

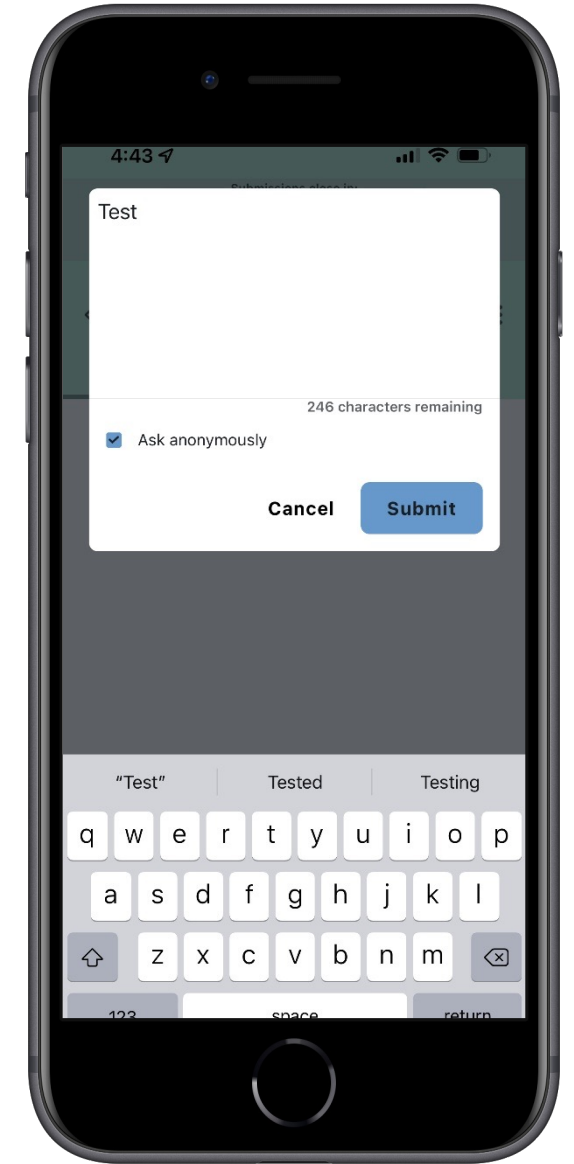
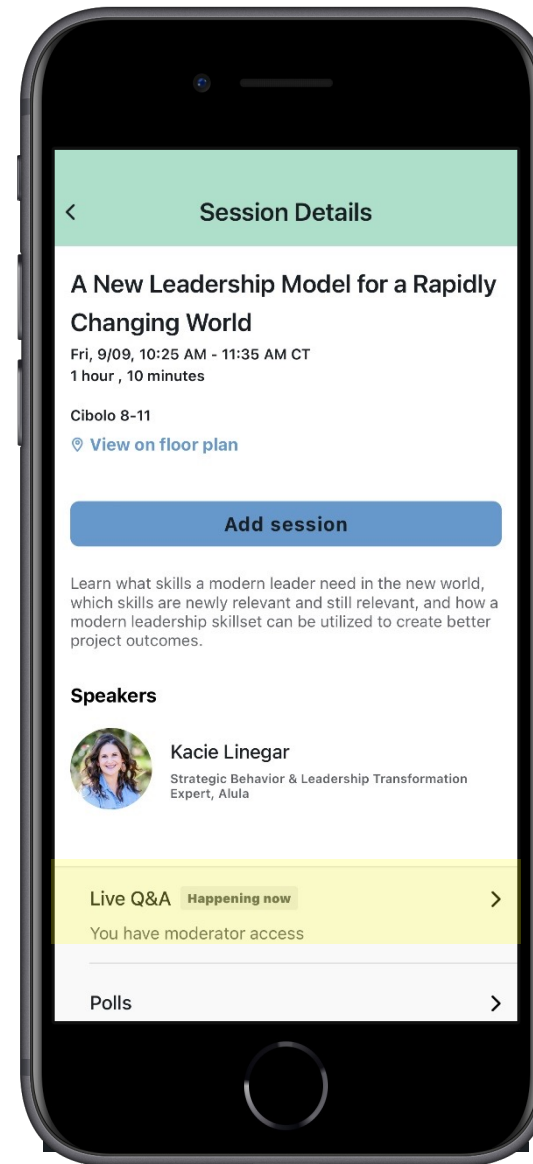
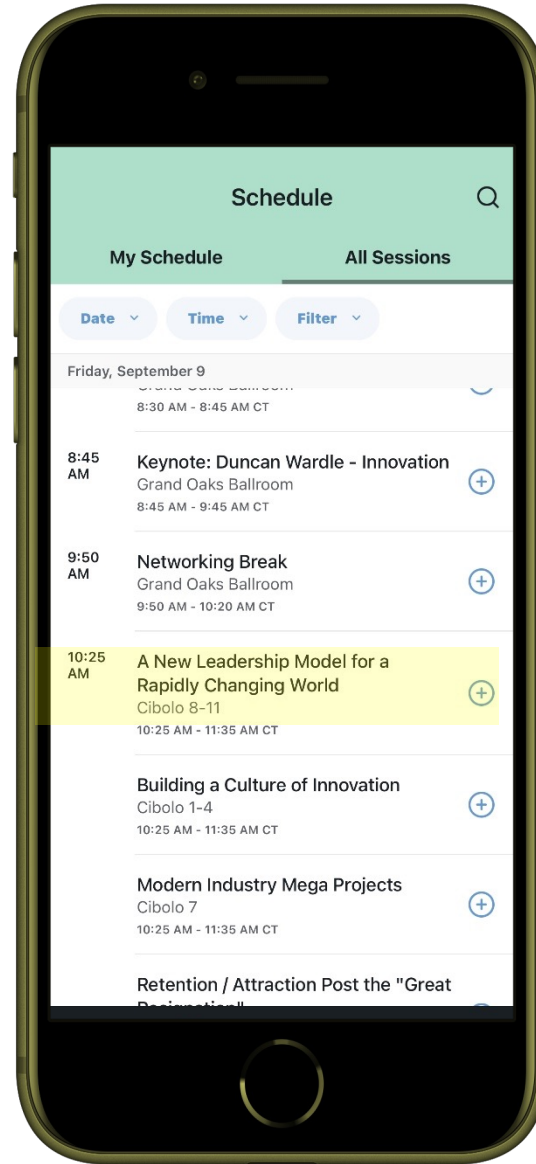
Live Q&A

