

Centre for Innovation and New Product Ideas

ANNUAL REPORT – 2024–25

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To: The Hon'ble Vice Chancellor, GM University

Annual Report: Centre for Innovation and New Product Ideas

Academic Year 2024-25

1. Introduction

Welcome to the vibrant and dynamic landscape of GM University's Innovation Week, a celebration of creativity, ingenuity, and entrepreneurial spirit. The Centre for Innovation and New Product Ideas, in collaboration with industry leaders, is dedicated to igniting the sparks of innovation and fostering the next generation of visionary thinkers and doers.

Innovation Week emerges as a testament to our unwavering commitment to nurturing a culture of innovation and entrepreneurship within our academic community. Through synergistic partnerships between academia and industry, Innovation Week offers an unparalleled platform for students to showcase their innovative prowess, exchange ideas with industry experts, and embark on transformative entrepreneurial endeavours.

From groundbreaking research projects to revolutionary product prototypes, Innovation Week showcases the myriad ways in which our students are pushing the boundaries of knowledge and creativity to address real-world challenges. With a rich tapestry of workshops, seminars, and interactive sessions, participants are immersed in a vibrant ecosystem of learning, collaboration, and inspiration, propelling them towards new heights of innovation and excellence.

This report details the activities and outcomes of the Innovation Workshop conducted for the students of the School of Computer Science and Technology during the academic year 2024-25.

2. Objectives of the Innovation Workshop

The core objectives of the Innovation Workshop align with the broader goals of Innovation Week, aiming to:

1. **Promote Creativity and Innovation:** To foster a culture of creativity and innovation among students, encouraging them to think outside the box, explore new ideas, and develop innovative solutions to real-world problems.
2. **Showcase Student Talent:** To provide students with a platform to showcase their talents, ideas, and projects.
3. **Encourage Entrepreneurship:** To foster an entrepreneurial mindset among participants by allowing them to exhibit new ideas with commercial potential.
4. **Facilitate Collaboration:** To bring together students, faculty, and industry professionals to collaborate, share ideas, and exchange knowledge.
5. **Support Intellectual Property Development:** To encourage students to take their ideas for entrepreneurship seriously and provide support for potential patenting and further incubation.

3. Innovation Workshop 2024-25 Overview

Date: April 1st, 2025 – April 3rd, 2025

Participants: Approximately 600 students from the School of Computer Science and Technology, GM University.

Workshop Conducted by: P.S. Satish, Corporate Trainer and Mentor, Saraswati Industrial Services, Bengaluru group.

The workshop was structured over three days to provide a comprehensive experience in innovation and idea generation:

Day 1: Inauguration and Foundation (April 1st, 2025)

- **Inauguration Ceremony:** The workshop commenced with an official inauguration, setting the tone for the event.
- **Addresses by GMU Faculties:** Esteemed faculty members from GM University, including the Dr. H.D. Maheshappa, Pro-Vice-Chancellor, GMU, addressed the students, emphasizing the importance of innovation in today's world.

- **Session on "Why Innovation is Needed by the Industry":** P.S. Satish delivered a keynote session focusing on the critical need for innovation in various industries, inspiring students to consider real-world applications for their ideas.
- **Introduction of Team Members:** The Saraswati Industrial Services team members were introduced to the GMU staff and students, fostering a collaborative environment.
- **Creative Activities & Motivational Talk:** Depending on the time available, creative activities were interspersed with motivational talks to further engage and inspire the participating students.
- **Assembly:** Approximately 400 students assembled in the auditorium for the inaugural sessions.

Day 2: Idea Generation Workshop (April 2nd, 2025)

- **Group Sessions:** Students were divided into groups of 80-100 to facilitate focused idea generation.
- **Facilitated Brainstorming:** The Saraswati Industrial Services team, along with GMU facilitators, guided students through brainstorming techniques and methodologies to encourage the development of novel concepts.

