INDTECH2018
Innovative industries for smart growth

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PILLAR 2

Session 2.4

Education and Training Resources from Collaborative Projects: SUSCHEM Educate to Innovate and Project SPRING

Amy Peace

Britest

30 October 2018

FFG — Promoting Innovation.

Federal Ministry Republic of Austria Transport, Innovation and Technology

eu2018.at

Education and Training Resources from Collaborative Projects: SUSCHEM Educate to Innovate and Project SPRING

Project SPRING – SPIRE-11-2017 Coordination and Support Action
(Support for the enhancement of the impact of SPIRE PPP projects)
www.spire2030.eu/spring

Educate to Innovate – SusChem 2012 pilot programme to exploit innovation outputs from SusChem's Research and Innovation projects to enhance the innovation skills of future generations of scientists and engineers
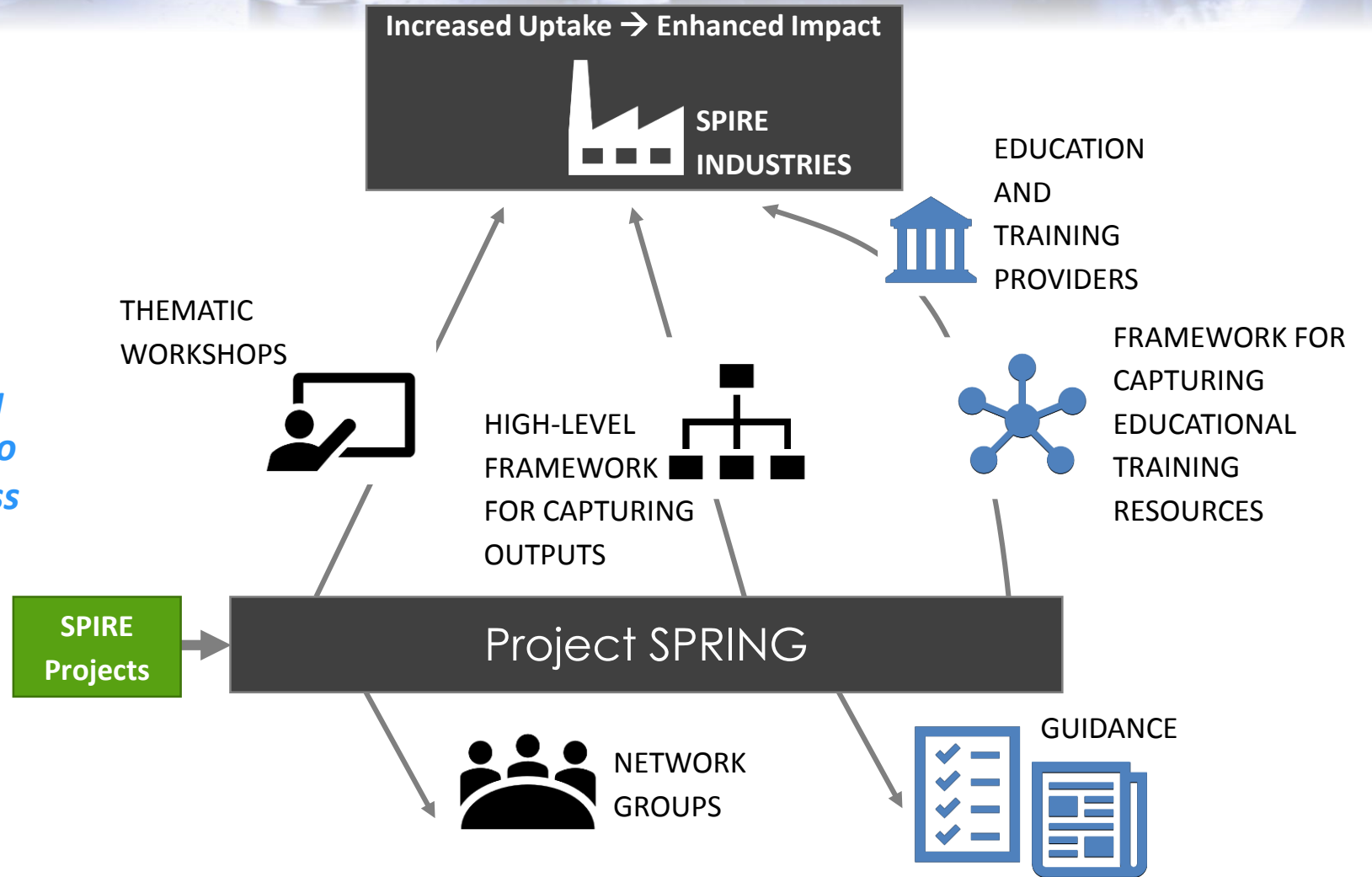
http://www.suschem.org/initiatives/educate-to-innovate