Open the Conference App (CVENT)

1 Navigate. Go to the **session** you are attending.

2 Click for Q&A. Click “Live Q&A”

3 Type. Type your question in the text box and click “submit”





Culture of Innovation

Rodney Boehm

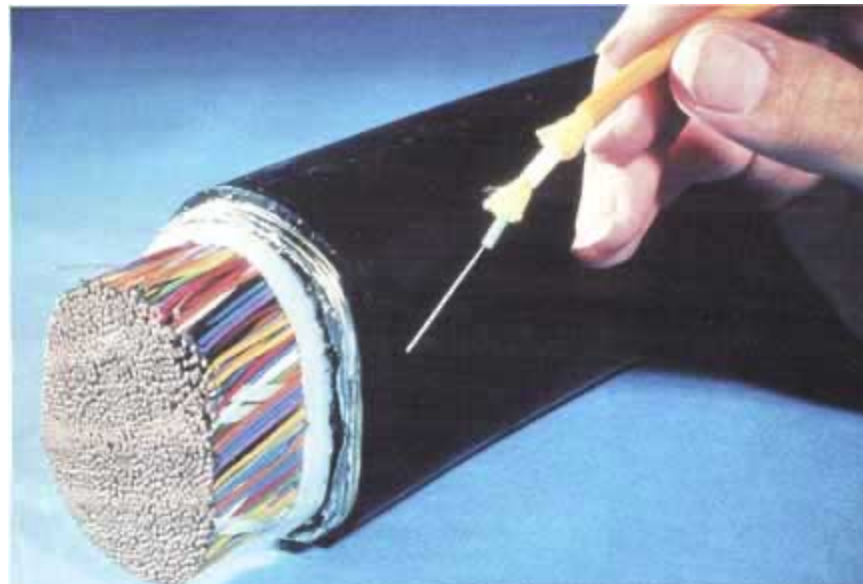
Director of Engineering Entrepreneurship,
Artie McFerrin '65 Assoc. Professor of Practice



