

gamechanger

Knowledge Mobilization Team Challenge

The Gamechanger Knowledge Mobilization Team Challenge

USC Mrs. T.H. Chan Division of Occupational Science and Occupational Therapy

Event Purpose and Overview

The gamechanger Knowledge Mobilization Team challenge will provide an opportunity for members of the Chan community to develop and use knowledge mobilization (KMb) skills to collaboratively work toward addressing real-life problems and making sustainable impacts.

The gamechanger Knowledge Mobilization Team challenge will include a launch, a two-month incubator, and a closing award ceremony. The launch will include a keynote presentation by KMb specialists, a KMb overview, and pitches from teams about their intended KMb product project. Following the launch, the two-month incubator period will provide teams with KMb skills through virtual workshops and up to 2 hours of virtual consultations. Teams will spend 20 hours of teamwork during this incubator phase to finalize their KMb product with the knowledge they learn from the workshops and aid of consultants with expertise in KMb product development. Finally, the closing ceremony will showcase newly created KMb products that creatively and accessibly communicate knowledge to a wider audience. The KMb products will be judged by a transdisciplinary panel, with awards to support the continued development of selected products following the incubator. Team members will collectively retain intellectual property rights for the product they generate through the incubator process.

Eligibility Criteria

All members of the Chan community are welcome to attend the launch, the virtual workshops, and the closing ceremony. Teams interested in entering the KMb product challenge through this event must complete a Letter of Intent (LOI) for pre-approval. Team leads (who will submit the LOI) must be current faculty or staff members of the Chan Division. We recommend that teams are composed of 3 to 8 people, including at least one product end-user whose primary affiliation is outside the Chan Division. Team members may also include faculty, staff, or students of the USC community (including but not limited to the Chan Division). All teams must have a specific topical focus in mind for the KMb product they would like to develop, but members do not need to have prior experience working together.

KMb Product Types

Teams may choose to create a variety of types of KMb products, including (but not limited to) a 3-4 minute video ([example 1](#), [example 2](#), [example 3](#)), a [graphical abstract](#), [brochure](#), [booklet](#), [TikTok](#) (or other social media) short video clips, [fotonovela](#), website content, press release, e-newsletter, toolkit, etc.

Letter of Intent

Please submit your Letter of Intent (LOI) by 5 pm on Friday, June 2nd, 2023. Each LOI should be submitted through the Google Form located at <https://chan.usc.edu/events/gamechanger>. The Google Form includes five sections: (1) basic team and product information, (2) statement of need, (3) project activity details, (4) team description, and (5) mobilization plans after the gamechanger Knowledge Mobilization Team challenge. Each section will have a 2000-character limit, including spaces. We will provide you with guiding questions to complete each section (see instructions on the third page of this document). You will receive confirmation that your team's LOI has been received.

Team Selection Process

The LOI review committee will consist of Chan faculty and staff across mission areas. The review committee will evaluate projects to ensure feasibility within The gamechanger incubator period. Decisions regarding team participation in the challenge will be announced by Friday, June 9th, 2023.

Challenge Process

Admitted teams will have to follow the event schedule:

- Incubator Period (June 9th - July 17th)
 - Workshop 1 (date TBD) - General storytelling and design
 - Workshop 2 (date TBD) - Accessibility and Inclusion
 - Up to 2 hours of virtual consultations on self-selected topics from June 22nd to July 7th
- Final Product Submission on July 17th
 - Each team will submit their final KMb product and a Final Product Submission Form for judging by 5 pm on Monday, July 17th, 2023.
 - Note: The final product can be different from the initial ideas described in the LOI. Teams may adjust/change/improve their KMb product and plans during the incubator period.
 - KMb products and the Final Product Submission Form can not be edited after submission.
 - Judging will be conducted by a transdisciplinary panel with experiences related to KMb.

Award Process

On July 31st, 2023 from 3 pm to 5 pm, at the closing ceremony, teams will present the KMb products they have developed. Judging results will also be announced, and the event will close with a reception.

The gamechanger Knowledge Mobilization Team Challenge: Letter of Intent
USC Mrs. T.H. Chan Division of Occupational Science and Occupational Therapy

Please construct responses to each of the questions. References are not required.

Note: your responses will be understood as preliminary and provisional; if invited to participate in the incubator and team challenge, you may find that you need to change your plan. The information you submit through the Final Product Submission Form at the end of the incubator period does not have to match your initial LOI, but we anticipate that the statement of need will remain largely the same.

Team Members:

KMb Product Type:

Statement of Need

- What knowledge do you want to mobilize?
- Why do you want to mobilize this knowledge and what impact are you hoping to have?
- Who are the stakeholders that might use the knowledge? Who are the stakeholders that might be involved in mobilizing the knowledge?
- Provide a brief description of your work on this project thus far.

Project Activity

- Provide a detailed description of the KMb product that your team will create.
- Provide an outline of how your team will allocate the 20 hours of work over the course of the incubator.
- Why are you choosing this product?
- How will it meet the needs of your stakeholders?
- What resources will you need to support your KMb work during the gamechanger Knowledge Mobilization Team challenge?

Team description

- Who among your team will be doing the work or participating in the workshops?
- What are the knowledge/skill sets and perspectives (i.e. members of the community) that each group participant contributes?
- Are you open to recruiting/accepting additional team members? If so, are you looking to meet specific skill/personnel needs? (If yes, please list them.)

Plans Post Incubator

- What goals do you hope to achieve by the end of the gamechanger Knowledge Mobilization Team challenge?
- How will you continue your KMb work following The gamechanger Knowledge Mobilization Team challenge?