Campus Lab project framework

Concordia's Campus Lab acts as a virtual home base for a range of campus-based experimentation and innovation activities, including those associated with PLAN/NET ZERO, Volt-Age, the Sustainability Action plan, and other various university action plans and strategies.
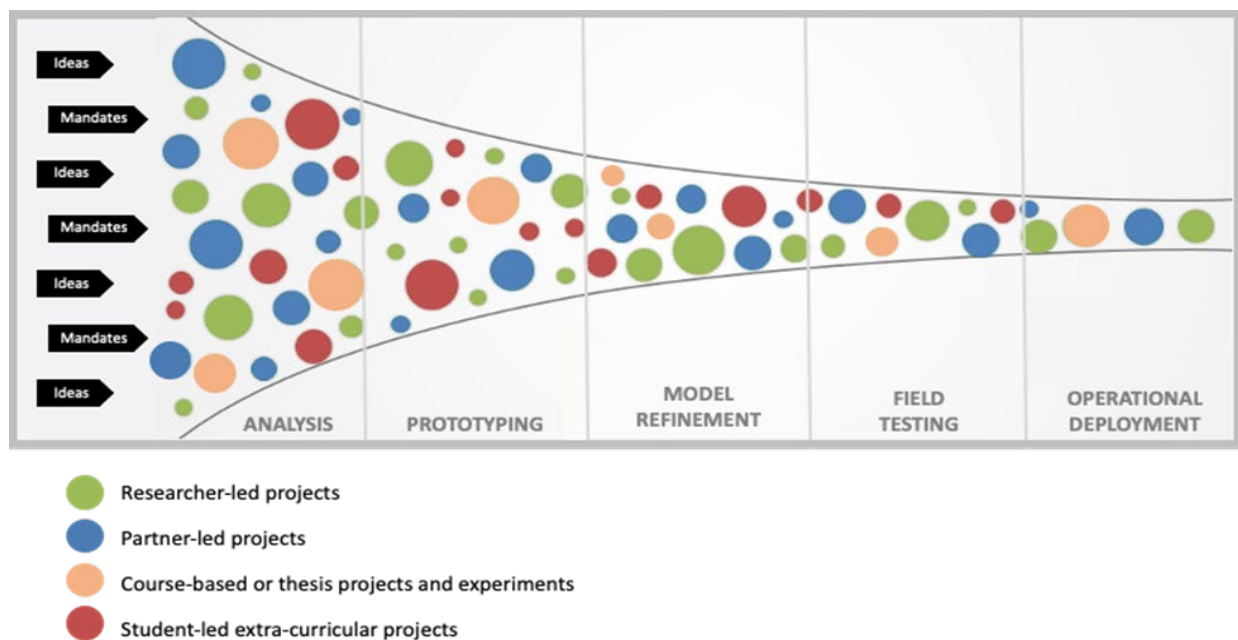
Key objectives

- Spur campus-based experiments and innovations that advance university plans and strategies, aligning with, and not distracting attention and effort from, institutional priorities;
- Project making explicit connections to professional development opportunities for students as well as innovation and entrepreneurship pathways;
- Facilitates course-based projects, thesis projects, and research experiences related to campus-based experimentation.

Project types

Concordia's Campus Lab platform aims to facilitate faculty and student involvement in a broad range of project types, from small experiments involving only members of the campus community to high dollar value building retrofits undertaken with commercial partners.

The Campus Lab supports a range of projects at various stages of the innovation cycle, from initial analyses and prototypes to a smaller set of tested, validated, and implemented solutions.

Note that project types would not be limited to the examples listed here.

Project criteria

Standard criteria

The following are basic criteria that all projects expected to meet in order to be supported:

- **Projects need to address Concordia's operational challenges and opportunities.**

   Projects focusing on current and future operational issues at the university. Due to capacity constraints, Campus Lab cannot support projects that are primarily pursued because of their educational or research value.

- **Projects need to align with the values and priorities of other institutional commitments.**

   Projects cannot undercut, contradict, or ignore the objectives being pursued in other domains when working to address the university's operational challenges.

- **Projects need to involve Concordia faculty and students.**

   The initiative is intended to facilitate faculty and student contributions to operational challenges on campus, working closely with university staff and, when possible, external partners.

- **Projects need to meaningfully involve those impacted by projects.**

   In addition to faculty and student participation, Campus Lab projects need to engage and integrate input from members of the campus community and/or other stakeholder groups that are affected by the product, process, or service being developed in the project.

- **Project owners need to document and share learning and outcomes.**

   The Campus Lab platform is intended to foster an open innovation ecosystem, and information sharing is critical to building complementarity, cross-fertilization, and laddering between projects. With respect to working with external partners, clear guidelines will be developed with respect to intellectual property and the publication of results.

Optional criteria

- Projects test different types of interventions and approaches to addressing a targeted issue and reaching the stated objective.
- Projects involve partnerships and collaborations across academic disciplines and with external partners and stakeholders.
- Project outcomes are relevant and translatable beyond Concordia through knowledge sharing or commercialization.

Expected involvement

As a project Champion*, you are expected to dedicate approximately the equivalent of an hour or two per week, throughout the academic year, to supporting the team and the project.

Your role involves presenting your Campus Lab project idea at the co-design workshop held once a year in the spring. Involvement also includes giving timely access to any data essential for completing the project. This includes answering questions posed by the team and reviewing and critiquing the project on an ongoing basis. The specific details and scope of the project are discussed in an initial meeting with researchers, student team members, faculty supervisor and/or the appropriate subject matter experts.

*Project Champion

Person who has the initial idea for a project that addresses an issue on campus. This person initiates the process of reflection, framing, promotion and matching in order to move from ideation to implementation of the first stages of the project.