

Acknowledgement of Country

UniSQ acknowledges the First Nations of southern Queensland and their ongoing connection to Country, lands, and waterways. We pay deep respect to Elders past and present.



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Making Virtual WIL a Reality

UniSQ Industry Projects Team

National Priorities Industry Linkage Fund (NPILF)



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Our Journey to Virtual WIL - The UniSQ Context

- Over 70% of UniSQ students study online.
- Students live all over Australia and the world.
- A high percentage of mature age students who work and have family commitments.
- Future goal to increase School-leaver enrolments.
- A need to increase WIL opportunities.
- A regional University that values strong community engagement.
- A vision to assist regional industries to become resilient and play an active role in preparing and retaining their future workforce.
- Strong investment in the region providing exciting opportunities for graduates.

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Our Journey to Virtual WIL



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The Purpose of NPILF

is to support enhanced engagement with providers and industry to produce job-ready graduates.


Key objectives:

1. increase work-integrated learning across all disciplines
2. increase the number of STEMM-skilled graduates and improve their employment outcomes
3. support Universities in their initiatives to develop partnerships and collaborations with industry

<https://www.education.gov.au/job-ready/npilf>



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NPILF Project Summary

NPILF Metric	Case Study	Metric Target
Industry-linked programs, collaboration or partnerships	Collaborative Enterprise Project (CEP)	Increase entrepreneurship and innovation programs and partnerships with regional businesses by the end of the three-year cycle from the first-year baseline by 25%.
Work-Integrated Learning	Applied Sciences Work Integrated Learning (WIL) Clinic	Increase the quantity of industry sourced and engaged Work-Integrated Learning (WIL) projects accessible to Applied Sciences students by the end of the three-year cycle from first year baseline by 30%.
Equity groups undertaking 'core' STEM courses	Professional Education Partnerships (PEP): Enhanced STEM skilled employability, and future workforce in Rural and Regional industries	<ul style="list-style-type: none"> Establish 15 industry partnerships and offer 30 cadetships to students from regional & rural postcodes studying specified STEM disciplines. Increase total combined number of commencing students from regional & rural postcodes by 2% over 3 years. Over the life of the project, improve the commencing and continuing retention rate of these cadetship participants by 10%.

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UniSQ Industry Projects Team

Katie Prenzler, Manager Industry Relationships (NPILF)

Felicity Burns, Project Coordinator, Entrepreneurship (NPILF)

Rachel Hennessy, Industry Relationships Consultant (NPILF)

Dan Stewart, Industry Relationships Consultant (NPILF)

Rozana Azad, Work Integrated Learning Project Officer (NPILF)



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Buy In and Support for Virtual WIL

- ✓ Academic champions – vision
- ✓ Industry champions – mutually beneficial relationships
- ✓ Clearly defined models
- ✓ Working within existing processes and systems
- ✓ WIL Courses

Start small but do it!

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Documenting KPI's and Goals - share

- MS Project
- Excel

Student Records

- System setup – InPlace
- Reporting

NPILF Team and Project Management

- Establish roles and responsibilities
- MS Project
- MS Teams and SharePoint
- Access Hub (intranet for student and industry)

