DEMO DAY INDONESIAN STUDENTA & ASIA PACIFIC STUDENT COMPETITION

As part of DIGITAL TALENT PROGRAM – BUMN Bergerak Event

By TELKOM – REACTOR SCHOOL – 168Solution

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Briefing for Participants:

1. Participants:
   a. Students' participant should be Indonesian citizen
   b. Mandatory ability to speak Bahasa Indonesia and able to communicate in English, speaking and written
   c. Age ranging from 13th to 19th years old by the time 31st December 2021. The student from 7th Year grade going to 8th grade is acceptable, but new students from Primary School to 7th grade are not included in the target segment. The Student of Year 12 who have just graduated from the school are welcome to represent their school for this event.
   d. Participants for this competition will be in groups. Each person should form in groups/teams. One team consist of 3 to 5 students. The students formation will be: i. from the same school or from same courses or same community of learning (example home schooling), ii. Mix of school or team member as long students commit to work together as a team. The Team name should reflect the Schools or institutional education or Community Name (each team should agree on what name the team should declare) or other Indonesian wording as the Team Name chosen. Name should not be harsh / provocative / unethical / not professional. Committee have the right to reject a team if they feel the Name is not proper.
   e. Register through link: http://bit.ly/DilenRegistration
   f. Last submission by 12th June 2021 at 24.00 hours Jakarta Time

2. Pre-requisite for the participants:

   a. Prepare your theme for the problems that will be the case study for the Demo Day Competition. Choose max 3 (three) options of topic that you consider as Problem and you will explore the solution during the 2Days EntreCamp Reactor School.

   The topics taken from these list (source from UN – SDGs; https://www.id.undp.org/content/indonesia/en/home/sustainable-development-goals.html)

No.	Theme	EXAMPLE of Problem identifications from the Theme
From UN SDGs:		
1	Good Health & Well Being (Ensure healthy lives and promote well being for all at all ages)	- Workout during pandemic - Positive communication between teenager – peers – parents - schools – teachers - Mental Health and Anxiety - Family Bounding: Flourishing Parent Teenager relationship - Access to get help from professional Counsel or School Counsel - School Health Protocol during pandemic - Smart School ideas - Students promote Safe School campaign on No Bullying or Sexual Harassment
2	Quality Education (Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all)	- Learning New Sport or New Skill example: Learn Music or Chess or Specific Hobbies during pandemic (example Nge-Batik) - Collaborative and communication working Projects Study between students - Initiate Learning change during pandemic as complement of the Online Class method - Building positive community of Teenagers Group as supporting function - Teacher – Student (Teenager segment) easy communication - Learning in remote area with minimal internet connection - Learning Reminder or Task management or Time Management

		• Autodidact learning platform • Senior student tutorial another Junior student for better achievement • Building Web for Project Collaboration Platform • Crowd sourcing help "From Big Cities Students to Remote Students": from books, materials, used uniform, used bags (example Jangkau BliBli concept) •
3	Gender Equality (Achieve gender equality and empower all women and girls)	• Girls' community in school • NO Bullying campaigns • Mom-Girls entrepreneur • Crowd sourcing of work for girls during pandemic • Panic Button for Girls in danger • Crowd sourcing of Aid specific for girls example menstrual period needs in remote area •
4	Decent Work & Economic Growth (Promote sustained, inclusive and sustainable economic growth, full and productive employment and decent work for all)	• Jobs opportunity for Young Adult • Work as Content Writer for Teenager • Community of testing appl
5	Responsible Consumption and Production (Ensure Sustainable consumption and production patterns)	• Selling through market place • Be productive since young age
6	Climate Action (Take urgent action to combat climate change and its impact)	• Bank Sampah • Masker reusable • Avoid Hazard • Save Water • Save Electricity • Reusable product • Waste management • Recycling Product • Non-Styrofoam • Straw reusable from natural or non-plastic material (eco green straw) • Save Tree
From Others – Specific topic:		
7.a	Sports	• Playing Chess tutorial and self-evaluation monitoring •
7.b	Animal	• Training your pets

