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**Presentation Title: Collaborative Projects for
Inclusive and Accessible Enterprise Education**

IEEC, Glasgow, 16.10GMT – 1700GMT



University for the Common Good

Purpose: A toolkit for designing inclusive and accessible real world projects

This session will show how collaboration and ways of working together can create student enterprise projects that are inclusive and accessible, and how we designed projects that support the underlying principles of diversity; inclusivity and individual respect.

We will share some examples of our student projects and include our collaborators. Our collaborators are a rich mix of businesses, academics in other countries, charities and social enterprises.

Plan: Wiki tours

We plan to present the story of how we traded products in a for profit enterprise project with a group from New York state in a trading project. Our story tells of how it was set up, what went wrong, how we navigated Customs Duty and the final outcome.

Our 2nd story involves 4 international students who partnered with a foodbank in a deprived part of Glasgow. The group planned a fundraising event, gathered donations, created retail donor partnerships and volunteered. They identified the issues of *isolation and social interaction* with beneficiaries as a crucial aspect of their *ethos* and produced a wiki outlining their learning journey. They developed insights into *sustainable social enterprise business solutions* to real world challenges connecting donors and beneficiaries and addressing food/diet quality.

Wiki tour: The wiki tour is interactive so please tour with us.....

Projects: Background and philosophical approach

Our projects are credit bearing and part of a large spine of modules at level 1, 2 and 3, a programme known as Triple E: Employability, Enterprise and entrepreneurship.

Design principles include:

Knowhow, Vygotskian thinking, Social learning,

Wikis: the vehicle that carries the activity as the communication tool as well as the assessment and collaboration tool

Project 1: Foodbank Wiki Tour

On tour with.....Fantastic Four... group no. 22

Please join in and ask questions

Project 2:COIL Wiki Tour with SUNY Ulster, New York State

On tour with..... Mindy and Julie Wiki no. 178

Please join in and ask questions.....

Principles: Imagination and Knowhow

The two take away messages from our sessions are

Imagination: Encourage tutors and those involved in enterprise to think of new ideas new ways of creating a learning experience and designing a project around that idea- participative safety!

Knowhow: Vygotskian classrooms are designed into projects that offer freedom and scope to engage with diverse audiences but with risk managed and scaffolded by a set of social rules and boundaries that shape the many possible outcomes from experiences in projects - foresight required and a Plan A,B,C and D!

Project Attributes Map

Our variables are Knowledge and Imagination

Our dimensions are as follows and based on our Learning outcomes and University Values

A social innovation

B inclusivity and diversity

C internationalisation

D entrepreneurial

E authenticity

Project Attributes Map:



