

UNIVERSITY of HAWAI'I

Building 37



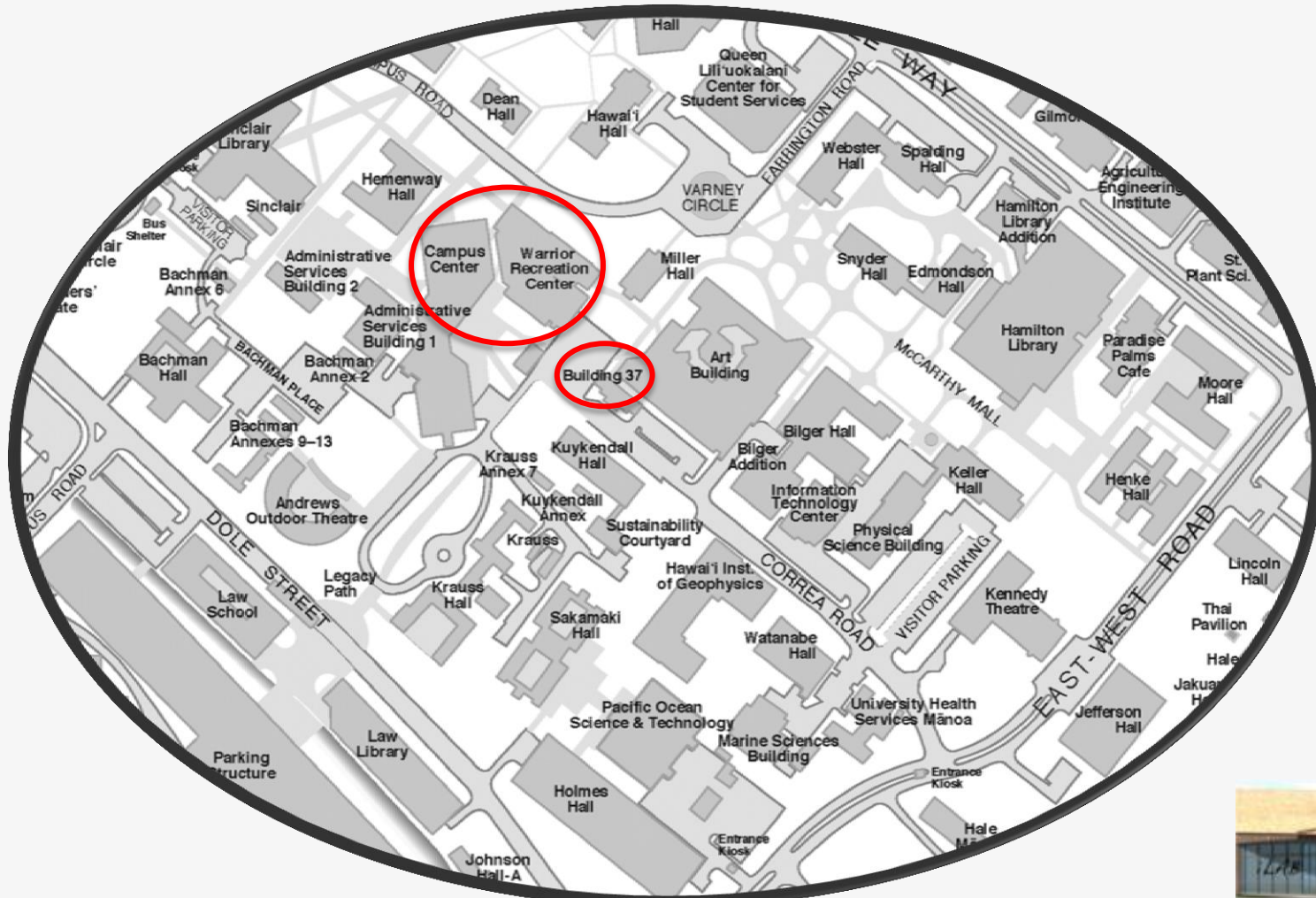
UNIVERSITY *of* HAWAI'I Innovation LAB



UNIVERSITY of HAWAI'I Innovation LAB interiors



Location, Location, Location!



i-LAB MISSION

Promote innovation and entrepreneurship for students across the UH Manoa campus, and reaching out to the community and other UH Campus students on a project/event basis.

Inspired by:

dschool.stanford.edu/

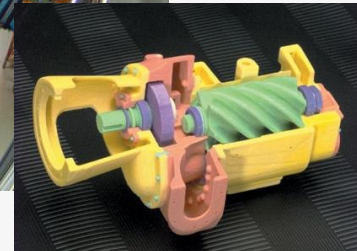
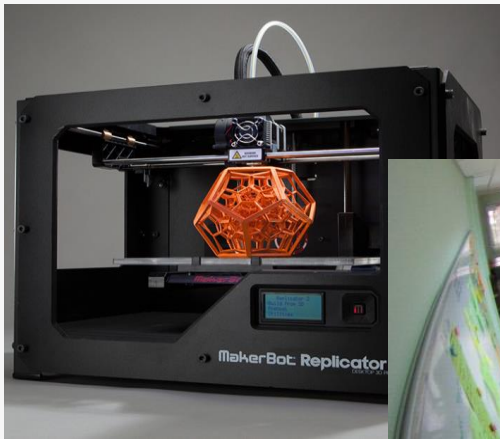


i-LAB Components of Space

Large reconfigurable space – space which is flexible and can accommodate multiple activities and uses. Fast seamless transformation of space that is facilitated by furniture and display boards on wheels, stackable surfaces, reconfigurable team/project spaces and vertical/horizontal writing spaces.

Prototyping Space – materials and furniture for simple rapid prototyping (ie using paper, cardboard, foam boards, tape, etc.)

Equipment – 3D printers, 3D Scanners, laser cutter, vinyl cutter, foam shaper, other low res prototyping facilities (see Room 36, Stanford)



i-LAB Activities

- *Educational Modules* (ad hoc) delivered by contributing faculty and community members
- *Amorphous Spaces* for groups of students to meet and “innovate” in response to campus innovation challenges and competitions – student groups would be intentionally seeded by engineering, business, and natural science (ICS) students with the intent of attract a total cross section of student involvement. (Harvard idea - Dean innovation challenges – different Mānoa deans present different challenges from year to year – thus automatically builds in cross disciplinary activity)
- *Entrepreneurial Spaces* & limited resources for ad hoc student innovation/entrepreneurial teams who can't find space in their home departments – on an as available basis
- *Project/Lab Spaces* for students who cannot get access to such space in conjunction with a resident “Maker Space” laboratory with faculty mentors. In particular there would be spaces with 3D printers and 3D scanners and other safe dry bench top equipment sets.
- *Modules* on Inter-disciplinary Design Thinking and projects/activities to inject creative competency into the broader educational curriculum
- *Funding* – Angel, PACE, Kickstarter, ...



i-LAB Manager Responsibilities

- *Coordinate* educational modules by contributing faculty and community members
- *Outreach* to the campus faculty to encourage mentorship of student innovation projects
- *Manage* space and space allocation in the UH i-lab (worrying about safety/security)
- *Coordinate* with Deans/Colleges around related innovation/entrepreneurial activities
- *Provide* assistance and “partnership” in proposal submissions
- Fund-raising for operations – food, equipment, student travel etc.
- *Manage* promotion/marketing (web site etc) and develop cadre of adjunct faculty from the community
- *Host* pop up seminars, workshops, collaborative university/industry events
- *Host* end of semester events for students to share their projects and innovations with the community and campus
- *Seek* endowment for partial funding of operations