Project scoping

- MS Excel spreadsheet
- Fillable PDF's
- Online forms


Feedback

- Online forms

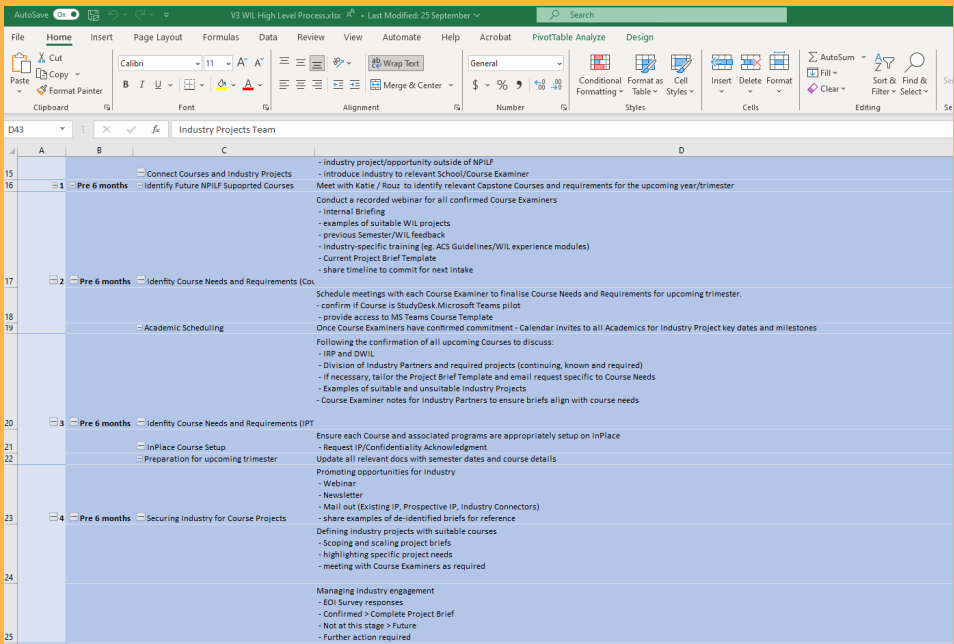
Processes and Procedures

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Documenting
Processes
and
Procedures

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Industry Projects Team

- Work with Industry Partner to define project scope and briefing for students
- Connect projects with a UniSQ course
- Ensure projects are exciting and support students' learning and development of professional skills
- Ensure projects meet NPILF KPI's and goals

Industry Partner Supervisor

- Provide project goals and objectives
- Provide information and answer questions about company
- Guide student team through the project
- Provide feedback on project progress and output

Student Team

- Plan project with Industry Partner
- Execute and self-manage all project activities
- Communicate project progress and milestones to Industry Partner
- Provide all end of project deliverables

Course Coordinator

- Structure a course with clear WIL project expectations
- Assess student performance
- Support student success throughout the project

Academic Supervisor

- Provide guidance and support to ensure the student team is on track
- If required, work with Industry Partner to adjust scope throughout the project
- Monitor project progress
- Review deliverables prior to sharing with Industry Partner

Defining
Roles and
Responsibilities
for a Virtual WIL
Project

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Defining NPILF WIL Activities

1. Virtual Work-Integrated Learning (WIL) Projects
2. Cadetships - connecting regional jobs with students while they study
3. Workshops - enhancing sessions, modules and resources
4. Guest Speaking
5. Mentoring
6. Events - innovation challenges, networking and showcases



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Establishing Two Models of Virtual WIL Projects

Industry Research Projects

- ✓ Any UniSQ discipline with a focus on entrepreneurship and/or innovation
- ✓ Fulfils a broad Industry Partner brief
- ✓ Requires a minimum commitment of 8 hours from Industry Partners
- ✓ Often focuses on the research of a problem or opportunity for a business

Digital WIL Projects

- ✓ STEMM disciplines only
- ✓ Fulfils a well-defined Industry Partner brief
- ✓ Requires a minimum commitment of 20 hours from Industry Partners
- ✓ Often features a tangible deliverable/s



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Virtual WIL Project Models

Industry Research Project

Definition	Study Disciplines	Project Examples
Industry Partners develop a broad project brief which defines the opportunity and/or challenge they are facing and one or more Student Teams work to develop ideas and solutions.	<p>These projects are innovation focused, with students bringing multiple perspectives to the table.</p> <p>Opportunities are open across a range of UniSQ study areas: https://www.unisq.edu.au/study</p> <p>The Industry Projects Team will work to link you to the appropriate stakeholders.</p>	<p><i>"We need a process that enables better conversations with our staff, to ascertain development and support needs so they can be productive and achieve their career goals."</i></p> <p><i>"Our organisation is about to enter a phase of strategic planning; we would like to update our Value Proposition for our customers to ensure they continue to benefit from our services."</i></p>

