



### **Studentship Enterprise Awards 2014 - Finalists**

**Abertay University**  
“Professionalising Student IP”

**£84,500**

This project will allow students to co-create learning content for extra-curricular units for use within the university’s student enterprise framework. They will recognise the importance of IP in commercial and social enterprises and promote its use in an entrepreneurial setting. Completion of the units will improve student employability and will be included in graduates’ Higher Education Achievement Report.

**Anglia Ruskin University**  
“DEVEL-IPR”

**£71,600**

The team will create a series of IP workshops, webinars and podcasts for use by students from all disciplines. A blogspot will encourage knowledge exchange and peer-to-peer learning, along with routes to discussion with industry mentors. Postgraduates on selected pathways will create an IP management and exploitation strategy and be allocated a mentor to work on commercialisation of their IP.

**Aston University**  
“Aston PIPE (Patenting, Intellectual Property and Entrepreneurship) Club”

**£54,640**

The Aston Patent, Intellectual Property & Entrepreneurship Club (PIPE) will enable students in multidisciplinary teams to create simulated IP-intensive companies, initially based on ideas generated in their student courses and projects. Successful companies will be selected for further support and launched into the marketplace by students as they graduate.

**City University**  
“Start-Ed Student Accelerator”

**£37,000**

The Start-Ed Accelerator places students directly with technology start-up companies to support their IP needs. Students will work directly with companies to develop IP awareness and management under supervision of lawyers and commercial advisors. Forging connections with local businesses, this project aims to provide students with the commercial and IP skills needed to become future business leaders.



**Coventry University** **£34,000**  
“Social Enterprise and Innovation IP Development”

This project will use events, workshops and facilitated interactions with the local community to encourage students to investigate the application of IP to develop sustainable solutions to real community challenges. It aims to support the creation of a number of social enterprises using IP and pushes participants to engage directly with local communities.

**Coventry University** **£99,000**  
“A Coventry University patent, design, trade mark and copyright student masterclass based on current project IP output, in partnership with Marshalls Mono Ltd”

The team will build a programme using master classes, field work and presentations with commercial partners. Participants will learn about all aspects of IP generation, from ideas to product release, enhancing IP savviness and overall employability. Students will develop and receive feedback on their projects from university and industry experts, and deliver peer-led training to their student counterparts.

**Durham University** **£34,500**  
“UnzIP Knowledge of Business Value”

Aiming to promote the value of IP within Durham’s undergraduate community, this project enables students to develop the university’s existing IP material. Working with media companies to reinterpret the training in a way that is engaging to their peers, teaching materials will be disseminated to the wider student body via the enterprise society’s activities and social media channels.

**Imperial College London** **£54,000**  
“IP Wise Up”

Students will receive funding to develop their innovative ideas whilst industrial experts deliver IP training to equip them with the knowledge and skills to develop and commercialise their projects. Participants will then go on to act as IP ambassadors, educating their peers on the importance of IP and where to locate advice and support.

**Lancaster University** **£44,560**  
“Intellectual Property Game”

A new educational game will be developed by students where players compete to create, protect and commercialise IP. The game will introduce players to the value of



IP in a fun and engaging manner. Students in the team plan to commercialise the game, taking responsibility for producing the first-edition production run and preparing to take the game to market.

**London South Bank University**  
“Ignite”

**£77,440**

The project anticipates engaging 1,000 students to increase IP knowledge and skills. Acting as a springboard through four multi-disciplinary Ignite workshops, students will be encouraged to generate commercial ideas with the best ideas supported for students to start-up their own enterprises. Annual IP Ignite Awards to be awarded to the most engaged students.

**Nottingham Trent University**  
“Nottingham Creative Student IP”

**£25,000**

A team of law students will set up a programme to promote a commercial awareness of IP among fellow art & design students as they embark on exhibiting their work for the first time. Participants will publish an IP guide and utilise the IPO’s online Health Check tool to generate tailored IP reports for fellow students.