Britest – Not-for-profit SME, spin-out from research project in 2001. How to translate *knowledge* into process *understanding*.
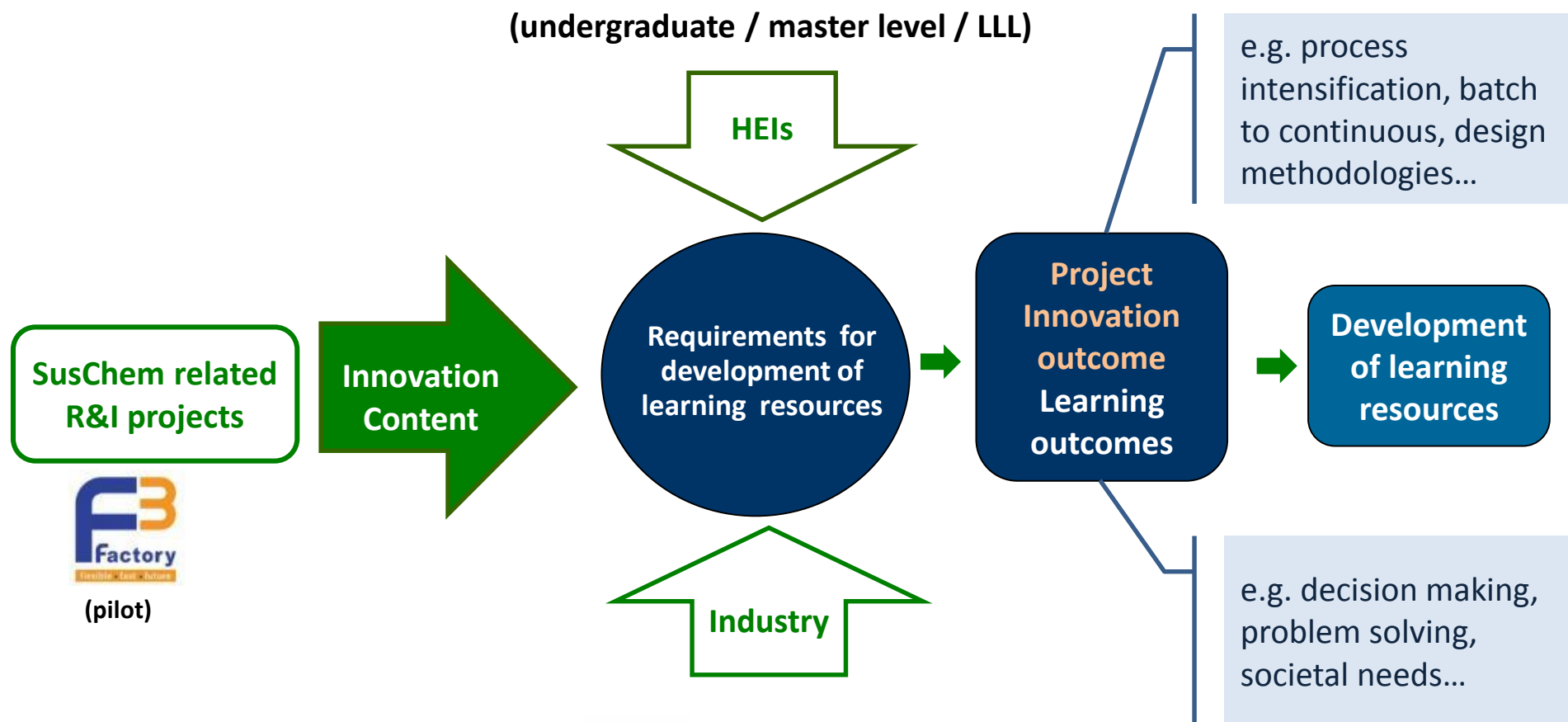
www.britest.co.uk

SPRING

Project SPRING's objective is to increase progression towards the SPIRE goals and enhance project return on investment by *addressing the needs and barriers of those who make the decisions to adopt process innovations in industry*.

Increased Uptake → Enhanced Impact

SPIRE INDUSTRIES

EDUCATION AND TRAINING PROVIDERS

THEMATIC WORKSHOPS

HIGH-LEVEL FRAMEWORK FOR CAPTURING OUTPUTS

FRAMEWORK FOR CAPTURING EDUCATIONAL TRAINING RESOURCES

SPIRE Projects

Project SPRING

NETWORK GROUPS

GUIDANCE

SUSCHEM
European Technology Platform
for Sustainable Chemistry

Educate to Innovate – Developing Learning Resources Pilot

(undergraduate / master level / LLL)

HEIs

SusChem related R&I projects

F3 Factory

(pilot)

Innovation Content

Requirements for development of learning resources

Industry

Project Innovation outcome Learning outcomes

Development of learning resources

e.g. process intensification, batch to continuous, design methodologies…

e.g. decision making, problem solving, societal needs…

Educate to Innovate – Requirements of Learning Resources

- **Rich in content** from industrial case studies

- **Flexible** in use: easy to integrate in existing curricula, adaptable to different learning styles, approaches

- **Appeal** to a broad community: undergraduate, master level, and Life Long Learning

- **Accessible** across different media platforms

General themes across collaborative projects

Learning from the things that didn't work

Involvement of more 'teaching' academics earlier in research projects

Integrating educational outputs into project exploitation plans

Learning from the process of *how* innovations are developed

Structuring knowledge capture to allow collective upskilling and contributions across disciplines and organisations

Making resources easy to find after projects have completed (via topics/ problems rather than project acronyms)

Structuring collaborative projects to get students working within industry firewalls