



Cisco thingQbator

Internship Program (TIP)

Start Date: **15th June 2020**,

thingQbator @Department of IT, IGDTUW invites the students to **APPLY** and spend their Summer Vacations and/or Home Lockdowns solving meaningful and real world problems, and building themselves forward.

The thingQbator has been a dedicated space to nurture student curiosity and creativity through physical engagement at the space, allowing groups of students to discover problems faced by the world, and develop solutions that it may have yet not seen.

With Covid lockdowns, we notice that the students struggle to find space, time and support to unleash their spirit and thought, that was otherwise spent on learning, doing and becoming. The Summer vacations are coming soon, and that would mean more time and possibility to create opportunities only if the right environment could be made available. With TIP, we wish to do just that.

GOALS of the PROGRAM

The program has been designed in such a way that the students take charge of their own learning and develop deep and critical thinking skills to become problem-solvers and entrepreneurs. The program is split in three separate tracks to cater to a variety of students based on where they are in their creative journeys.

TRACK 1: START-UP TRACK 6 weeks

As the most advanced track that is on offer, the Start-Up Track is for those student teams that are well on their way to become a startup, and have already completed (or are close to completing) the previous stages of Design process from Problem Discovery to MVP development. This Track helps teams to understand what does it take to become a startup, what opportunities are available, what cautions must be exercised, and most importantly, how can one plan through chaos. We suggest only those teams to apply who have completed several iterations already, have received multiple feedback from users and are planning to become a full-fledged start-up right away.

TRACK 2: PROJECT TRACK 6 weeks

This track is for creative problem-solving teams that have an idea and have developed an early stage prototype already. The teams understand that much may still change based on market viability and user feedback, and are willing to continue the development of the projects through Iteration Sprints. The Project Track helps teams

in their actual building process, helping them to build forward their project to become start-up ready and design their MVP. We suggest those teams to apply who are still very much in the development phase of their product/project, and want to use this internship to spend an intense building period, with help and support of peers, mentors and experts.

TRACK 3: LEARNING TRACK 4 weeks

And finally, the Learning Track which enables individuals to start exploring the world of creative problem-solving. Individuals or Teams can apply to this track if they have still not created a prototype solution. This means they may or may not have an existing idea, they may or may not have an existing team and even that they may or may not have the problem they are yet going to solve. We start here from scratch exploring the intriguing and fun process of design once again, spending more time to understand the problem and identifying a solution. The final stage of this track shall be creating the first prototype.

The Program

All three tracks shall start and run in parallel, and therefore students must apply for only one track.

There may be some opportunities to move into the next track based on the recommendation of the organizing team and mentors in the course of the program. Also based on the discretion of the organising team, applicants may be requested to join another track than the one they applied for based on where their project stands currently.

Each Track will run at high intensity and rapid pace, and will consist of **Peer Group Discussions, Expert Sessions, Activities** and **World Class Mentorship** from some of the best in the business globally.

Each Track will culminate in a (Virtual) Public Demo Day, where the teams will showcase and present their projects to the world, and potentially receive interest and support, or even critical feedback.

Detailed program and mentor list for each track shall be published and shared by 6 June.

Due to limited capacity, we request students/ student-teams to apply at the earliest and confirm their spots. Applications begin on **NOW** and close on **6 June, 2020**. Students must fill the **APPLICATION FORM**.

Given the scale of this program, we request your continued support and help so that we may make this a resounding success, despite the dismay of the lockdown restrictions and help students become the Creative Geniuses that they have set out to be.