

CORPORATE
GURUKUL

Global Research Innovation
Programme: Online



Why research in school?

Make your passion your project

A research project is a great way to explore an area of interest that a secondary school student otherwise would not get to learn about outside of school.

Prepare for university admissions

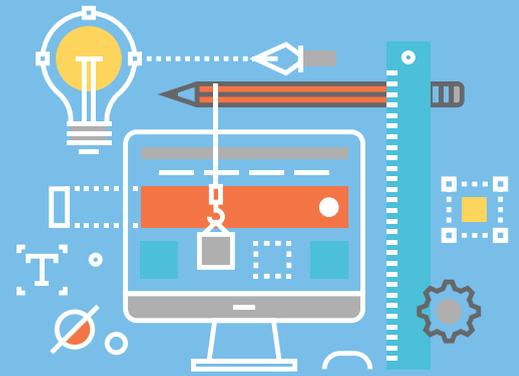
Research projects, when conducted well and presented appropriately in a college application, can be a great advantage to students in their college admissions.

By undertaking a research project on their own, not only students explore a personal area of interest in more depth, but are also able to demonstrate their dedication to pursuing knowledge for the sake of learning over a prolonged period.



Global Research Immersion Programme (GRIP) focuses on research-based learning and problem solving through projects with the world's top universities.

Students who undergo GRIP know how to approach problems from different perspectives using different disciplines (subjects) and provide broader, deeper and more creative solutions to problems



Participants take up real-world, global challenges and solve them using a unique problem solving and research methodology – Design Thinking. The Design Thinking methodology was invented by Stanford University and is currently followed by top companies like Apple, Google, Microsoft, P&G, Deutsche Bank, Coca Cola, etc.

Get Mentored

Receive project guidance, feedback, evaluation and endorsement by the faculty from world's #11 universities - National University of Singapore (NUS) and Nanyang Technological University (NTU)

Explore

Conduct research in a fun and engaging way to come up with your original and innovative solutions
Learn Design Thinking as an interdisciplinary problem-solving tool for career and life

A Global Community

Collaborate and compete with students from different schools and countries



WHAT IS DESIGN THINKING?

Design Thinking is a methodology used to solve complex problems, and find desirable solutions. It explores possibilities of what could be—and to create desired outcomes that benefit the user.

It involves learning by doing that integrates right-brain imagination, artistry and intuition with left-brain logic, analysis, and planning.

Design Thinking is a human-centered approach, which helps in generating new ideas that have true competitive advantage and a deep knowledge of problems that help to uncover the needs.



WHY DESIGN THINKING IN GRIP?

Global Research Immersion Programme provides students with an opportunity to understand and apply the Design Thinking methodology to solve real-world challenges.



Students learn to empathize and define real-world challenges.



They get hands-on experience while conducting research and while developing prototypes.



Most importantly students test their ideas and reflect upon their projects.



They then refine their ideas and innovate practical solutions to real-challenges.

The Design Thinking process develops thinking and research skills of students. Interacting with the society to solve real-world challenges, builds and enhances their social and self-management skills.

GRIP: Programme Highlights



Strengthen your Statement of Purpose for University Admissions



Work on your ideas and share your projects with the world- Make your passion your project



Collaborate and compete with students from different schools and countries - Get international exposure



Conduct multi-disciplinary research in a fun and engaging way to come up with your original and innovative solutions- Conduct Research and Demonstrate Innovative Solutions



Receive project guidance, feedback, evaluation and endorsement by the faculty from world's #11 and #13 universities - NUS & NTU, Singapore- Raise the Bar with the Best





Learning Goals

Develop and Strengthen your Research, Critical Thinking and Collaboration Skills

Learn the fundamentals of design thinking

Solve complex problems using proven design-thinking frameworks

Understand and Apply techniques for user-centered empathy-led research

Apply a four-step design thinking process: empathise, identify problem, ideate and design, test prototype

Map customer journey distill findings and priorities needs

Prototyping and pivoting using a minimum viable offer to mitigate risk

Instructor Profile

Prof. Lisa Winstanley

Assistant Professor

Visual Communication, School of Art,
Design & Media



For the past decade, Assistant Professor Lisa Winstanley has worked internationally as a design educator, however her academic career is also supported by over 20 years of commercial experience; working in the UK as a creative practitioner and design consultant with clients such as, Nestlé, Cadbury and Vimto Soft Drinks.

Still practicing as a visual communicator, Prof. Lisa's work has won many prestigious industry awards including, The Applied Arts Award, 2018 for Editorial Design, The World Wide Logo Design Awards (WOLDA) 2019 Gold Award and most recently her branding work has been awarded winner status in the Creative Quarterly Journal.

