

Set up of the session







Introductions











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Erasmus
Centre for
Entrepreneurship



Erasmus Centre for Entrepreneurship



Mission

We make positive societal impact by fostering entrepreneurial competencies and driving innovation through high-quality research & education, locally and globally.

<u>Vision</u>

We are the leading global entrepreneurship centre empowering all to be impactful change agents in their communities.



Impactful



Team Sport



Entrepreneurial



Top League





> What are your expectations / questions for this session?









Why entrepreneurial skills?







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Making Minds Matter

Why entrepreneurial skills?

> EntreComp – European Commision

"The capacity to act upon opportunities and ideas and transform them into **value** for others."

- > Three categories of skills
 - 1. Ideas & Opportunities
 - 2. Into Action
 - 3. Resources





EntreComp

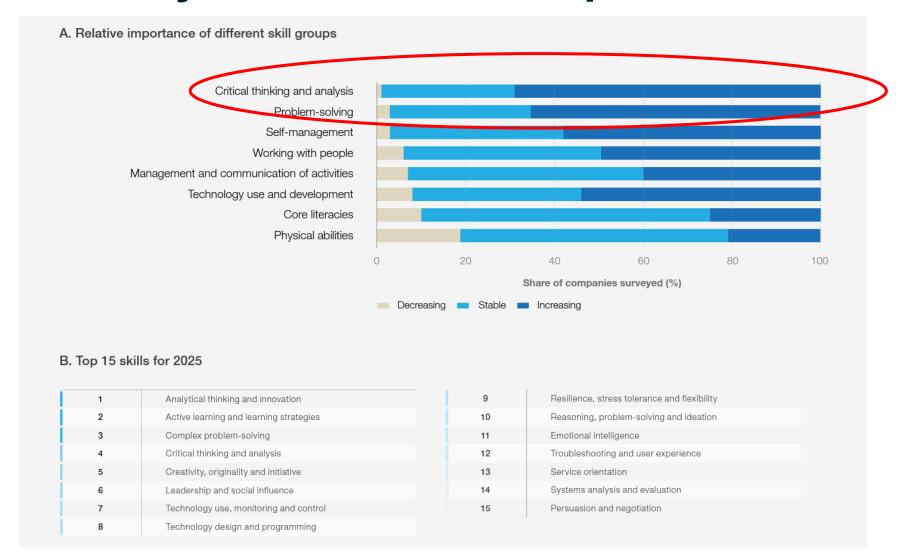


Competences per area IDEAS & OPPORTUNITIES

Competence	Hint	Description
Spotting opportunities	Use your imagination and abilities to identify opportunities for creating value	 Identify and seize opportunities to create value by exploring the social, cultural and economic landscape Identify needs and challenges that need to be met Establish new connections and bring together scattered elements of the landscape to create opportunities to create value
Creativity	Develop creative and purposeful ideas	 Develop several ideas and opportunities to create value including better solutions to existing and new challenges Explore and experiment with innovative approaches Combine knowledge and resources to achieve valuable effects
Vision	Work towards your vision of the future	 Imagine the future Develop a vision to turn ideas into action Visualise future scenarios to help guide effort and action
Valuing ideas	Make the most of ideas and opportunities	 Judge what value is in social, cultural and economic terms Recognise the potential an idea has for creating value and identify suitable ways of making the most out of it
Ethical and sustainable thinking	Assess the consequences and impact of ideas, opportunities and actions	 Assess the consequences of ideas that bring value and the effect of entrepreneurial action on the target community, the market, society and the environment Reflect on how sustainable long-term social, cultural and economic goals are, and the course of action chosen Act responsibly



Not only relevant for entrepreneurs

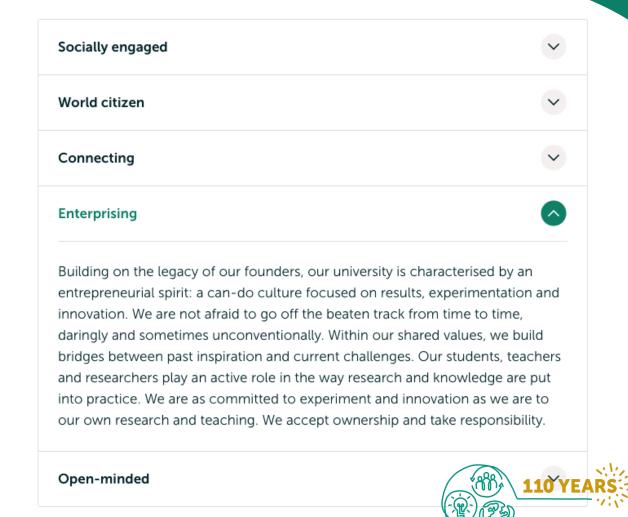








- > EUR Strategy 2024: the Erasmian Way
- Are employability skills embedded in your university's mission, vision or strategy somehow?
- How does your organisation's services relate to this?





