

Schedule Meeting Students - Stakeholders

Meeting Date / Time: 15.01.2020 / 9:00 - 15:00

Meeting Place: A3-125, Realfagbygget, Gløshaugen, Trondheim

OVERVIEW & PURPOSE

We plan a 5-6 hours meeting split between morning and afternoon sessions. The day will cover presentations regarding problems and challenges from the stakeholders and active discussion with the students at EiT.

The purpose of the meeting is to establish initial contact, foster innovative ideas and form up work teams among EiT students and stakeholders (Skogmo Industrial Park Companies, Globus Organization and Overhalla Kommune).

Meeting Detailed Agenda

- 9:00-9:15** Coffee
- 9:15-9:35** Presentation of the Village Theme - (**Orges Cico**)
- 9:35-9:45** Presentation of student organization GLOBUS (warm up for SI + introduce NTNu bridge representative I) - (**Velin Aleksandrov Georgiev / Juan Carlos Ayala Zavaleta**)
- 9:45-10:00** Presentation of Skogmo Industrial Park - (**Ola Lauve / Marius Ness Huseklepp / Ragnhild Solvi Frang**)
- 10:00-10:15** Presentation of challenges from Retura NT - (**Ola Lauve / Marius Ness Huseklepp**)
- 10:15-10:25** Presentation of challenges from Overhalla Kommune - (**Beate Galguften Aunet**)
- 10:25-10:35** Presentation of the challenges from Overhalla Hus - (**Kjerstin Opdahl**)
- 10:35-10:45** Presentation of the challenges from Overhalla Betongbygg - (**Kjerstin Opdahl**)
- 10:45-11:30** Student - stakeholders team form up and start brainstorming about potential ideas.

11:30-12:30 Lunch Break

12:30-12:40 Presentation of the challenges from GL-Bygg - (*Arne Magne Galguften*)

12:40-14:30 Students work closely with the Skogmo Industrial Park Company Stakeholders, Globus Representatives, and Skogmo Kommune Representatives to brainstorm about potential ideas. Eventually, every team works separately with the chosen stakeholders and presents the ideas after two hours of intensive work.

14:30-15:00 5-7 min presentation of the ideas from each team.

OBJECTIVES

1. Present village and stakeholder expectations
2. Foster student-stakeholder collaboration
3. Generation of innovative ideas from the formed up teams
4. Establish the collaboration model
5. Highlight potential for students to get closer to the industry
6. Take photos from the day for future publicity

MATERIALS NEEDED

1. The village leader and learning assistants will provide materials for the day (Papers, Sticky Notes, ... etc.)

ACTIVITIES

Brainstorming

Idea generation

Team development

Presentation of the ideas

Establishment of a safe and collaborative environment