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7.c	Art and Design	• Platform of self-study music • Platform Learning by Hearing • Working collaborative to produce teenagers needs during pandemic •
7.d	Hobby	• Card Games community and what to learn from this community • Crowd sourcing anything in the internet (special for teenager segment) •
7.e	Humanity and Self Esteem	• Disability Needs • Communicating with Kids with Special Needs • No Bullying campaigns • Helping community during lock down • Practicing of using a Positive Words • Helping Younger Student (Your Junior) • Helping Youth Orphanages •
7.f	Technology	• How AI (Artificial Intelligence) will support our lives • Conducting Survey for Teenagers •

b. Each student should finish their Final Exam or any mandatory school related task by "14th JUNE 2021" to avoid conflicting schedule.

c. Participants should arrange their own facilities: desktop or laptop, internet, apps to be used

d. Student groups will need to commit to learn or familiarized themselves on using the standard apps like office (word, spreadsheet, power point specially), discord, zoom and other recommended platforms decide by Competition Committee (or called Event Organizer = EO)

e. Students are not allowed to misused the facility of learning during the session. Student have to communicate properly, will respect each other, will not attack students with harsh or hate speech or *SARA* issues (*Suku Agama Ras Antar Golongan*) and NO bullying. Promote and support NKRI (*Negara Kesatuan Republik Indonesia*) is a mandatory.

f. All participants circle especially Parents and school example : direct Teacher or school representative will provide permission and support the Students Participants to:

     i. Be recorded and capture digitally (video and audio) for the Competition purposes

     ii. Attend the live session of TELKOM BUMN Bergerak event on 4th – 17th August 2021 by sharing the experience and provide testimony.

     iii. Will comply with and respect all decisions of the competition committee on Winner Selection for this event.

     iv. Parents and/or School need to sign off an Acknowledgement Letter – format to be provided. Submit a Letter of Acknowledgement to the Competition Committee as per required date.

3. Series of Activities:
   a. 2 Days EntreCamp Session by Reactor School Facilitator (this is mandatory, all communication, reminders, emails or WA messages or SMS will be in English). There are 2 batches of EntreCamp Session. The schedule will be on 16-17th June 2021. Competition Committee will list down all the Students for these two batches and Students will not choose by themselves.

