Tentative Program Schedule

Time	Day One (25 June, Mon)	Day Two (26 June, Tue)	Day Three (27 June, Wed)	Day Four (28 June, Thu)	Day Five (29 June, Fri)	Day Six (30 June, Sat)
Morning 08:45 - 10:45	**Welcome Plenary** - Launch the summer camp and frame the task **Introduction to the Challenge** - Introduce the students to the focus of their challenge and outcomes (pitch, poster and video)	**Stakeholder Mapping** - Teams develop an understanding of the diversity of Stakeholders involved in their Challenge, specifically including their desires, and needs	**Share your Problem Statement** - Teams share problem statements and their reasons for choosing it with the wider group	**Solution Design Studio** (*from Proof to Pitch*) - Developing the concept that addresses their Design Brief.	**Solution Design Studio** (*from Proof to Pitch*) - Developing the concept that addresses their Design Brief.	**Open Innovation Session** - Teams present their design solution to their peers. This will comprise of a poster, a 3-minute pitch and 2 minutes of question and answers and screening their 60 second video.
11:00 – 13:00	**Meet Your Team** - The student teams get to know each other, their interests and their experience. **The Human Knot** - An Icebreaker activity	**Design Criteria and Objectives** - Refine the initial problem statements and define initial design criteria for their design brief	**Refining your Problem Statement - from Brief to Concept** - Integrating ideas from the group sharing, teams to move from problem definition to developing ideas that might address it	**Solution Design Studio** (*from Proof to Pitch*) - Developing the concept that addresses their Design Brief.	**Solution Design Studio** (*from Proof to Pitch*) - Developing the concept that addresses their Design Brief.	
13:00 – 14:00	Lunch Break					**Close of Program Plenary and luncheon**
Afternoon 14:00 – 16:00	**Six Degrees of Separation** - The teams consider how their skills and knowledge can help address the challenge and what they are passionate about.	**How to Write a Design Brief?** - Focusing down the design brief based on key stakeholders, their problem statements and design criteria; their new understanding of their disciplinary expertise and their own interests and skills	**Refining your Problem Statement - from Brief to Concept** - Continued…	**Field Trip and company visit**	**Open Innovation Session I** - Teams present their design solution to their peers. This will comprise of a poster, a 3-minute pitch and 2 minutes of question and answers and screening their 60 second video.	
16:15 – 18:15	**Problem Definition** - Teams break down the challenge into issues and problems that need to be solved and who has an interest in solving them		**Communicating Science and Pitch Training** - What makes a successful pitch, making a positive impact and using your voice and body effectively			
Evening	**Welcome Social Activity**					