**BINUS UNIVERSITY**

**Thematic Camp 2021**

**GLOBAL DESIGN THINKING: Culture, Society & Law in Digital Era**

Thematic Camp 2021 is a month-intensive summer-course program offered by BINUS UNIVERSITY. After the tremendous success of our past editions, Thematic Camp 2019, the 3rd edition is just around the corner this summer 2021.

**About Us**

This hands-on program is designed for international students who are English speaking learners to introduce them to concepts in cross-disciplinary research in BINUS UNIVERSITY, Indonesia. As part of our Scholars course, the student who enrolls in this program will receive credits. Students will also engage with professionals to solve problems in science and technology disciplines, as well as obtaining skills in research and writing techniques. The professionals will provide real-world problems they are working to solve and students will work in groups to develop solutions. In this program, students will:

* Connect with professionals in research-focused institutions.
* Develop skills in problem analysis, literature research, teamwork, communication, and presentation.
* Develop research-based writing skills including vocabulary, source evaluation, documentation, and cohesiveness.
* Work in cross-disciplinary teams, using research methodologies to address issues and solve problems in areas such as politics, literature, law, economic, engineering, statistics, computer science, mathematics, bioinformatics and more.

**Program Dates**

Summer: 12 July - 6 August 2021

**Program Requirements**

To apply for this program, you must meet the following requirements:

* A university student
* Fluent English speaker
* Supporting letter from your university
* From any discipline of faculty/schools

**Attendance**

The student’s attendance is recorded from BINUS’ Learning Management System. The attendance will be used as individual identification. To obtain the certificate and credits, the student must comply with the following attendance:

* Lessons (theoretical classes, seminars, workshops, etc.): 635 minutes in total
* Self-learning: 95 minutes
* Coaching: 450 minutes
* Final presentation & farewell: 90 minutes

**Program**

**Craft #1 (C1): General understanding of Problem Solution**

* Presentation of lecturers & coach
* Students are able to gain an empathetic understanding of current problems faced by the society
* Students are able to define the problem as a problem statement based on their observation
* Students are able to analyze the provided case studies with a multidisciplinary perspective
* Students are able to design and plan the best solution to the identified problem by integrating digital technology

**Craft #2 (C2): Design Sprint**

* Introduction to Design Thinking

**Craft #3 (C3): Prototyping**

* Discussion of the competitive events, rules, and prizes (T)
* Consolidate concepts learned over all crafts and test the application platform under a specific scenario

**Application**

Program application includes a welcome kit and access to all the crafts and other events, such as trips, envisaged by the organization.

**Funding**

This program is free of charge