   The 2 Days EntreCamp by Reactor School Facilitator will be from 8.30 AM to 18.30 PM on First Day and from 9.00 up to 19.00 PM on Second Day. The rundown of the 2 Days Entre Camp session (tentatively) looks like this:
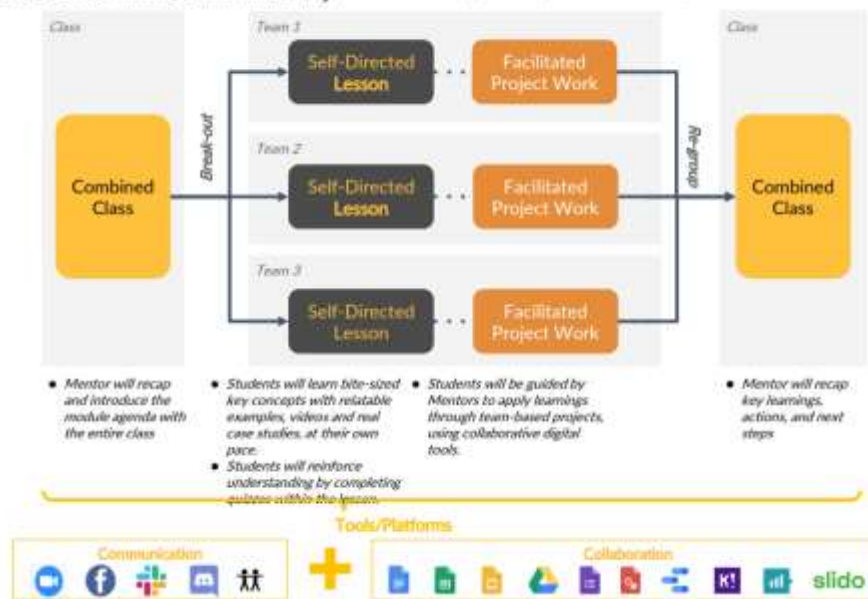
Start	End	Day 1	Day 2
10:00 AM	10:30 AM	Kick-off	Briefing
10:30 AM	11:00 AM	1. Why Startups	5. Prototyping
11:00 AM	11:30 AM	2. Team Formation	5. Prototyping
11:30 AM	12:00 PM	Lunch Break	Lunch Break
12:00 PM	12:30 PM	Lunch Break	Lunch Break
12:30PM	1:00 PM	3. Problem	6. Customer Validation
1:00 PM	1:30 PM	3. Problem	6. Customer Validation
1:30 PM	2:00 PM	Tea Break	Tea Break
2:00 PM	2:30 PM	4. Solution	5. Prototyping + 6. Customer Validation
2:30 PM	3:00 PM	4. Solution	5. Prototyping + 6. Customer Validation
3:00 PM	3:30 PM	Tea Break	Tea Break
3:30 PM	4:00 PM	Focus Time - Mock Pitch	Focus Time - Mock Pitch
4:00 PM	4:30 PM	Focus Time - Mock Pitch	Focus Time - Mock Pitch
4:30 PM	5:00 PM	Mentor Mock Pitch: Problem-Solution Fit	Mentor Mock Pitch: Product-Market Fit
5:00 PM	5:30 PM	Mentor Mock Pitch: Problem-Solution Fit	Mentor Mock Pitch: Product-Market Fit
5:30 PM	6:00 PM	What's Next	What's Next