**Plymouth College of Art**  
“IPMe”

**£57,950**

Team members will collaboratively create an interactive, online employability skills development platform. Offering users an engaging and accessible process for planning their chosen route to employability, the student developers will be mentored by lecturers, an e-learning company and IP lawyers. Students will be supported to develop IP contracts for collaboration between different parties and identifying any IP issues.

**Queen Mary University of London**  
“Identifying and Exploiting IP in Ideas”

**£95,530**

Law students will work with engineering and material science students from across the UK to identify the IP in their ideas. They will work together exchanging knowledge from their respective fields and developing projects to exploit their IP by attracting technical partners. These partners will bring commercial rigour to the project, helping students develop ideas into commercial ventures.



**University of Glasgow**

**£84,700**

“Engaging media and law students about clearing and reusing copyright works: a collaborative, interactive web series co-produced by students”

The project will create 'The Game is On!' – a collaborative, interactive web series co-produced by media and law students in conjunction with the UK Copyright Hub. Working together to understand copyright implications of reuse and adaptation of source material, students will help researchers identify technological and policy solutions to digital licensing.

**University of Gloucestershire**

**£60,000**

“Good Business - Business for Good”

The 'Good Business - Business for Good' project aims to embed IP protection and start-up business advice via case studies and workshops to ensure the development of robust commercial IP into student social enterprises. The project's steering group will include students and Students' Union representatives to ensure students are directly involved in the organisation of the project.

**University of Nottingham**

**£100,000**

“Graduate IP (GrIP) - New mechanisms to identify and commercialise HEI student IP”

The GrIP pilot scheme focuses on interdisciplinary cooperation between STEM and business students, sharing ideas and solving social or business problems through effective innovation, design and planning. The core of the project is the identification, protection and then commercialisation of the IP produced by students to create a more informed student population and a dynamic university enterprise culture.

**University of Southampton**

**£24,120**

“Developing Students as Change Agents to Further Enhance the IP and Enterprise Culture at the University of Southampton”

The University of Southampton is developing a team of student eChamps (Enterprise Champions) to raise awareness and understanding of enterprise activities and IP across the academic community. eChamps will co-ordinate the development of resources appropriate to their faculty during a summer internship, and go on to support the implementation of the programme as a term-time placement alongside their studies.



**University of Southampton**

**£30,180**

“Idea to Intellectual property (I2IP)”

The I2IP project is designed to create an entrepreneurial mindset based on a clear understanding of IP among the student population. Trained IP champions will identify potential IP, advise other students and develop an online innovation tool. The project’s success relies on a multifaceted team, with the last months dedicated to IP registration and pitching to investors and potential partners.

**University of West of England**

**£100,000**

“Law Question Bank”

Law Question Bank is a peer-to-peer revision app helping students understand key legal principles and consolidating learning from lectures in one online, student-led resource. It includes a free IP course helping those preparing for careers in IP-intensive industries. The team will also launch a companion blog on IP and young enterprise.

**University of Winchester**

**£15,000**

“iCreate - Supporting and Protecting the Creative Sector”

The University of Winchester will lead a consortium of Creative Industry and IP partners developing a student-based IP support service for local businesses. Once trained via interactive workshops, student teams will deliver an extensive series of IP clinics for local creative individuals and businesses to promote awareness of IP issues, identify IP assets and information on finding professional support.

**University of Worcester**

**£56,000**

“IP-Wise (Engage, Advice & Protect) - Engaging students with IP fundamentals and the role of cyber-security in its protection, to then provide this knowledge on a community wide basis.”

Encompassing students from a wide range of disciplines, the project will generate awareness and understanding of IP while combining this with an array of expertise ranging from cyber-crime prevention to innovation protection. The project will require students to involve themselves in real industry challenges, that will be both stimulating and practical, providing benefits to businesses and communities alike.