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Virtual WIL Project Models

Digital Work-Integrated Learning (WIL) Project (STEMM* only)

Definition	Study Disciplines	Project Examples
Industry Partners develop a well-defined project scope and lead an online Student Team to deliver the tangible deliverable/s.	<ul style="list-style-type: none"> • Information Technology (IT) • Data Science • Cyber Security • Mathematics and Statistics • Agricultural Science (Animal and Plant) • Agricultural Technology • Biology • Environmental Science • Food Science • Wildlife Management • Astronomical and Space Sciences • Engineering • Surveying and Built Environment • Allied Health (Physiotherapy, Occupational Therapy, Social Work and Speech Pathology) 	<p><i>"Our organisation currently lacks a comprehensive cybersecurity policy, leaving us vulnerable to potential cyber threats and data breaches. We need a robust policy in place to protect our sensitive information and ensure compliance with relevant regulations."</i></p> <p><i>"Development of specific outcomes to support the data collection functionality of our existing mobile App."</i></p> <p><i>"Improving web presence and visibility to build my business and customer base."</i></p>

*Science, Technology, Engineering, Mathematics and Medicine

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Other WIL Project Models

Collaborative Industry Project

Definition	Study Disciplines	Project Examples
<p>Share your knowledge and experience to help train the future workforce and give back to your local community.</p> <p>Opportunities include:</p> <ul style="list-style-type: none"> ✓ Guest speaking ✓ Mentoring students ✓ Developing written resources ✓ Be a member of an Industry Advisory Board ✓ Attend student events such as Careers Fair, networking sessions and showcases 	<p>Opportunities are open across a range of UniSQ study areas: https://www.unisq.edu.au/study</p> <p>The Industry Projects Team will work to link you to the appropriate stakeholders.</p>	<p><i>Deliver a workshop on how to start your own business.</i></p> <p><i>Share your/your organisation's story to inspire others.</i></p> <p><i>Share your knowledge and expertise with future graduates.</i></p> <p><i>Write resources that we can embed in existing curriculum and give your advice and expertise to guide new curriculum development.</i></p> <p><i>Attend student events and inspire future graduates.</i></p>

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Project Scoping - Academics

2024 Virtual WIL Project Planning for Academic Staff

This page provides specific information about requesting and preparing for Virtual WIL Projects in 2024. [General Academic Resources for Virtual WIL Pr...](#)

For general information about Virtual WIL projects, please refer to the button on the right.

Academic Checklist for Virtual WIL Projects in Trimester 1, 2024

Key Steps for T1 Projects:

1. Download the [T1-2024 Industry Project Checklist \(pdf\)](#) for all key actions and milestones.
2. Download the [Industry Project Course Details Spreadsheet \(Excel\)](#) and email your Course needs to: NPILFProject@usq.edu.au
3. If required, complete the [online request form](#) for Industry guest lectures/workshops or site visits.

View the recording of the 2024 Course Support Meeting on 13th September 2023 [here](#) (passcode: ^ = .5Qt6y)
The PowerPoint slides from this meeting are available [here \(pdf\)](#)

Find the Industry Project Checklists for future Trimesters below.

- [Industry Project Checklist for Trimester 2, 2024](#)
- [Industry Project Checklist for Trimester 3, 2024](#)



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UniSQ Courses

Understanding Learning Outcomes and Assessment


Course Code	Course Name	Project Type
AGR2209	Innovation and Entrepreneurship in Agriculture	Industry Research Project
CIS8001	Technology Entrepreneurship	Industry Research Project
CIS8501	Advanced Information Systems Project	Digital Work Integrated Learning
CIS8720	Cyber Security Project	Digital Work Integrated Learning
CSC3600	ICT Professional Project	Digital Work Integrated Learning
CSC6200	Advanced ICT Professional Project	Digital Work Integrated Learning
MGT3303	The Equipped Graduate	Industry Research Project
SCI3302	Work-Integrated-Learning	Industry Research Project

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Project Scoping - Industry

UniSQ Project Briefing Document

Organisation Logo:



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Organisation name: _____

Organisation website: _____

Industry Supervisor name: _____

Industry Supervisor title: _____

Industry Supervisor email address: _____

Industry Supervisor phone number: _____

Secondary Supervisor name and email address: _____

1. Industry Project Name/Title: _____

2. Industry Project Brief Statement:

Please provide a succinct statement to describe your organisation, industry, and project. This should summarise your organisation's challenge or opportunity that you would like the student team to address.