EntreCamp Programme Modules

LEVEL 1 & 2
IB Y1 to Y4
For Ages 13 to 16

1. Why Startups
Level 1 & 2
Whys & hows of successful startup entrepreneurship

2. Problem
Level 1 & 2
Community & National Problems

3. Solution
Level 1 & 2
Scalable Global Startups

4. Pitching & Team Formation
Level 1 & 2
Pitch Hiring

5. Prototyping
Level 1 & 2
Functioning MVP

6. Customer Validation
Level 1 & 2
Ethnographic Research

7. Unique Value Proposition
Level 1 & 2
Define Value

8. What's Next
Level 1 & 2
Reflect and move forward

How students will learn virtually
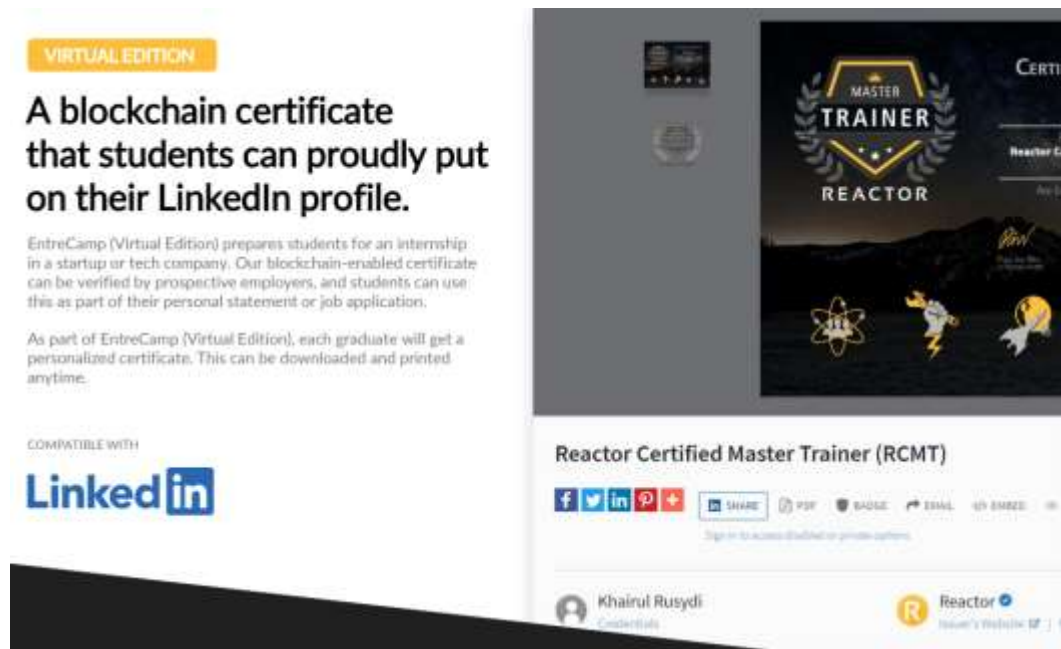

For illustrative purposes only. Actual flow of learning can be altered to suit students' learning needs.

- Mentor will recap and introduce the module agenda with the entire class
- Students will learn bite-sized key concepts with relatable examples, videos and real case studies, at their own pace.
- Students will reinforce understanding by completing quizzes within the lesson.
- Students will be guided by Mentors to apply learnings through team-based projects, using collaborative digital tools.
- Mentor will recap key learnings, actions, and next steps

Tools/Platforms

b. There will be 2 Follow up sessions by appointed Facilitator to support and help the students after the main EntreCamp Reactor School session. The Follow up session tentatively schedule by 24th June and 1st July 2021 with max @1.5 hours for group of 50 students. Facilitator will help remind, revised, guide and provide any additional support need for the students to finish up the task.

c. Optional only: there will be optional mentoring session during the 18th June – Week 2 July 2021 on the delivery of the power point slides development, visualization,

green screen method, vocal and speech for the Pitch Deck shooting purpose before the deadline submission. This will be explained later on. In case students request for the discussion in a very small group – offline basis and consider unavoidable. All activities will implement the Health Protocol (Prokes) to be reinforce and secure Parents' permission.

d. INDONESIAN Demo Day Competition – ==on 9th July 2021== tentatively using the Reactor School platform

e. The ASIA PACIFIC Demo Day Competition – ==on 10th July tentatively== together with the GLOBAL Demo Day using the Reactor School platform

f. On 6th July 2021 (tentatively), each team should submit:

   i. Video max of 5 minutes on Pitching what is your Digital Solution proposed. The structure of the Pitch will follow the EntreCamp guidance. Format video will be mp4 with max size of 65 MB. You can use animation if needed but not exceed 20% of the whole video duration.

   ii. A ONE Minute Team Video introduction that fit in WA or IG posting template one. The content should explain the team name, member, goals, tagline, reason of participating, the distinctive value and Demo Day preparation (activities, ups and down of the team member). Format should be mp4 or Wmv with max size of 2 MB.

4. Benefit for Students and Schools:

   a. Student will receive a e-certificate from this event – logo BUMN Bergerak.

   b. Student will receive a blockchain e-certificate Reactor School that you can put on your Social Media or LinkedIn Profile

   c. Trophy for winner

   d. Reference Letter based on request

   e. Joining the StartUp Eco system

f. After the program, Students will get a valuable experience and also become Alumni of Reactor School for future Global Entrepreneurial activities and networking

g. Schools will receive an e-certificate for their students' portfolio and the achievement

h.

5. Cost applies:

a. The charges will apply when students register – cost will be Rp 300,000 per student to be settle after the complete registration. Please submit the proof payment before the class start on 16th June 2021

b. The cost of 2 Days EntreCamp Reactor School and the 2 follow up session will be funded by Telkom

c. Optional: for participants who want to have additional assistance/consultation in video production, animation, mock up production, shooting, please contact the designated work partner.