real-world opportunities to pitch to industry panels and judges

Leadership & Personal Development – Deepen self-awareness, confidence, and leadership via coaching, reflection practices.

Mentor – Be mentored by industry practitioners, and SUTD Faculty, deepening professional relationships & network.

Design Odyssey 2.0 Deliverables

A

**PROJECT PITCH DECK,
PROTOTYPE & POSTER**

B

**PROJECT WEBSITE
DOCUMENTING THE LEARNING
JOURNEY**

C

SELF-REFLECTION JOURNAL

D

PERSONAL PORTFOLIO

- Grooms change agents and social entrepreneurs to be champions of design innovation in Singapore and beyond.
- Contributes to the betterment of society and touch the hearts of people through meaningful work with them.
- Emphasises the learning journey and process in addition to the impact and outcome through the projects.
- Facilitates self-discovery and leadership growth, by providing resources like experiential workshops, and mentors to guide participants.

Objectives of Design Odyssey

Teaming by Design

- Team Forming
- Selection of initial Project Challenge

Core D.O. Retreat

- Design Innovation approach of: Discover, Define, Develop & Deliver
- Pitch user-validated concept at the end of retreat

Project Mentoring

- Industry & Faculty mentorship on project
- Deepening of industry relationships and network

SEPTEMBER

NOVEMBER

JANUARY

MARCH

OCTOBER

DECEMBER

FEBRUARY

Closing Showcase

Selection Bootcamp

- Identify passionate, committed dreamers & do-ers

User Research Masterclass

- Ethnographic user research

Prototyping Masterclass

- Technical prototyping skillsets
- Further develop concept and ideas

Leadership Masterclass

- Self-awareness and personal development

Business Pitch Masterclass

- Real-life pitching to industry partners

- Completion of journey of self-discovery and project impact
- Celebration and presentation at a Design Odyssey showcase

DESIGN ODYSSEY 2.0

2017/18 **DRIVE** PROGRAMME

* Program details subject to further changes

Teaming by Design

- Team Forming
- Selection of initial Project Challenge

Core D.O. Retreat

- Design Innovation approach of: Discover, Define, Develop & Deliver
- Pitch user-validated concept at the end of retreat

Leadership-In-Action

- SUTD students mentor Polytechnic students
- SUTD students are in turn coached on leadership skills

Overseas Immersion

- SUTD students apply and lead in Design Innovation with overseas community partner

SEPTEMBER

NOVEMBER

JANUARY

MARCH

MAY

OCTOBER

DECEMBER

FEBRUARY

Closing Showcase

- Completion of journey of self-discovery and project impact
- Celebration and presentation at a Design Odyssey showcase