3. Project Drivers:

Please provide a short statement about the inspiration or need that will drive this project. It is important that students understand the overall desired impact of the project they will be undertaking. Examples:

- Why is this project important to your organisation?
- How could the project benefit your organisation or the community in the future?

1 | unisq.edu.au | CRICOS QLD 00249K, NSW 02259K TEGDA-PRV12061
4/23-21

4. Project Details:

Please provide details of the key tasks and activities that you would like completed during the project. Please also provide details of the ideal deliverables you are seeking at the end of the project. For example a tangible product, user benefits, a system interface etc:

Key tasks and activities:	
Ideal key deliverables:	

5. Essential Knowledge:


Are there specific platforms or systems you work with that students must have knowledge/skills in and require access to? For example: Mobile App UI Design, Microsoft Suite, Google Cloud, Python Programming Language, Power BI etc.

6. Project Resources and Data Sources:

- What types of resources and data sources are required to run this project (if any)?
- Which will you provide, and which may need to be investigated or sourced by the student group?
- Do you have any additional resources that the student teams could access during the project to support the outcomes/solution? (i.e. A replica offline website for students to access)

7. Other Information:

If there are critical areas of your project not addressed above, please provide more information here.

2 | unisq.edu.au | CRICOS QLD 00249K, NSW 02259K TEGDA-PRV12061


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Industry Time Commitments

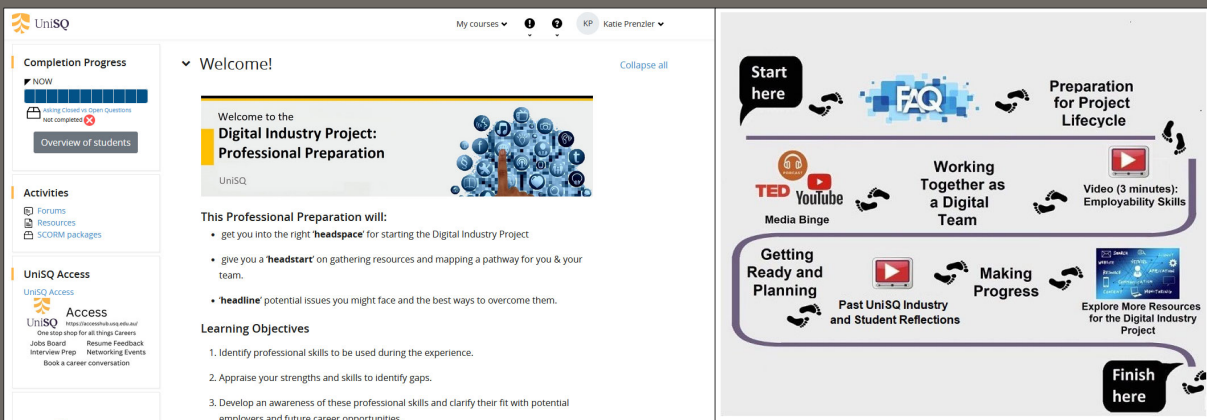
- There is no financial cost for organisations to participate in Industry Projects
- Time and knowledge sharing are the key contributions necessary from Industry Partners

Project:	Approximate Time Commitment
Digital Work Integrated Learning Projects	20 hours per trimester
Industry Research Projects	8 hours per trimester
Cadetships	We will work with you as needed on the range of opportunities available
Workshops	Up to 8 hours (depending on your role)
Modules and Resources	Up to 15 hours (depending on your role)
Guest Speaking	Up to 3 hours (depending on the forum)
Mentoring	Up to 8 hours (or as agreed with partner)
Innovation Challenges and Showcases	Up to 8 hours (depending on your role)

