Team-Based Challenge Template

PROJECT OVERVIEW	
Team-Based Challenge Title	Technology Recommendation
Source	[Practera](#)
Industry Partner(s)	Local business (in any sector)
Endorsement Area	Information Technology
Problem to Investigate/Scope	Industry Partner will select one of the following problems they are trying to solve with technology: - Our team needs to be able to communicate better virtually. - Managers need more visibility over what their staff are working on. - We need to be able to support our users/customers better remotely. - We need to understand how our employees are feeling and/or their engagement levels. - We want to scale up our customer support with a chat bot. - We are looking for efficiency 'hacks' to help save us time. - We are currently using <insert product> and would love to understand if there are other products out there that are <better/more cost effective>
Project Outcomes	Student groups will conduct a technology evaluation and recommend a technology solution that meets the Industry Partner needs, practicing problem solving skills and helping to solve a real-world problem. Students will present the evaluation along with product costs in a presentation and report, working alongside Industry Mentors across a variety of fields.

PROJECT OUTLINE

Stage:	Topics/Events:	Timeline:	Deliverables:
Preparation	- Set Expectations - Skill Development Part 1 – How to Conduct Qualitative Research - Matched with Industry Partner	Week 1	
Project Plan	- Refine problem/question - Develop an approach to addressing - Meet with Industry Partner/Mentor	Week 1	Project Plan
Project Execution	- Research, including conducting 5 user interviews (provided by Industry Partner) to understand their need - Status Update #1 – top 10 features users needed - Skill Development Part 2 – How to Compare Products - Status Update #2 – 5 technologies to solve problem	Weeks 2 - 3	- Status updates to Industry Mentor - List of the top 10 features users are looking for/need, according to user interviews - Identify 5 technologies that are designed to address the problem Industry Partner is trying to solve - Evaluate the five technologies against the top ten features
Project Presentation	- Prep project Report - Prep project Presentation	Week 4	Draft presentation to Industry Mentor
Close Out	- Skill Development Part 3 – How to Make Your Pitch - Networking - Feedback from peers/ industry mentors	Week 4	Evaluation presentation and report which includes product costs

This resource was created by Education Systems Center at Northern Illinois University.

The Illinois Work-Based Learning Innovation Network (I-WIN) is designed to help employers, educators, and students leverage innovative models for scaling high-quality work-based learning opportunities in school districts and community colleges across the State. This network explores ways to create equitable opportunities for students through both in-person and virtual learning. For more information on I-WIN and additional work-based learning resources, visit edsystemsniu.org/i-win/.

To access a resource bank of Team-Based Challenge templates, visit edsystemsniu.org/i-win-resources/.