	<u>Sl.No</u>	Team Name				
	1	A1_HealthSync				
	2	AR-Lipi				
	3	Bcyrpt				
	4	ByteBridge				
	5	Clutch 0'Clock				
	6	EcoTech Innovation				
-	7	in turn				
<u>5</u>	8	MIST_EcoSync				
	9	Smart Medical HUB				
	10	Smart Reception				
	11	Team Alpha				
	12	Team Ledger Legends				
	13	Team Neurons				
	14	The Antigen Club				
	15	PELTIERS				

Iniversity Name	United Inter	national University						
niversity Code	UIU							
rogram Component	Innovation C	Cohort						
rogram Component Code	UIU IC1							
lass Day & Time	Friday	8:30-10:30am	11:00-1.00pm					
lentor 1 Name	Mohammad	Oli Ahad						
lentor 1 Email	ahad.oli@gr	nail.com						
lentor 2 Name	Farzana Afri							
lentor 2 Email	tisha.aws.ug	g.bd@gmail.com						
				Inr	novation Cohort 1 Calendar			
	Sessions	Date	Day	Session	Session Topic	Duration	Total Hour Per Week	
	Week 0	8-Nov	Friday	1	Onboarding and Orientation (1 hour Online)	1	1	
	WEEKO	01101	Triday	2	Self Learning/ Homework	'	'	
				3	Brainstorming Lean Canvas & Group Presentation (3 hours)	3		
			Friday	4	Brainstorming Stress Testing Your Idea for Desirability (0.5 hour)	0.5	4.5	
	Week 1	15 Nov		5	Brainstorming Stress Testing Your Idea for Viability (0.5 hour)	0.5	45	
	Week	151101		6	Brainstorming Stress Testing Your Idea for Feasibility (0.5 hour)	0.5		
				7	Self Learning/ Homework	5	5	
				8	Go out of the Building (GOTB) / Product Development		J	
				9	Brainstorming Stress Testing Your Idea for Desirability (0.5 hour)	0.5		
				10	Brainstorming Stress Testing Your Idea for Viability (0.5 hour)	0.5		
				11	Brainstorming Stress Testing Your Idea for Feasibility (0.5 hour)	0.5	5	
				12	Brainstorm and Group Presentation on Minimum Success Criteria (0.5 hour)	0.5		
	Week 2	22 Nov	Friday	13	Brainstorming Problem Interview Script (1 hour)	1		
				14	Mentorship for Prototype Development (2 hours) - Group 1	2		
				15	Mentorship for Prototype Development (2 hours) - Group 2			
				16	Self Learning/ Homework	5	5	
				17	Go out of the Building (GOTB) / Product Development		,	
				18	Brainstorming on your Brand Values (0.5 hour)	0.5		
			Friday	19	Brainstorming on Outlining Brand Logo and Brand Color (0.5 hour)	0.5		
	Week 3	29 Nov		20	Group Discussion on Product Naming and Getting a domain for social media accounts (30 minutes)	0.5	2.5	
	vveek 3	23 INUV		21	Mentorship for Prototype Development (1 hours) - Group 1	1 2		
				22	Mentorship for Prototype Development (1 hours) - Group 2			
				23	Self Learning/ Homework		2	
				24	Go out of the Building (GOTB) / Product Development			
				25	Financial Modelling			
				26	Brainstorming on competition analysis matrix table and quadrant graph & group presentation (1 hour)	1		
				27	Brainstorming on your startup cashflow (1 hour)	1		

Week 4	6 Dec	Friday	28	Brainstorming on your startup Financial Model Cashflow with NPV, IRR and ROI (1 hour)	1	7	
			29	Mentorship on Commercialization: Company Valuation (2 hours) - Group 1	2		
			30	Innovation in Practice [Guest lectures by industry professionals on their innovation journeys] (2 hours)	2		
			31	Self Learning/ Homework	-	-	
			32	Go out of the Building (GOTB) / Product Development	5	5	
			33	Brainstorming your final problem statement after customer discovery and group presentation (1 hour) - Group 1	1		
			34	Brainstorming your final problem statement after customer discovery and group presentation (1 hour) - Group 2	'		
			35	Brainstorming Value Proposition Canvas and group presentation (2 hours) - Group 1	2	6	