TEXAS A&M UNIVERSITY
Engineering

Innovation







TECHNOLOGY SYSTEMS

SONET



Synchronous Optical Network



WHAT WE'VE LEARNED

- Employers – Beyond Technical Skills
- Students – Something More
- Research – Future Jobs Undefined

Engineering Entrepreneurship needs to lead students from



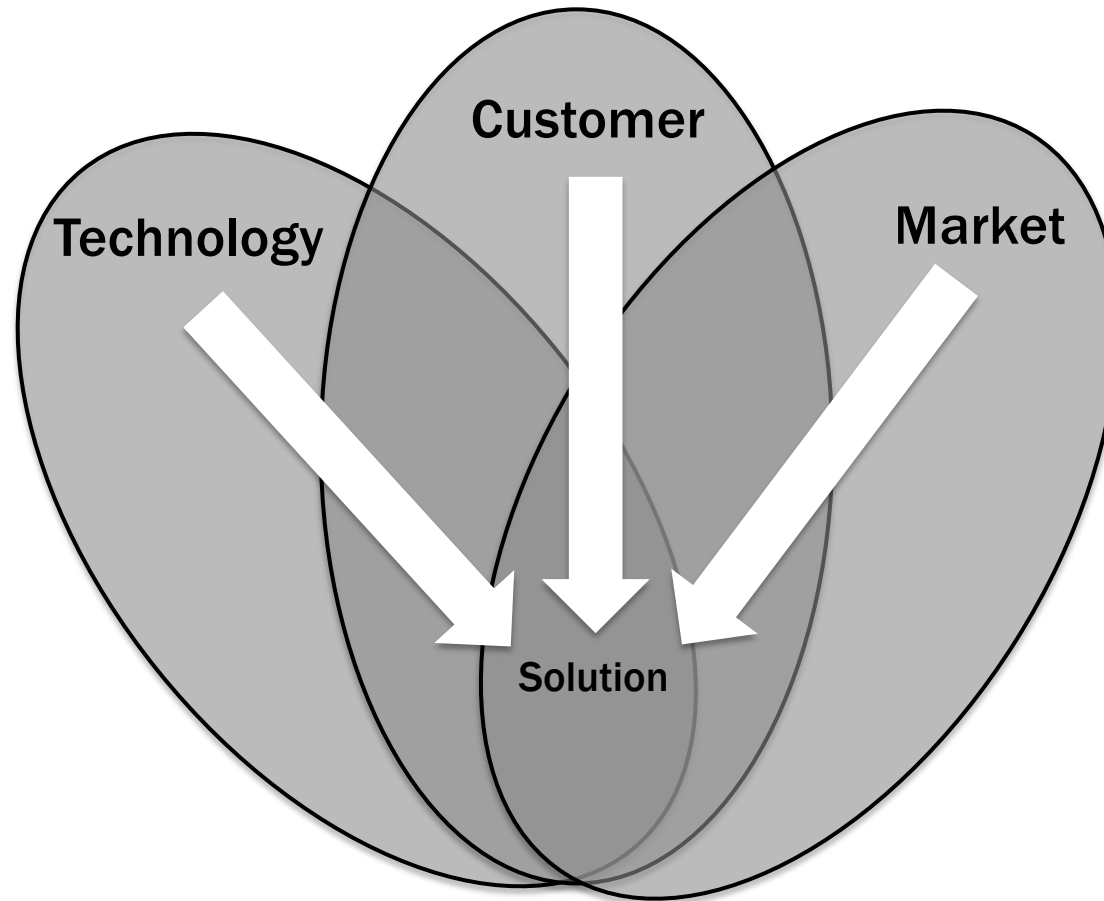
Concept

Creation

Commercialization

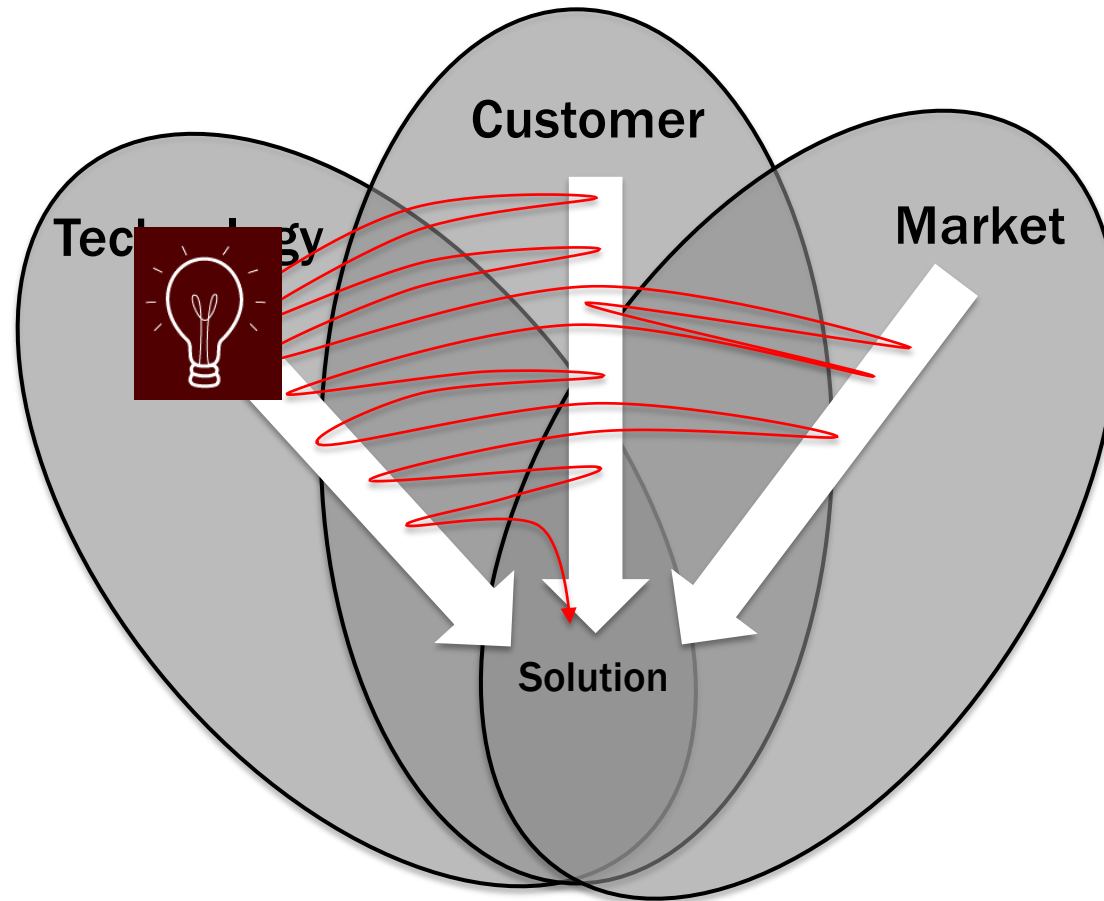
VALUE

Solution Convergence



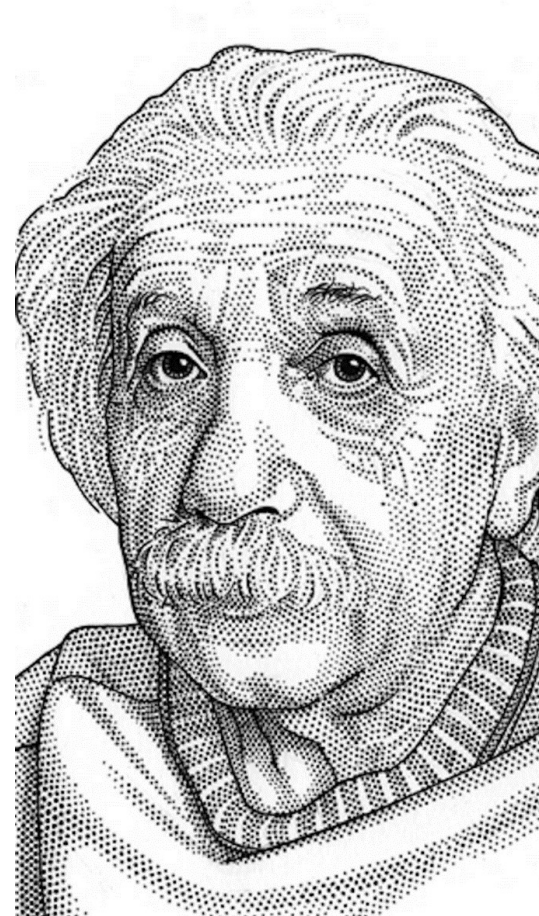
Source: *Serial Innovators*, A. Griffin, et al. 2012

