

MAKE \$\$ OR MAKE A DIFFERENCE...

RESEARCH & DEFINE

- learn about innovation, entrepreneurship, and design thinking
- ideate possible product/service/technology ventures to develop
- identify your target customer and sources of funding for your venture
- create a project outline, including your inquiry question
- conduct research relevant to your chosen venture using a range of sources, including experts

ASSESSMENT 1 (25%)

Project Pitch

Due: Term 1, Week 6

Outcomes: 1, 2, 3

Design an innovative service, product or technology, and produce it for an identified customer to make money, or make a difference, or both.

PROTOTYPE & TEST

- design a prototype for your product/service/technology
- test your prototype on a sample market/mentor
- refine prototype based on feedback

ASSESSMENT 2 (25%)

Progress Meeting

Due: Term 2, Week 7

Outcomes: 3, 4, 5

EXHIBIT

- design an engaging exhibit showcasing your final product/service/technology to industry experts

ASSESSMENT 3 (50%)

Product & Exhibit

Due: Term 3, Week 8 & 10

Outcomes: 2, 3, 6, 7