Day 3: Continuation and Presentation (April 3rd, 2025)

- **Continued Idea Development:** The morning sessions continued with the idea generation and refinement process from Day 2.
- **Team Presentations:** Each student team presented their developed ideas to the facilitators.
- **Joint Evaluation:** The ideas were jointly evaluated by experts from GMU and the Saraswati Industrial Services Group, providing constructive feedback and identifying promising concepts.
- **Valedictory:** The honourable Vice-Chancellor, Dr. S R Shankapal addressed the young minds of GM University and seeded the significance of innovative mind during the studies. All the trainers have expressed the opinion about our student involvement

4. Student Feedback and Impact

A feedback survey was collected from 216 respondents following the workshop (data from April 1st, 2025 to April 4th, 2025). The responses highlight the positive impact of the workshop:

- **Understanding Innovation:** 92.6% of respondents (200 students) affirmed that the workshop helped them understand what innovation is about.
- **Brainstorming & Problem Solving:** 91.7% of students understood the method of brainstorming and its importance in problem-solving.
- **Idea Generation:** 90.7% found the workshop helpful in understanding idea generation.
- **New Learnings:** 79.2% learned new things they were not aware of before the workshop.
- **Team Working Skills:** 86.1% felt the workshop enhanced their team-working skills.
- **Creative Thinking:** 88.9% gained an understanding of creative thinking and its importance.
- **Career Direction:** 83.3% believed the workshop helped with their career directions.
- **Next Steps (Prototype/MVP):** A significant 87.5% expressed a wish to take their learnings to the next step and come out with a prototype or Minimum Viable Product (MVP).

Qualitative feedback from students included comments such as: "It was a good workshop," "Throughout the 3-day session it was helpful and amazing," "Session was good and interesting," and "It was great, I enjoyed it and the event was very much successful." Some suggestions for improvement included "More interaction and Input for our ideas," "Give some more time i.e about 4 to 5 days workshop," and "Need some field specific information."

5. Observations and Recommendations

Observations:

- **High Engagement:** The feedback indicates a very high level of engagement and positive reception from the participating students of the School of Computer Science and Technology.
- **Core Concept Understanding:** The workshop successfully conveyed fundamental concepts of innovation, brainstorming, and idea generation.

- **Skill Enhancement:** Students reported a clear enhancement in team-working and creative thinking skills.
- **Entrepreneurial Spark:** The strong desire to develop prototypes or MVPs suggests that the workshop effectively ignited an entrepreneurial spirit among the participants.
- **Scope for Deeper Dive:** Some feedback indicated a desire for more time and deeper, field-specific information, suggesting an appetite for more advanced content.
- **Interactive Learning:** While generally positive, some comments hinted at a preference for even more interactive sessions and practical application over theoretical knowledge or videos.

Recommendations:

- **Extended Workshop Duration:** Consider extending future workshops to 4-5 days, as suggested by some students, to allow for more in-depth exploration, practical exercises, and dedicated time for prototype development.
- **Enhanced Practical Application:** Integrate more hands-on activities, case studies, and practical implementation guidance into the workshop structure to address the desire for more practical learning.
- **Industry-Specific Breakout Sessions:** For larger workshops covering multiple schools, consider introducing optional breakout sessions focused on specific industry applications or technological domains to provide more tailored insights.
- **Post-Workshop Mentorship/Support:** Establish a clear pathway for students who wish to take their ideas to the next stage (prototype/MVP development), potentially through mentorship programs, access to incubation facilities, or follow-up sessions.
- **Continuous Feedback Loop:** Maintain and enhance the feedback mechanism to continually refine the workshop content and delivery based on student needs and emerging industry trends.
- **Diverse Facilitator Engagement:** Explore opportunities to involve a wider range of industry experts and mentors in future workshops to provide diverse perspectives and specialized knowledge.

6. Conclusion

The Innovation Workshop conducted for the School of Computer Science and Technology students from April 1st to April 3rd, 2025, was a resounding success. The collaboration with P.S. Satish and Saraswati Industrial Services, Bengaluru, proved highly effective in delivering a valuable experience. The overwhelmingly positive student feedback, particularly regarding their understanding of innovation, brainstorming, and their enhanced skills, underscores the workshop's significant impact.

The strong interest in developing prototypes and MVPs demonstrates that the workshop not only educated but also inspired students to actively pursue their innovative ideas. The Centre for Innovation and New Product Ideas remains committed to nurturing and supporting the innovative pursuits of our students, empowering them to transform ideas into impactful ventures that shape the future. This workshop serves as a vital step in cultivating a robust culture of innovation and entrepreneurship within GM University.

Photo Gallery