Week 5	13 Dec	Friday	36	Brainstorming Value Proposition Canvas and group presentation (2 hours) - Group 2	2	Ĭ	
	.5 5 6		37	Building Interdisciplinary Teams for Innovation (1 hour)	1		
			38	Mentorship for Prototype Development (2 hours) - Group 1	•		
			39	Mentorship for Prototype Development (2 hours) - Group 2	2	A	
			40	Self Learning/ Homework		6	
			41	Go out of the Building (GOTB) / Product Development	6		
			42	Brainstorming on tying UVP statement, Solution Statement, from Problem Statement, Value Proposition Canvas with Design Thinking and group presentation (2 hours) - Group 1			
			43	Brainstorming on tying UVP statement, Solution Statement, from Problem Statement, Value Proposition Canvas with Design Thinking and group presentation (2 hours) - Group 2	2		
		Friday	44	Refining Value Proposition and Solution Statement with Cross Domain Design Thinking and group presentation (1 hour) - Group 1		6	
Week 6	20 Dec		45	Refining Value Proposition and Solution Statement with Cross Domain Design Thinking and group presentation (1 hour) - Group 2	1		
week o	5 20 Dec		46	Adding Collaterals to complete a Compelling Offer with Value Proposition and Solution Statement (30 minutes) - Group 1	0.5		
			47	Adding Collaterals to complete a Compelling Offer with Value Proposition and Solution Statement (30 minutes) - Group 2	0.5		
			48	1. Brainstorming Solution Interview Script Part 1 and Part 2 (30 minutes)	0.5		
			49	Mentorship for Prototype Development (2 hours) - Group 1	2		
			50	Mentorship for Prototype Development (2 hours) - Group 2			
			51	Self Learning/ Homework	6	6	
			52	Go out of the Building (GOTB) / Product Development			
			53	Overview of the Gold Standard Pitch (1 hour) - Group 1	1		
			54	Overview of the Gold Standard Pitch (1 hour) - Group 2	'		
			55	Brainstorming pulling all materials and Anatomy of a Pitch Deck Part 1 and group presentation (1.5 hours) - Group 1	1.5		
			56	Brainstorming pulling all materials and Anatomy of a Pitch Deck Part 1 and group presentation (1.5 hours) - Group 2	1.5	6.5	
Week 7	27Dec	Friday	57	Brainstorming pulling all materials and Anatomy of a Pitch Deck Part 2 and group presentation (2 hours) - Group 1	2	0.3	
			58	Brainstorming pulling all materials and Anatomy of a Pitch Deck Part 2 and group presentation (2 hours) - Group 2	2		
			59	Mentorship for Prototype Development (2 hours) - Group 1	2		

		[60	Mentorship for Prototype Development (2 hours) - Group 2	۷		
				61	Self Learning/ Homework			
				62	Go out of the Building (GOTB) / Product Development	6	6	
				63	Brainstorming on generating marketing collateral texts and graphics and group presentation (2 hours) - Group 1			
				64	Brainstorming on generating marketing collateral texts and graphics and group presentation (2 hours) - Group 2	2	4	
	Week 8	10 Jan	Friday	65	Mentorship for MVP Development (2 hours) - Group 1	2		
				66	Mentorship for MVP Development (2 hours) - Group 2	2		
				67	Self Learning/ Homework	4	4	
				68	Go out of the Building (GOTB) / Product Development	4	4	
				69	Brainstorming on Go-To-Market Strategy - Primary and Secondary Channels, Persona, Messaging, Tap and Activating the Tap, and Beachhead (4 hours) - Group 1	4		
				70	Brainstorming on Go-To-Market Strategy - Primary and Secondary Channels, Persona, Messaging, Tap and Activating the Tap, and Beachhead (4 hours) - Group 2	4	4	
			Friday	71	Brainstorming pulling all materials and Anatomy of a Pitch Deck Part 3 and group presentation (2 hours) - Group 1	2		