Her poster design work has been selected as part of The Ecuador Poster Bienal 2018 and subsequently showcased across Latin America and Europe. Most notably, in the Ecuadorian House of Culture Benjamín Carrión and the University of the Americas. Prof. Lisa's poster design series entitled, Connection Lost, was exhibited at Manchester School of Art as part of Techno-storytelling: Past, Present, Future. 10th International Conference of the Image and her most recent poster designs were exhibited in the University of Florida's MetroLab Gallery for the Looking Good 20/20 exhibit, in conjunction with Fort Lauderdale's 2020 Art & Design Week.

Prof. Lisa's current research reviews the links between design and trust focussing on two concomitant areas: ethical design practice and collaborative design practice.

Applying a design thinking strategy to both her research and practice, Lisa has also authored several academic papers which investigate the various aspects of design thinking methodologies. With this in mind Lisa has been working with Corporate Gurukul since 2018 and has mentored students on the Global Research and Innovation Programme to develop their ideas and visual concepts following from their designing thinking process.

Each group of students offer unique perspectives on the world and continually challenge the status quo, a challenge Prof. Lisa relishes!

Instructor Profile

Dr. TAN Wee Kek

Senior Lecturer

Department of Information Systems &
Analytics School of Computing National
University of Singapore



Dr. TAN Wee Kek is currently a Senior Lecturer in the Department of Information Systems & Analytics at the School of Computing, National University of Singapore. He is also a Fellow of the prestigious NUS Teaching Academy. He graduated with a Doctor of Philosophy in Information Systems in July 2013 and a Bachelor of Computing in Information Systems (1st Class Honours) in July 2007, both from the National University of Singapore. Prior to this, he attended Singapore Polytechnic and graduated with a Diploma in Computer Information Systems with Merit in July 2001.

His current primary research interests focus on consumer-based information technology (e.g., online decision aids, social computing, virtual worlds and consumer cloud services). Most of his research is based on design science, a well-established problem-solving paradigm that has been widely adopted in information systems research.

His current secondary research interests focus on information systems education. His work has been published or is forthcoming in journals such as Journal of the American Society for Information Science and Technology (JASIST), Decision Support Systems (DSS), Communications of the Association for Information Systems (CAIS), and Journal of Information Systems Education (JISE).

His work has also been presented or is forthcoming in conferences such as ACM SIGMIS Computer Personnel Research Conference (SIGMIS-CPR), IFIP Working Group 8.2 Working Conference (IFIP WG8.2), European Conference on Information Systems (ECIS), Americas Conference on Information Systems (AMCIS), and International Conference on Human-Computer Interaction (ICHCI).

Who Should Apply ?

You should be 13 years or older at the time of application
You are studying in Grade 8-12

Requirements for Admission

You are keen to conduct research in your area of passion.
You are from IB, Cambridge, American, ICSE and CBSE board.

Programme Fee (Online Version)

~~S\$ 1999~~ S\$ 1299 inaugural offer (online version)

Programme Dates

5th December 2020 to 23rd January, 2021

Programme Structure

Activity

Duration

Live sessions with NUS
& NTU faculty

40 Hours

Live research mentorship
by Corporate Gurukuls
mentor

60 Hours

Self directed project work
by participant

76 Hours



Research Domains

Science, Engineering & Technology

Applications of science, engineering, and technology in space research & transportation

Business & Economics

Generate excitement for new ideas, leading to solutions that address unmet needs in business

Law

Human-centred design and research & innovation for legal problems

Humanities

Deeper thinking and problem-solving in social studies and languages can challenge students to go beyond a typical question answer sequence

Arts

Innovation and disruption in arts through design thinking approach

Mathematics

Solve a wide range of mathematical problems through innovative research

Assessment Philosophy & Structure

The focus is on the process rather than results. The emphasis is more on formative and continuous assessment rather than summative assessment.

How does the project work



01

CAREER PREFERENCE EVALUATION

The students go through an extensive personality assessment and interview process. Here the team understands each student's passion, strengths & abilities.



02

GROUP FORMATION

The students are grouped based on complimenting personalities, areas of passion and academic track record.



03

PROJECT ORIENTATION

They are oriented on the project research methodology - Design Thinking. The groups choose their project domains.



06



PROJECT SUBMISSION

Completed project report is submitted to the Design Thinking Expert (DTE).



05



PROJECT ROLL OUT

Groups start working on the project with guidance of the Design Thinking Expert (DTE) and Subject Matter Expert (SME).



