



Global
Futurizer

objectives & goals

The Global Futurizer event will provide students from across the world with an opportunity to learn and attempt to solve real-world problems that companies are facing today. Teams will not only develop their entrepreneurial skills, but also soft skills such as team spirit, time management, and the ability to work under time pressure. The event will give companies a chance to gain access to a network of students from over 50 countries and offer an opportunity to allow these bright and talented young minds to focus on some of the key issues they are facing today.



Develop skills for the next generation of **Entrepreneurs** and leaders from over 50 countries.



Connect to a global network of bright, talented, and skilled students from successful families.



Get to know your next generation of customers and allow them to deliver **Real Solutions** for your challenges.

phases & tools

1. Divergence

Crazy Ideation

Each company has three minutes to explain its challenge. Every team follows along closely to prepare for the next step.

Crazy Ideation

Each team has four minutes to provide as many ideas as possible for each challenge posed.

Team Brain Storming

Each team takes its canvas, filled with sticky notes, to review all the ideas. Additional ideas can be added.

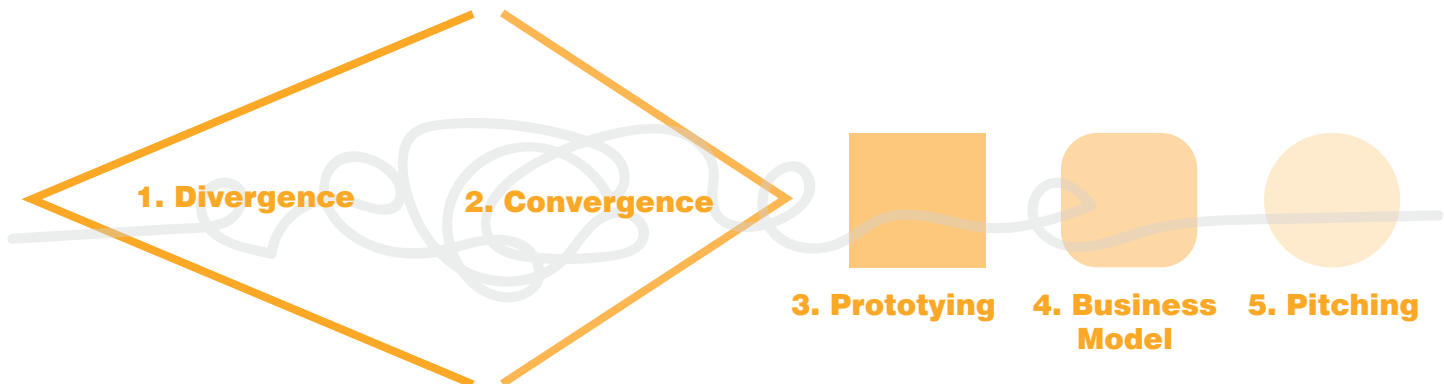
2. Convergence

Idea Selection

Ideas selected by teams are placed in a quadrant of the COCD Box along “innovative” and “implementation” axes.

Product Template

Teams choose the top three ideas and complete these three product/service templates with a title, description, and added value.



3. Prototyping

Physical Prototype

Teams can use various materials to create a physical prototype of their solution.

Digital Prototype

Teams can use easy digital tools to create a quick and easily navigable prototype of their solution.

4. Business mode

Bussines Model Canvas

Teams use the 'Business Model Canvas' to describe, design, challenge, and adapt their solution's Business Model.

5. Pitch

Teams have two minutes to pitch their idea to the other teams and panel members, who have two minutes for questions.