Selection Bootcamp

- Identify passionate, committed dreamers & do-ers

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Leadership Masterclass

- Self-awareness and personal development

Business Pitch Masterclass

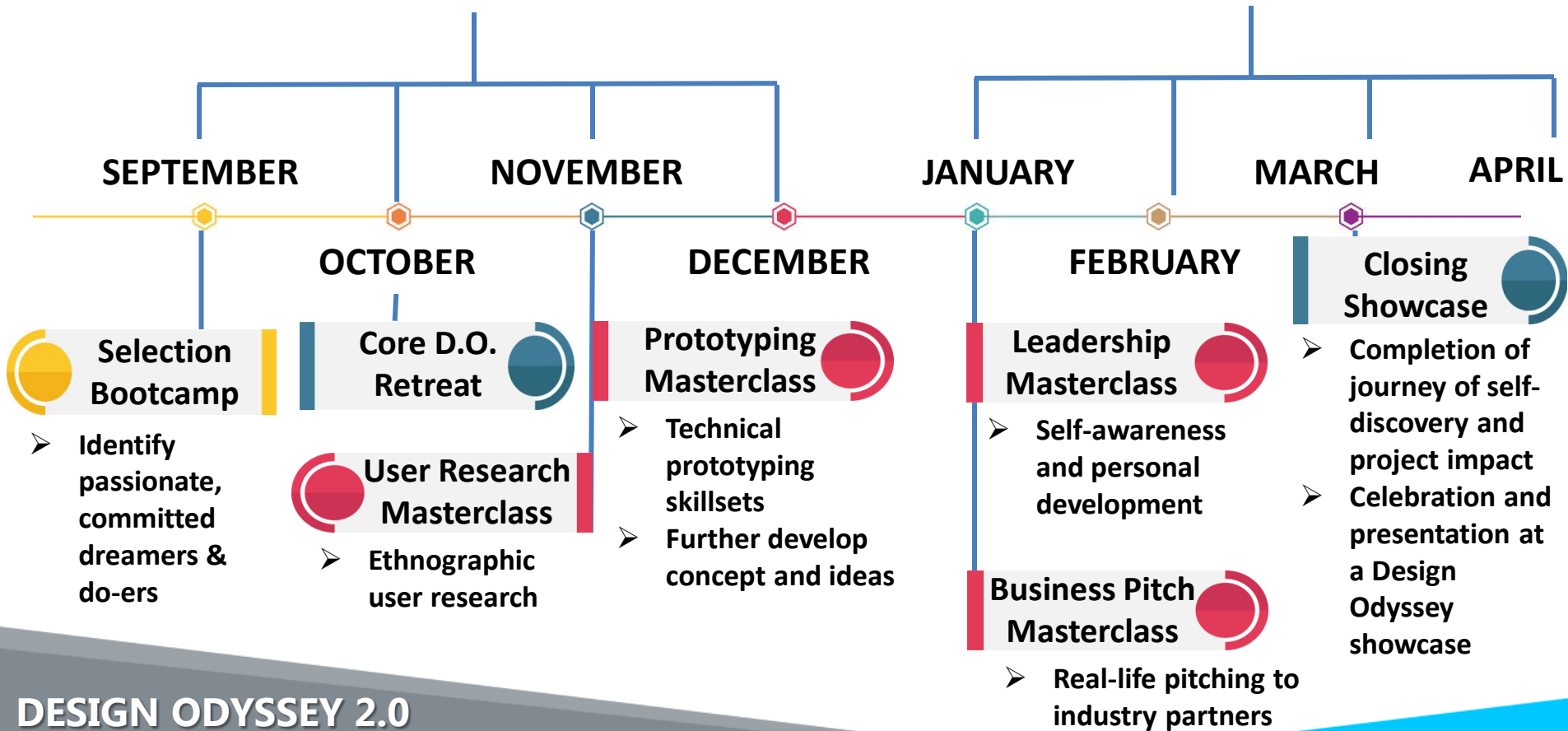
- Real-life pitching to industry partners

Enterprise Innovation Project 1

- Students work on enterprise project
- Guided by enterprise mentor
- Deep exposure to real-world industry needs

Enterprise Innovation Project 2

- Students work on enterprise project
- Guided by enterprise mentor
- Deep exposure to real-world industry needs
- Leading to internship In May-Sept 2018



**Want to be a mentor with
Design Odyssey?**

Who are students attending the programme?

The students you would be mentoring are SUTD undergraduate students in their 1st, 2nd or 3rd year of study, graduating in 2020, 2019 or 2018, respectively. They are from all 4 pillars of SUTD undergraduate program, namely, Architecture and Sustainable Design (ASD), Engineering Product Development (EPD), Engineering Systems and Design (ESD), and Information Systems Technology and Design (ISTD).

Is this programme part of the student's academic assessment at SUTD?

Design Odyssey is a voluntary, 5th Row program. 5th Row activities are activities undertaken by students outside the classroom. The participation in this program will only be reflected in their transcript under 5th Row Activities and not the academic transcript.

Students who choose to be in this distinctive programme are therefore naturally more passionate and committed to their personal and professional growth.

BEING A DESIGN ODYSSEY ADJUNCT MENTOR

What does being an Adjunct Mentor in the Design Odyssey programme mean?

