

# Student Partnership: Co-Creating the Future of Education

30 May to 3 June, 2024

Embark on a journey of  
co-creating innovative educational models

# About the Program

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The program is designed to catalyze a collaborative effort among students, faculty, and staff to innovate and co-create transformative educational models.

These models will be tailored to prepare students with the skills necessary to navigate and thrive in an increasingly volatile, complex, ambiguous, and dynamic world. Participants will engage in an inspiring journey to discover their individual and collective strengths and potentials, challenge conventional thinking, and generate novel ideas.



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# Program Design

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1

Before the program commences, all participants are invited to take the **Lumina Spark personality test**. The program kicks off with an online orientation session to debrief the **Lumina Spark** results. The facilitator will assist the teams in exploring their personal traits and communication styles to enhance team dynamics and efficiency.



2

The second and third days of the program are in-person sessions. The journey begins with the **Innovation Game**, a hands-on activity designed to identify and leverage the teams' strengths within the creativity and innovation cycle. The experience merges into the design thinking framework, **ClockWise™**, which outlines a cyclical model for creative innovation, mapping out the key milestones, enablers, and actions needed to drive innovation.



3

The program culminates in a finale, during which teams present their developed ideas for peer feedback and possibilities for future development and implementation.

# Program Schedule:

Date	Time	Details	Delivery Mode
mid-May	---	Lumina Spark Personality Test*	---
30 May	10:30 – 12:30	Program Kick-off Lumina Spark	Online
31 May	10:00 – 17:00	Innovation Game ClockWise 1: Define ClockWise 2: Discover	On-Site, HKUST
3 June	10: 00 – 17:00	ClockWise 3: Decide ClockWise 4: Deliver Ideas Pitch Presentation	On-Site, HKUST

\* Individual links to conduct the Lumina Spark Personality Test will be sent out in mid-May



## Lumina Spark

The psychometric assessment provides a 40-page personalized portrait of your personality and communication preferences, including the underlying self, everyday self, and overextended self.



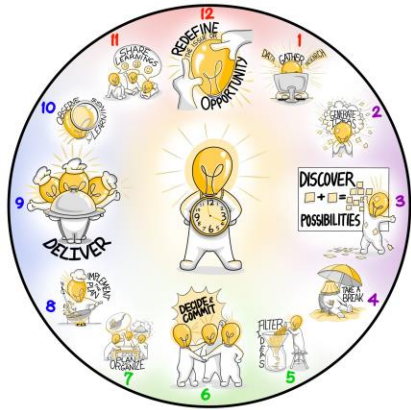
## Kick Off Lumina Debriefing

Meet the facilitator and your colleagues who are on this Future-fit Journey together. The teams will be guided to explore their personal traits and communication styles to enhance team dynamics and efficiency.



## Innovation Game

The Innovation Game is a creative and interactive session that helps teams build a culture of innovation. Through fun activities, participants learn to think outside the box and unlock their innovation potential!



## ClockWise™

This creative innovation model puts the various milestones, enablers, and activities necessary to innovate in a cyclical format.

Each position on the clock represents different thinking, with different tools and methods available.

### ClockWise 1: Define

Work with the teams around the right questions to focus the work on.

### ClockWise 2: Discover

Exploring possibilities, ideation, and prioritizing potential solutions.

### ClockWise 3: Decide

Rapid prototyping the solutions with some initial peer feedback.

### ClockWise 4: Deliver

Presentation for the first draft for peer review. Reset teams to go on to develop their projects.

# Criteria for Joining

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All team members must attend the full program from 30 May to 3 June, work collaboratively, and contribute to the project.



Each team consists of 4 to 6 members, with a maximum of 2 teachers/staff and 4 student members



Co-create academic courses and co-curricular programs that meet future needs of higher education.

# Program Facilitator

**James Bishop, [Koru Consulting Limited](https://www.linkedin.com/in/james-bishop-koru/)**

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James is a Learning Experience Designer and co-creator of ClockWise™. He has dedicated the last 25+ years to organizational and talent development. James has gained this experience from working across many sectors and for organizations across the globe.

James & Koru Consulting has delivered programs to more than 10,000 people in Virtual, Hybrid, and F2F modes across all time zones, platforms, and sectors during the Covid years.

The participants are in good hands with James, especially with his experience of adapting to and leading programs virtually .





# Resources about Student Partnerships

M. Healey. 2014. [Engagement through partnership: students as partners in learning and teaching in higher education](#)

Advance HE, UK. 2019. [Essential Frameworks For Enhancing Student Success: Student Engagement Through Partnership](#)

Inter-institutional collaboration project “[Co-Creating the Future of Education: A Student Partnership Project](#)”. UGC’s Teaching Development and Language Enhancement Grant (2022-25 Triennium)