How do you impact the employability / entrepreneurial skills of students?

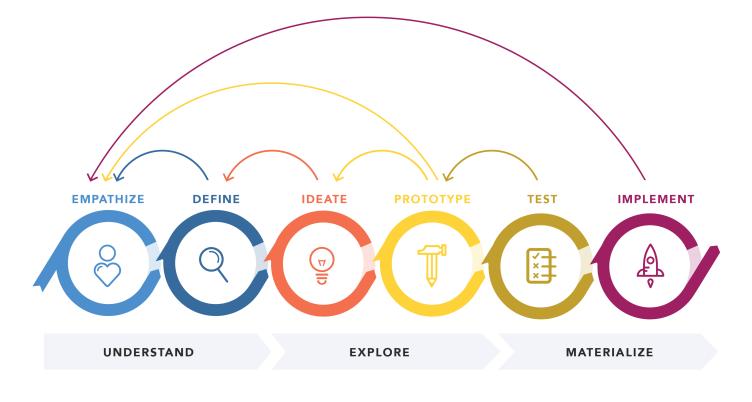




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Entrepreneurial principle 1: Design Thinking

The goal of today's session is to work on understanding the needs of the users / beneficiaries of your office using entrepreneurial principles, to be able to develop better and more fitting services for them.



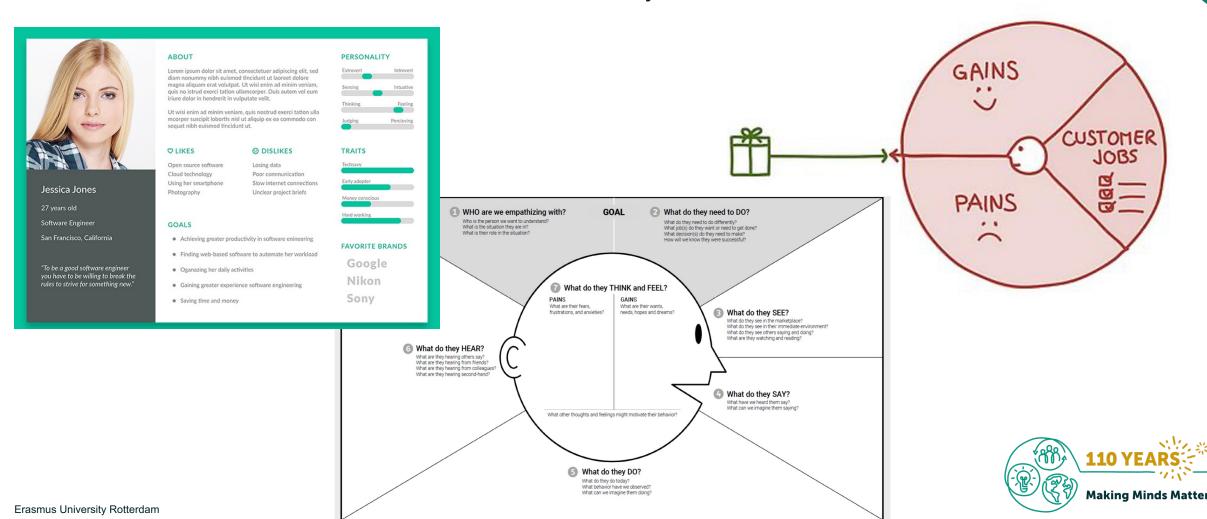




Customer discovery tools

> There are lots of tools out there to better understand your users

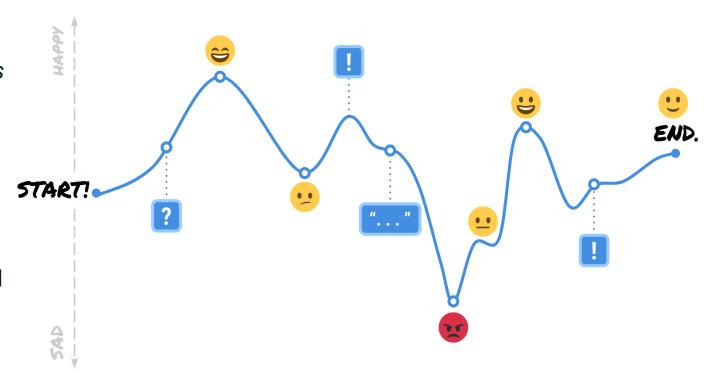
Last updated on 16 July 2017. Download a copy of this canvas at http://gamestorming.com/empathy-map/