04



PROJECT SELECTION

The groups select a project in their chosen domain.



07



MOCK PRESENTATION

Teams present their projects and to the instructors from NUS and NTU. They receive feedback to go back and work upon for final presentation.



08



FINAL PROJECT PRESENTATION AND ASSESSMENT

They are assessed and get feedback on:

- a.Design Thinking Process Adherence
- b.Ideation
- c.The Solution
- d.Presentation Skills
- e.Collaboration Skills

Programme Schedule

Facilitator Intervention
 NUS & NTU Faculty

Self-directed Work
 By Participant

MODULE-1 (EMPATHY)

SESSION
01

Introduction to Design Thinking

🕒 4 Hours

Design questionnaire for target audiences

🕒 4 Hours

SESSION
02

Introduction to 'EMPATHY – LED RESEARCH' to understand target audiences

🕒 4 Hours

Conduct empathy-led primary research

🕒 28 Hours

16 Hours - Guidance and Support by Corporate Gurukul Mentors

Module-2 (DEFINE PROBLEM)

SESSION
03

Assessment and feedback on Empathy Maps

🕒 4 Hours

Post feedback, go back to the target audiences for deeper insights

🕒 4 Hours

SESSION
04

'DEFINE' the problem to be solved

🕒 4 Hours

4 Hours - Guidance and Support by Corporate Gurukul Mentors

Module-3 (IDEATION)

SESSION
05

Review Problem Definition

🕒 4 Hours

Re-define the Problem (if needed)

🕒 8 Hours

SESSION
06

Ideate and evolve the 'BIG IDEA'

🕒 4 Hours

Sketch and detail the Big Idea

🕒 8 Hours

8 Hours - Guidance and Support by Corporate Gurukul Mentors

Module-4 (BUILDING PROTOTYPE)

SESSION
07

Introduction to 'PROTOTYPE' process

🕒 4 Hours

Create PROTOTYPE

🕒 8 Hours

SESSION
08

Continuous guidance and feedback during prototype development

🕒 4 Hours

Test PROTOTYPE

🕒 8 Hours

24 Hours - Guidance and Support by Corporate Gurukul Mentors

Module-5 (PRESENTATION)

SESSION
09

Mock Presentation & Faculty Feedback

🕒 4 Hours

Team work on final presentation based on faculty feedback

🕒 8 Hours

SESSION
10

Final Presentation & Assessment

🕒 4 Hours

8 Hours - Guidance and Support by Corporate Gurukul Mentors

PROJECT CASE STUDIES



How to Enhance Customer Experience in Elite Hotels

Trip Ease – an app for hotels that automates and customizes services based on a customers' needs using technology to help save their time while carrying out regular hotel service operations.

Target Audience - Customers, General Managers and Employees at 4-5-star hotels.

Project Impact- The project gives customers the chance to have an enhanced customer experience at elite hotels that is efficient and curated to their preferences.

Presented by Indus International School and Global Indian International School from Pune



Helping People with Central Nervous System (CNS) Disorders

Neulife, an organization that offers solutions to the general uncertainty of CNS disorders, using big data to bolster research of CNS Disorders.

Target Audience - Patients with CNS disorders, Doctors, Families and Caretakers of People with CNS Disorders.

Project Impact - The project addressed a critical need in healthcare that directly ties to getting patients care on time and even saving lives. A new life-saving gear that leverages the latest technology while collecting data that can be crucial to further research in the domain.

Project by DPS Gurgaon



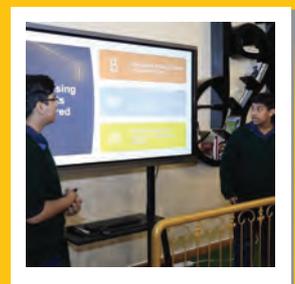
Ensuring Road Safety

Sparrow – a self-driving system can convert to manual drive at the driver's will.

Target Audience- Taxi drivers, Citizen Drivers and Pedestrians.

Project Impact - The prototype was designed with the future in mind. It will have a 0% carbon footprint and will be able to sustain itself irrespective of the price of fuel.

Project by Ambassador School, JSS International School, and Indian High School from Dubai



Innovative Ways of Generating Electricity

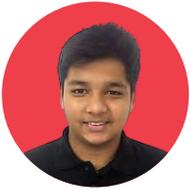
Power Stepper – a device that converts kinetic energy to electrical energy.

Target Audience - Power generating companies, Environmentalists, NGO Officials, Citizens.

Project Impact - This project can result in the self-generation of electricity through the installation of power steppers in areas of high footfall.