Solution Convergence



Source: *Serial Innovators*, A. Griffin, et al. 2012

Seeing The Whole



1. What Problem Are You Solving?

Innovation

2. Who Cares?

3. How Bad Do They Care?

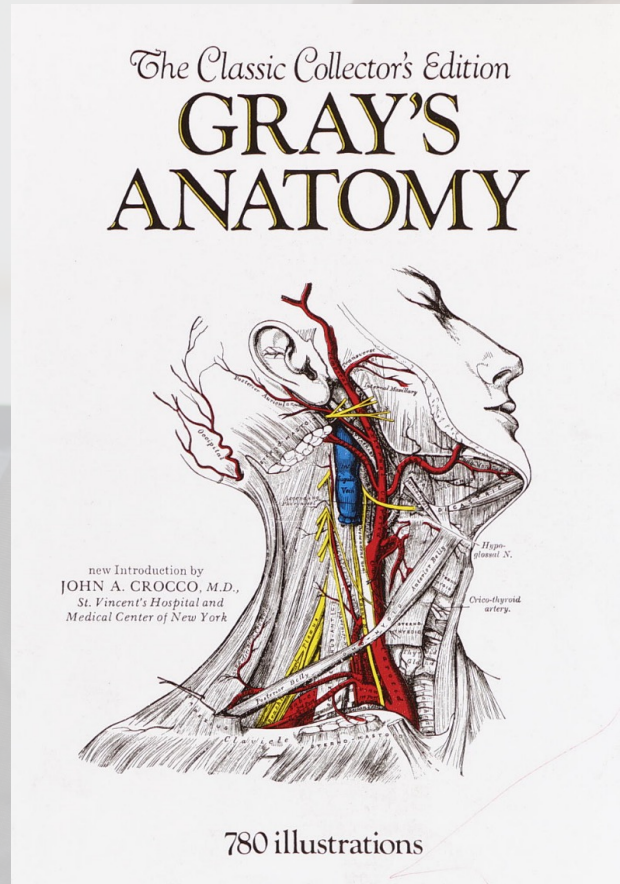
4. How Many of Them Care?

My Experience Taught Me

Innovation Requires

- Background Knowledge
- Diverse Experiences And/Or Teams
- Empowering Practice

Preparing For Surgery



You Don't Want Me To Do Your
Surgery!



SPARK

DIS

Inspire

Val

Curricu



SPARK



DISCOVER



PREPARE



LAUNCH

Inspire

Validate

Skills

Implement

Curricular and Extracurricular

AGGIESINVENT

Powered by the Student Engineers' Council

WHAT IS AN AGGIES INVENT?

Aggies Invent is a 48-hour *intensive design experience* offered by the Texas A&M University Engineering Entrepreneurship Program. The format of the experience is to engage up to 70 or more students in multidiscipline/multi-level teams in hands-on projects that will push their innovation, creativity, and communication skills.

45
events
held

2,000+
student
participants

250+
teams
across
majors

20%
of teams
continue
ideas in
incubator

4
provisional
patents
issued

The Dance



Team Formation
Mentor Interaction



Project Scope
Project Requirements
Design Concepts
Baseline Design

The Design



Prototyping
Fabrication
Status updates

The Doing



The Deal

Dry Runs
Technical Paper
90 Sec Videos
Presentations
Awards



Build Something Fast!





Intensive Design Experiences

Impactful For

- College Students
- Middle and High School Students
- Post Doctoral
- Industry

What Can We Do

Innovation Requires

- Background Knowledge
 - Training on Tools and Technology
 - Experience Even Better!

What Can We Do

Innovation Requires

- Diverse Experiences And/Or Teams
 - Mix It Up!
 - People, Environments, Visits
 - Customer Discovery

What Can We Do

Innovation Requires

- Empowering Practice
 - Intensive Design Experiences
 - Pressure, Deliverables, Deadlines, Competition
 - Build Confidence!

