



## ABOUT

USC Chan's **gamechanger** is a new team-based challenge for USC Chan community members to develop and implement their knowledge mobilization skills. For 8 weeks in summer 2023, teams will spend approximately 20 hours designing new ways to move knowledge beyond the academic arena by creating products that address practical challenges, raise public awareness and contribute to tangible, sustainable impacts in end users' everyday lives and occupations. Examples of such products may include:

- ✓ **Videos and multimedia**
- ✓ **Booklets, e-books and publications**
- ✓ **Graphical abstracts and visual data**
- ✓ **And more!**

## 2023 SCHEDULE



### **MAY 19 LAUNCH EVENT**

At Hyatt House LA, learn more about KMb, hear from KMb experts and begin ideating with teams about potential KMb products to create.



### **MAY - JULY INCUBATOR PERIOD**

With guidance from virtual workshop facilitators and up to 2 hours of virtual consultations, teams spend up to 20 hours developing a KMb product.



### **JULY 17 PRODUCT SUBMISSION**

At the conclusion of the 8-week incubator, teams finalize and submit their product to a panel of interdisciplinary judges.



### **JULY 31 CLOSING EVENT**

Teams celebrate and make live presentations, and three teams receive prize money to keep developing their **gamechanger** products.