



ASEAN
VIRTUAL ENTREPRENEURSHIP HACKATHON 2021
*“ASEAN Youths Leading Innovations
for a Sustainable ASEAN Community”*

CONCEPT NOTE

I. Overview:

The program is designed to provide a platform for student participants to apply their problem-solving skills, showcase their solutions, and explore opportunities to transform their ideas into commercially-viable products/services. Students will be coached while working on their refined solutions to the given problem statements. They are encouraged to commercialize their solutions after the program.

- **Programme:**
 - Official name: ASEAN Virtual Entrepreneurship Hackathon 2021
 - Programme structure:
 - Training (workshops)
 - Brainstorming & Consultations
 - Pitching
 - Mode:
 - E-workshops (2 sessions over 2 days)
 - E-consultations (1 session for all groups midway)
 - E-presentation (1 session: recorded)
- **Timeline:**
 - Schedule: October 2021 –January 2022
 - Session time: To be defined

APPLICATION	TRAINING	BRAINSTORMING & CONSULTATIONS	PITCHING
Aug - Early Oct 2021	October 2021	Oct - Dec 2021	January 2022
(IHES Registration) Launching Webinar	E-workshops	E-consultations	E-final presentation

II. Participants

- **Partner:**
 - ASEAN Institutions of Higher Education
- **Participants:**
 - Number of teams per IHE: 2-5 teams
 - Team size: 3-5 students

III. Tentative detailed schedule

DATE/TIME	ACTIVITY	DESCRIPTION
Early Oct 2021	Webinar	- Webinar: Launching the event
<u>Day 1:</u> 7 th October 2021 (Thu) <u>Day 2:</u> 8 th October 2021 (Fri)	Welcome session & E-workshops (through ZOOM or MS TEAMS)	<u>Welcome remarks:</u> <ul style="list-style-type: none"> - Representatives of 3 IHEs <u>E-workshops: Innovation workshop with 'Inventive Problem Solving' led by UII</u> Day 1 (7 Oct 2021) Zoom Link: https://uii.zoom.us/j/5069375748 Meeting ID: 506 937 5748 Passcode: hackathon Schedule: 2.00pm – 3.00 pm <ul style="list-style-type: none"> • Introduction • Design Thinking I 3.00pm -- 5.00pm <ul style="list-style-type: none"> • Design Thinking II • Design Thinking III • Breakout Session Day 2 (8 Oct 2021) Zoom Link: https://uii.zoom.us/j/5069375748 Meeting ID: 506 937 5748 Passcode: hackathon Schedule: 9.00am – 12.00pm: Lean Startup I (BMC) 12.00pm – 1.00 pm: Lunch Break 1.00pm – 3.30pm: Lean Startup II (Pitching Skills & Finance) 3.30pm – 5:00pm: Group Activity
Oct to Dec	E-consultation	• Teams to brainstorm ideas and prepare

2020 18 th November 2021 (Fri)	(Brainstorming & Refinements) Midpoint consultation: cross consultations from all three institutions	preliminary pitching deck <ul style="list-style-type: none"> • Mentors will mentor teams from their own IHLs • Midpoint consultation in November (week of 9th Nov): The mentors from each institution will meet up online to give midpoint feedback to all the groups. Suggest 20 minutes per team (10 minutes presentation per group, 10 minutes feedback from all mentors)
30 th December 2021	<i>Project submission</i>	<ul style="list-style-type: none"> • Teams to submit the projects including the pre-record their pitching (12-15 minutes) and softcopies of presentation decks to the organiser for judging. The judging board will have the evaluation and choose top 5 projects for final e-presentation.
28 th January 2021	<i>Final E-presentation & Closing</i>	<ul style="list-style-type: none"> • Students of top 5 project will conduct e-presentation for final judging. Results announcements and issuing of e-certificates

IV. Problem statement:

- Problem statement to focus on either :
 - Problem 1: Sustainable cities /Eco-cities
 - Resource efficient cities
 - Resource augmentation
 - Material and energy intensity management
 - Smart and intelligent cities
 - Clean cities
 - Pollution and waste prevention
 - Pollution and waste management
 - Green and health cities
 - Land-use planning for Urban ecosystem
 - Mobility management
 - Socioeconomic equity
 - Problem 2: Innovation for Impact Investing During and Post-COVID Survival
 - An improved learning environment or style for educational institutions or working in a transformed workplace, or leveraging the digital economy to enhance study or work.
 - Innovation amid Pandemic: during pandemic critical contradiction between health and economy prevent a state, a region, a community or even an individual from performing in a normal way to gain maximum productivity. The innovation should maintain both the interest of health and economy without sacrifice one of it
 - Innovation post Pandemic: during and after the pandemic, many businesses collapsed, and people lost their jobs. Innovation should accelerate the growth by providing a product or service with a minimum amount of investment with big impact to society and nature.