				72	Brainstorming pulling all materials and Anatomy of a Pitch Deck Part 3 and group presentation (2 hours) - Group 2			
	Week 9	17 Jan		73	Building 5 minutes Pitch Deck (0.5 hour) - Group 1	0.5	6.5	
				74	Building 5 minutes Pitch Deck (0.5 hour) - Group 2		6.5	
				75	Group Pitch Practice (2 hours) - Group 1	2		
				76	Group Pitch Practice (2 hours) - Group 2			
				77	Mentorship for Prototype Development (2 hours) - Group 1	2		
				78	Mentorship for Prototype Development (2 hours) - Group 2			
				79	Self Learning/ Homework	6	6	
				80	Go out of the Building (GOTB) / Product Development	ŭ		
				81	Pitch to Jury for Pre-seed Grants All Groups (6 hours) - Group 1	6	6	
	Week 10	24 Jan	Friday	82	Pitch to Jury for Pre-seed Grants All Groups (6 hours) - Group 2			
				83	Self Learning/ Homework	6	6	
				84	Go out of the Building (GOTB) / Product Development	-		
		31 Jan	n Friday	85	Brainstorming pulling all info from branding, collaterals, and others to set up social media accounts & website (1 hour) - Group 1	1		
				86	Brainstorming pulling all info from branding, collaterals, and others to set up social media accounts & website (1 hour) - Group 2			
				87	Brainstorming and set up static website and group presentation (2 hours) - Group 1	2	5	
	Week 11			88	Brainstorming and set up static website and group presentation (2 hours) - Group 2			
	Week 11			89	Mentorship on MVP Development: Financial Management for Entrepreneurs (2 hours) - Group 1	2		
				90	Mentorship on MVP Development: Financial Management for Entrepreneurs (2 hours) - Group 2			
				91	Self Learning/ Homework	5	5	
				92	Go out of the Building (GOTB) / Product Development			
			7 Feb Friday	93	Class session IP Management and Security (2 hours)	2	2	
	Week 12	7 Feb		94	Self Learning/ Homework	2	2	
				95	Go out out of the Building (GOTB) / Product Development			
				96	Lecture and Workshop on psychology and mental health for entrepreneurs) (1 hour)	1		

			I.				1				
				97	Lecture and Workshop on psychology and mental health for entrepreneurs) (1 hour)	1	4				
		14 Feb	Friday	98	Lecture and Workshop on psychology and mental health for entrepreneurs) (1 hour)	1					
	Week 13			99	Mentorship on Commercialization: Legal and Ethical Considerations for Entrepreneurs (2 hours) - Group 1	2	5				
								100	Mentorship on Commercialization: Legal and Ethical Considerations for Entrepreneurs (2 hours) - Group 2		
				101 Self Learning/ Homework	- 5	_					
				102	Go out of the Building (GOTB) / Product Development	5	5				
				103	Discussion & Group Presentation on Updated LMC (1 hour) - Group 1	1					
		21 Feb	Friday	104	Discussion & Group Presentation on Updated LMC (1 hour) - Group 2						
	Week 14			105	49Brainstorming mapping on LMC to BMC for Pitch Deck (2 hours) - Group 1	2	5				
				106	Brainstorming mapping on LMC to BMC for Pitch Deck (2 hours) - Group 2		5				
				107	Mentorship on Commercialization (2 hours) - Group 1	2					
				108	Mentorship on Commercialization (2 hours) - Group 2						
				109	Self Learning/ Homework	5	5				
				110	Go out of the Building (GOTB) / Product Development	3	3				
		20.5.1		111	Discussion & Group Presentation on Pulling all New Info for Updated Pitch Deck (5 hours)	5	5				
	Week 15	28 Feb	Friday	112	Self Learning/ Homework	5	_				
				113	Go out of the Building (GOTB) / Product Development	э	5				
	Week 16	7 Mar	Friday	114	Closing Ceremony	1	1				
					Total Hours	155	155				