Research Results

- Build Your Team!
- Share Stories and Get to Know Each Other
 - Tell a Story About Yourself that Illustrates You
 - Describe Your Ninja Skills and How You Like to Work
- Equal Air Time



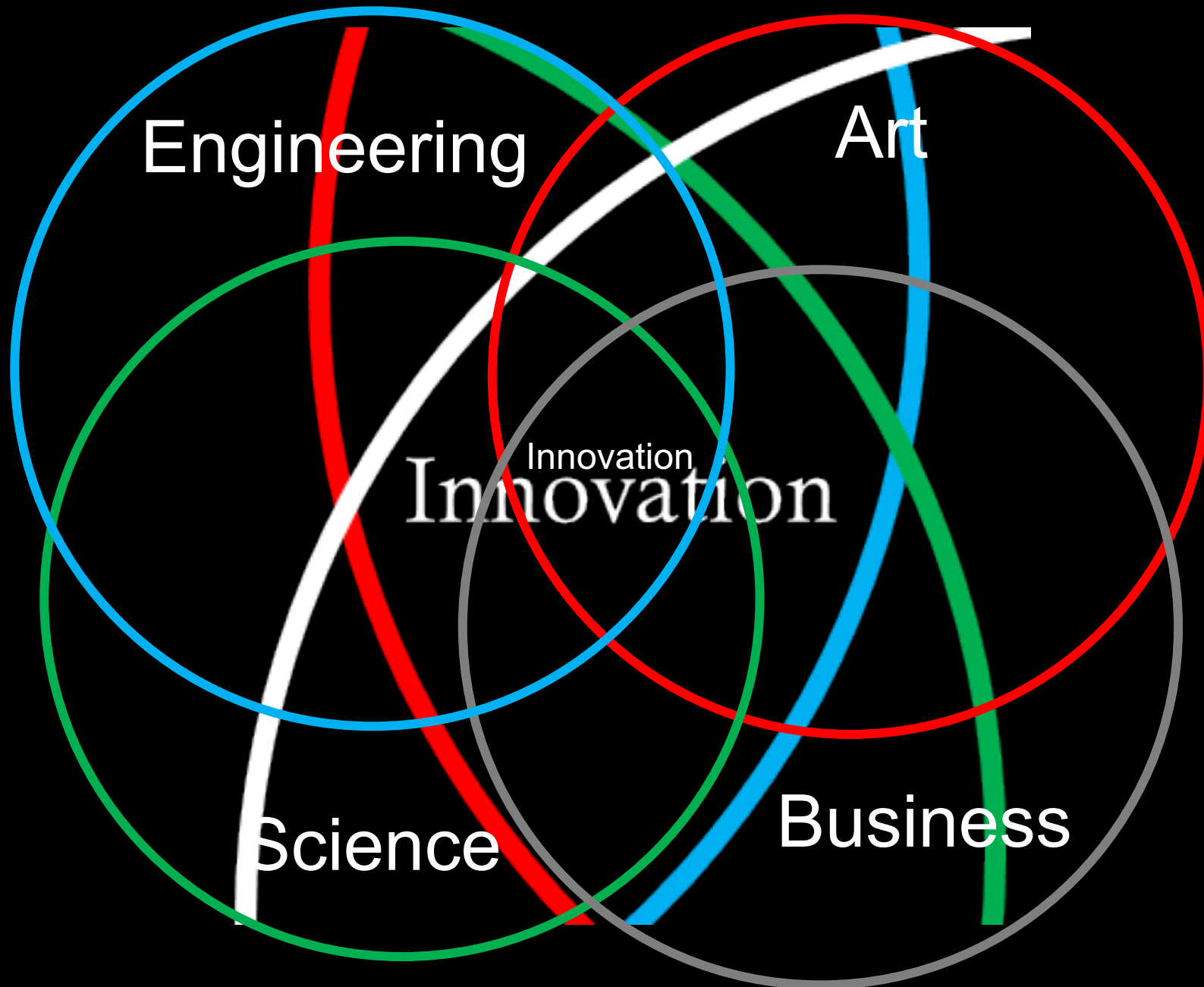
Managers

Innovation Stops If

- Become Part Of The Team
- Overly Critical
- Too Many Constraints
- Punish Risk Taking

Most Importantly





ENGINEERING ENTREPRENEURSHIP

AGGIES INVENT | ENGINEERING INC. | IFTP | BOSS TALK



SPARK



DISCOVER



PREPARE



LAUNCH