Zooming in: the Customer Journey

- Every decision to use / buy a product of service is part of a longer process of 'pains' and 'gains'
 - Gains relate to what users really want to achieve, what they need and what motivates them? When is a service successful?
 - <u>Pains</u> relate to what frustrates users, what obstacles they face, what they complain about
- A visual representation of the 'journey' that your users go through in searching, finding and using a product / service.
- IMPORTANT: we're focusing on the <u>actual</u> situation, not the ideal situation

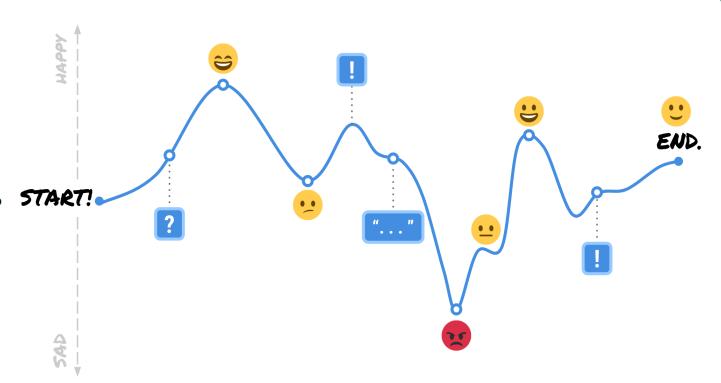






Let's get to work

- In 30 minutes, sketch a first customer journey of your office!
- Some guiding questions:
 - When do <u>students / alumni</u> need your services?
 - Where do they hear about your services?
 - Can they easily find and use your services?
 - What happens after they use your services?
- Pay attention to the following:
 - What is going well in the customer journey? (high points)
 - What is going less well? (low points)
 - Do you see any inefficiencies or hick-ups?
 Where? Why?







Reflections: identifying challenges & opportunities

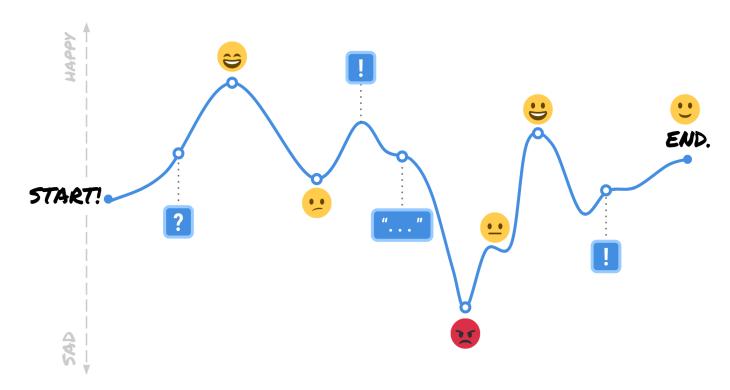






Reflect

- > How did this go? Easy / difficult?
- Which challenges in providing your services effectively could you identify? Why do these exist?
- Which opportunities for improvement could you identify?







Entrepreneurial principle 2: Lean Startup

- > Entrepreneurship is all about reducing uncertainty; startups are merely temporary organisations looking for a viable business model
- Build, Measure, Learn is an integral part of the Lean Startup Methodology and can be applied across disciplines and organisations with the purpose of testing a new solution.





Entrepreneurial principle 3: Ideation

- > We need ideas, lots of them!
 - → Myth: "you need a great idea to start"
- > Rules of engagement
 - 1. Quantity over quality
 - 2. No judgement
 - 3. "Yes, and" mentality instead of "No, but"



Exercise (20 minutes)

At your tables, please pick a challenge to focus on and – together – produce as many ideas as possible to solve the challenge!





Wrap up, takeaways and closing







Closing remarks / takeaways / questions

- Entrepreneurial skills are relevant career & employability skills
- What role does your organisation / unit / department (aim to) play in the development of students' employability skills?
- > How well do you know your target user group?
 - Can you formulate assumptions about their biggest needs, pains and gains?
 - Can you think of experiments to test those assumptions?
- What are your other takeaways or outstanding questions?





Thank you!

Questions? dresia@ece.nl





Empowering change agents through entrepreneurial research & education

