A Honeypot of rich ideas – Building online communities to promote knowledge exchange and collaboration between creative arts and engineering

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A Honeypot of Rich Ideas: Building online communities to promote knowledge exchange and collaboration in creative arts and Engineering

https://twitter.com/HudHoneypotIce

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Honeypot

- On-line platform
- Providing a network collaboration
- Level 5 (NQF) UG
- 8 subject areas (two schools)
- Exchange ideas
- Multi-discipline teams
- Co-develop knowledge and skills
- Open – sits outside the curriculum
- Mentor – VPI Prof Stefan Gabriel President of 3M New Ventures
The Honeypot Model

High-level specialism/expertise with the ability to work collaboratively.
Software

- Web based software
- Authenticated with our students usernames
- Three Phases

1. Create profile and pitch an project idea
2. Apply Phase: skill match and join a project
3. Voting for the best project

- Launched with a high-profile event – Prof Stefan Gabriel
HoneyPot: Successes

Winners from HP1
- Software Development studio
- 2 graphic Design students (ADA)
- 2 Computer systems (C&E)

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<tr>
<th></th>
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<th>projects</th>
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<tr>
<td></td>
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<td>C&amp;E</td>
<td>total</td>
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<td>Honeypot 2 Feb-April 2014</td>
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Winners from HP2
- Solar Powered UAV
- 4 PD (1 first year) and 2 Mech Eng
Feedback from the students:

Value of networks: “Honeypot would be a great concept if it were inter-university” (Launch Oct 2013), “Interesting Idea to get people together” (HP1 winners 2013) “Very good networking tool for student enterprise” (Launch Oct 2013)

Focused approach: “Before a student submits an idea it should be revised by someone” (End of HP1), “perhaps a summer project” (Launch Oct 2013), “proof of concept event should not be organised near exams” (POC April 2014), “Didn’t realise your idea could be a service, I thought the idea had to be a product” (HP1 winners 2013) “It should be organised and planned for individuals not just teams” (POC April 2014)

Expanding opportunity: “Consider including final year students as many final years are perhaps more ready for enterprise activity” (Launch Oct 2013)
Challenges

Barriers open access

• Factors out of our control, outsourcing web design
• Legal contracts first – IP, NDC
• Experts for advice

Motivating students

• Outside curriculum (engaging the students)
• Networking across courses – mix them up
• Student experience (reluctant to register project)
• Creating value to learning
• Still need the physical environment - knowledge
• Confidence to take project further (needed mentors)
Challenges: Software

Navigation
Flexibility
Administrator interface
Admin heavy

Special Thanks
Stephan Calcutt (HEA A&D Technician of the year)
VPI Prof Stefan Gabriel
Knowledge Communities
Knowledge Exchange
Knowledge Building