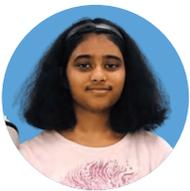
Project by DPS Sharjah

ALUMNI SPEAK



The programme opened doors of success for us and gave us a platform to present our ideas to faculty from world top 15 universities!

Samarth Goyal
Emerald Heights International School, Indore



This programme has been a real learning platform for me. It has helped me better identify, understand and address my problems. It has changed my perspective and my method of approaching a situation. The instructors were very welcoming and spent time with understanding our projects and giving valuable feedback. Without doubt I can say, it has helped me boost my confidence, taught me how to be independent and has helped me to think on my feet.

Niyathi Pramod
Our Own English High School, Sharjah



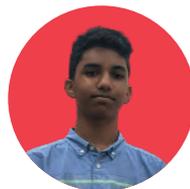
I enjoyed every bit of the programme – the interviews, working with different people, and especially the hard work during the project. Neither I nor my parents were aware of all the potential I had.

Gagan Khinwasara
Global Indian International School, Pune



The programme helped me brush up my thinking skills as it demanded spontaneity and thinking out-of-the-box. It is surely an experience that would help me in the future; be it as an enhanced CV or as an aid to career choice.

Anushree Gupta
Daly College, Indore



The programme is a wonderful platform. It provides transformational experience to participants and also aids enhancement of life skills. The team is extremely professional and the whole programme was well managed

Aman Fareez
Delhi Private School, Dubai



It was an enlightening experience to present our research project before the esteemed faculty of NUS and NTU. I sincerely thank the Corporate Gurukul team for providing us with the opportunity along with constant guidance in the successful completion of our project.

Ankit Mohanty
Delhi Private School, Dubai

ALUMNI SUCCESS STORIES



Sumedh Rathi
Alumni (Research and Innovation Programme) Received admit from University of California, USA



Naquiya Barwaniwala,
Alumni (Research and Innovation Programme) Received admit from Drexel University, Pennsylvania, USA



Shivam Mulchandani,
Alumni (Research and Innovation Programme) Received admit from UCL, London, UK



Anushree Gupta,
Alumni (Research and Innovation Programme) – Received admit from UCL, London, UK



Pratyusha Nyati,
Alumni (Research and Innovation Programme) - Received admit from Singapore Management University, Singapore



DELHI PRIVATE SCHOOL
S H A R J A H



Ish Dutt, Alumni,
(University Immersion Programme),
Nominated by Jindal Global Law School for Stockholm University summer programme in two courses namely International Commercial Arbitration and the Role of International Law in Politics



Harsh Tekriwal, Alumni
(University Immersion Programme)
Received admit from SP Jain Institute of Management & Research (SPJIMR)

Nabihah Babar, Nandini Gupta, Aarush Kalra, Diya Patole, Zarin Suchi (Research and Innovation Programme)

Winner of Best project at First Lego League and Winner of Best Prototype, GRIP – Winter 2019 for their project Power Stepper

REGISTRATION PROCESS



Apply Now

Create your account and fill up the online application form here.



Selection

We will scrutinize your application on the basis of CGPA, Projects/Courses done and start-up experience (if any)



Offer Letter

If you are selected, you will receive an Offer Letter. You will be required to ACCEPT the Offer Letter

PayPal

Internship Fee Payment

We will send you an invoice link for the Internship Fee payment. This is enabled through PayPal.



Admission Letter

Hooray! Your admission is confirmed via an Admission Letter

LEARNING FOR LIFE

We believe in creating value for our students across their journey in life. Hence our interventions are designed throughout your learning journey for life - from school to university to industry. Our recommendations during your School Journey which progressively builds your skills through applied experiential learning interventions.

GRADE 7-8

**Leading and Practicing
Social Change**
ONLINE CERTIFIED
INTERNSHIP

GRADE 8-12

**AI & Machine Learning for
Young Innovators (AI & ML)**
ONLINE CERTIFIED INTERNSHIP
or EXPERIENTIAL ON-CAMPUS

GRADE 8-12

**Global Research and Innovation
Programme (GRIP)**
ONLINE CERTIFIED INTERNSHIP
or EXPERIENTIAL ON-CAMPUS

GRADE 11-12

**Entrepreneurship and
Tech Innovation**
ONLINE CERTIFIED
INTERNSHIP



13 years | 21 countries | 30+ cities | 15 nationalities
40+ schools | 70+ universities | 150,000+ alumni
50+ faculty | 200+ research scholars
10+ applied learning programmes



“Some are born great,
some achieve greatness,
and some have greatness
thrust upon them.”

-William Shakespeare

#GoodToGreat



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