Prof. Ramesh Raskar from MIT Media Lab invites you to serve as an advisor for an innovation club or to found one yourself! He is the winner of the $500,000 prestigious Lemelson-MIT Prize and has come up with a revolutionary 'inverted venture capital' model for innovators which tackles burning issues faced by start-up founders today. He has directed the prize money to mentor startups and labs which use his one of its kind SPOT-PROBE-GROW-LAUNCH innovation model. It is tailored for impactful tech inventions. He is making this pre-funded platform now open and anyone can apply and start their own REDX co-innovation lab or a club. You will have a team of competent mentors backing your club. Currently a few successful REDX labs are REDX Mumbai at the We School, DISQ in Nashik, LVP MITra in Hyderabad, Emerging Worlds Special Interest Group at MIT Media Lab, REDx Kumbhathon, and Medhacker in Brazil. Below are a few guidelines for anyone who would like to mentor a club as an advisor can follow.

INTERNALIZE PROCESS → FINETUNE PROBLEM → COLLABORATE PROACTIVELY → PUT MENTEES FIRST → GO GLOBAL with SOCIAL MEDIA

1. **Internalize the Spot-Probe process.** In general, avoid any deviation from what is prescribed.

   The Spot-Probe process has been curated after multiple iterations of rigorous feedback and data-driven testing through project lifecycles, innovation workshops vetted by experts in industry and academia. It has two major deliverables:

   A) Capturing well refined problem or opportunity statements validated by extensive research and field testing. This is represented by the Resource Map, Problem and Solution Canvas and the Findings Plot mentioned in the documentation.

   B) Building capacity and producing highly efficient teams and individuals who can fearlessly approach any problem or domain in the future using the REDX framework. This can be achieved just by undergoing the process diligently and going through the prescribed learning resources. As advisors, it is very very important for you to go through the goals and agenda clearly and internalize it first. If things are not working out for some reason or there are **any queries immediately post it on the group** so one of the core members can help resolve the situation as soon as possible. This will also help the core team understand how to refine the process better for future cycles.

   Successfully completing the cycle can provide the teams an opportunity to Grow and Launch their ideas in various REDX Labs that are equipped with

necessary tools and continuous mentorship required to build and deploy solutions in the real world.

2. **Focus on the Problem.** Don't let the students jump into building prototypes or implementing solutions.

   Most people, especially young and enthusiastic students, have the natural tendency to jump straight into solutions without understanding the problem clearly. There are countless examples to show that this is a very bad approach and a lot of time is spent on meaningless actions and in most cases the assumed (or less understood) problem is not a real problem at all. While we want to encourage and surround students with a hands-on learning environment, **the first step is to identify the problem** in a practical and more efficient way as described in the Spot process. Another common mistake is providing the students with well articulated problem statements and asking them to go build the solution. This takes away a huge amount of learning from the students that they get by doing the Spot phase research. **Ideal approach would be to provide common topics of issues and challenges that are seen locally and then guiding them to figure the right problem statement.**

3. **Utilize Weekly Sessions.** Make it fun and interesting for the participants so they look forward to it every week.

   Weekly sessions are the only two hours when the entire team gets together during the week and this should by far be the **most productive time for everyone** in the club. Choose the right venue for these sessions - it should be well lit with good ventilation where people can feel inspired and not in a dull classroom or noisy surrounding that could be distracting. In addition to the prescribed activity, use this time to update everyone on individual and team progress, share field trip experiences, invite external speakers, discuss problems from the recommended courses, collect feedback and plan the next week. All this should be done in a way where everyone enjoys the process and feels they have learnt something new that would be useful to them. Right **after the session the core team could spend 15 mins to debrief**, consolidate notes, update the documentation and instantly post the proceedings on Facebook so the rest of the community can also learn and give their feedback.

4. **Collaborate.** Gather a list of mentors, subject matter experts, local citizens, etc. and actively engage.

   REDX is a collaborative platform and strongly upholds co-creation. It's important to identify different kinds of people in the local community such as

those who could voice out their challenges or provide technical and domain specific guidance to the students. Ideally these people are easily accessible and are willing to participate in some of the weekly sessions too. It is highly recommended that the **teams interact with these people regularly in both the Spot phase to understand the problem better and then later in the Probe phase where they can test various solutions and get feedback.** The advisor along with the core team should facilitate this process ensuring that the students don't have to go through too much hassle or cause any inconvenience to the external members. Additionally, all offline conversations and meet-ups can be extended to the online platform through summaries and posts to allow for larger group discussions and learnings.

5. **Put mentees before you.** Encourage their work and highlight their achievements.

   REDX is an intense process and it is designed that way to maximise the benefits for the participants. True value of undergoing the REDX training can only be seen when the students step out into the real world after college and have built the capacity to face any challenge. They are the flag-bearers of this program and hence its highly critical to continue motivating them throughout the process. Allow them to make mistakes, learn and grow as a team. **Recognize their efforts however small they might be by sharing it with the community.** You can also be creative in this process by introducing rewards like "Innovator of the Week" or "Most Active Group" as long as it's in good spirits and creating a healthy competitive environment. Allow them to make mistakes and learn. Motivate them to work independently, as if they're the co-founders working on their startups. While closely monitoring them, be the support system that gives directives directions when needed, not guidelines. The making of an innovator is a self-exploratory journey.

6. **Leverage Social Media.** Record every session and field trip and instantly post pictures and videos online.

   Social Media is a powerful tool and we should leverage it to create a rich global community for sharing ideas and opportunities, discuss a variety of topics, get instant feedback from peers, mentorship from experts, showcase our awesome teams and their projects, etc. REDX pages today are filled with external news and technology updates; it's good to have them and in addition what would make it **more enriching are the internal updates** and regular posts from the activities in the agenda (you can also use the club funds to procure a

4G dongle/data pack to record and **share live pictures and videos of the field trips and weekly discussions**).