If you are an Adjunct Mentor on the programme, that means that you are part of a pool of mentors whom students on the Design Odyssey programme can reach out to, to request for mentorship. You won't be assigned to any particular students or teams; instead, we empower students to be proactive to reach out to mentors they would like guidance from.

In the extreme scenarios, no students may reach out to you at all. On the other extreme end, a lot of students may find your profile suitable for them and reach out to you.

You have the freedom and choice to choose how many hours you can mentor a month and manage your time accordingly.

Who is eligible to be a mentor?

Anyone with professional experience to share and who would like to spend time to nurture the next-generation leaders is eligible to be a mentor!

Faculty, Post-doctoral researchers, as well as industry (both public- and private sector) professionals are all eligible to be mentors on the programme!

BEING A DESIGN ODYSSEY ADJUNCT MENTOR

What areas of mentorship will the students require?

Students on the Design Odyssey programme are either in the DRIVE, LEAD, or ENTERPRISE track. In the DRIVE track, they are working on creating their own solutions to a social problem of their choice. Some teams may even take their ideas, to enter competitions and eventually setup their own companies (some student teams in Design Odyssey 1.0 went on to great success winning competitions and also setting up their companies).

In the LEAD track, they are mentoring Polytechnic and Secondary School students. These students are in turn, working on a social innovation project.

In the ENTERPRISE track, they are working on the Enterprise project.

Therefore, any area of professional expertise is welcome, to add to our diverse pool of Adjunct Mentors! For instance, you may be able to mentor students in Design Thinking methodology and approach, or you may have domain expertise in various fields like entrepreneurship, social enterprises, finance, human resources, marketing, sales, legal, R&D.

Another area of mentorship is that you can also provide nuggets of life wisdom to our students, from your life experiences! Imagine if you could go back in time, what would you would tell your 20-year old self?

BEING A DESIGN ODYSSEY ADJUNCT MENTOR

Who will I be mentoring?

The students who are eligible for mentoring, are all students in the DRIVE, LEAD and ENTERPRISE tracks of Design Odyssey 2.0. That may include Polytechnic students on the program who may reach out to you as well.

Will I be mentoring students as a group, or individually?

That is really up to the students who are contacting you. If they contact you as an individual, you can provide individual mentorship. If they contact you as a team, then you can mentor them as a team.

Beyond the first mentoring session, it is up to you and them, if you want to follow-up on their issues or projects and continue the mentoring relationship!

What is the commitment of mentoring?

The length of commitment is from October 2017 to May 2018. You can decide how many hours you want to spend mentoring.

How will students contact me?

We will share all the Adjunct Mentor profiles with the students on the Design Odyssey 2.0 programme and they will reach you as per the contact details you provide on the Mentor Profile Template.

BEING A DESIGN ODYSSEY ADJUNCT MENTOR

How will the Design Odyssey team track the mentoring sessions?

After every mentoring session, please fill out your responses to Google Form (the link will be provided later).

Will I be remunerated as a mentor?

No. Mentoring on the Design Odyssey programme is entirely pro-bono.

Do you have a space where I can mentor the students?

Feel free to drop by SUTD campus to mentor our students in person.

If you prefer, you can also invite our students to your office. Alternatively, you could meet at a café, or mentor remotely, via video-conferencing modes like Skype.

I am keen! How do I start being a mentor?

Thank you! Please fill in the attached Mentor Profile Template Word Document and email it back to angela_ho@sutd.edu.sg by 13 October 2017.

I have a contact who would make a great mentor for your students. How do I recommend him or her?

Please feel free to introduce your contact to angela_ho@sutd.edu.sg, and we will follow-up!

What if I have doubts and queries not answered in this deck?

Please feel free to email angela_ho@sutd.edu.sg, and we will follow-up!

THANK YOU FOR MAKING A DIFFERENCE 😊

For more information and next steps, please contact
angela_ho@sutd.edu.sg
<https://idc.sutd.edu.sg/programmes/design-odyssey/>