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Preparing Students Before

Virtual Industry Project Professional Preparation Module



UniSQ My courses KP Katie Prenzler

Completion Progress

NOW

Using Online Form Questions

Not completed

Overview of students

Activities

Forums

Resources

SCORM packages

UniSQ Access

UniSQ Access

Access

UniSQ <https://www.usq.edu.au/>

One-stop shop for all things Careers

Jobs Board

Interview Prep

Resume Feedback

Networking Events

Book a career conversation

Welcome!

Welcome to the
**Digital Industry Project:
Professional Preparation**

UniSQ

This Professional Preparation will:

- get you into the right **'headspace'** for starting the Digital Industry Project
- give you a **'headstart'** on gathering resources and mapping a pathway for you & your team.
- **'headline'** potential issues you might face and the best ways to overcome them.

Learning Objectives

1. Identify professional skills to be used during the experience.
2. Appraise your strengths and skills to identify gaps.
3. Develop an awareness of these professional skills and clarify their fit with potential employers and future career opportunities.

Start here

FAQ

Preparation for Project Lifecycle

TED YouTube Media Binge

Working Together as a Digital Team

Video (3 minutes): Employability Skills

Getting Ready and Planning

Past UniSQ Industry and Student Reflections

Making Progress

Explore More Resources for the Digital Industry Project

Finish here

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Preparing Students – The Virtual WIL Acknowledgement


Intellectual Property Rights

Confidential Information

Behaviour

Ethical Values & Code of Conduct

- ✓ The acknowledgement ensures students understand the significance of undertaking a live industry project.
- ✓ The acknowledgement has been endorsed by the UniSQ Legal Office and is required for all virtual WIL projects.

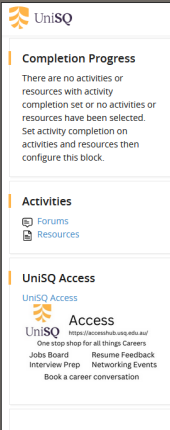


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Preparing Students After

Virtual Industry Project Professional Reflection Module



Welcome!

Welcome to the

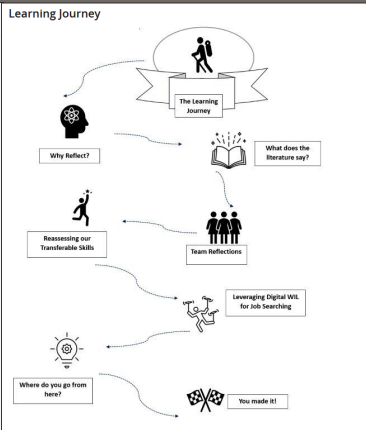
Digital Industry Project: Professional Reflection

UniSQ

Congratulations on completing your Digital Industry Project!

This resource is designed to help you unpack and reflect upon your **Digital Industry Project** and help you translate this into the professional skills and experience you've developed throughout this time.

You will be required in your coursework to critically **reflect, review, and record** your experience in the time you spent working with your industry and your digital team. Your **Capstone assessment** will require reflective writing or assessment that invites you to think deeply and critically about what skills, knowledge, experiences you gained. These can range from discussion of the skills you had to use to what was problematic for you. You will be asked to think about it individually, as well as reflect on how the 'digital team' you were a member of, operated.




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Virtual WIL Student Feedback Survey

- ✓ Project topic
- ✓ Industry Partner/client
- ✓ WIL experience
- ✓ Professional development
- ✓ Career development

3. Participating in a virtual work-integrated learning project has

Given me the flexibility to work from any location.	Strongly disagree/Disagree/Neutral/Agree/Strongly agree
Enabled me to learn how to work with teams in a virtual environment.	Strongly disagree/Disagree/Neutral/Agree/Strongly agree
I was provided with the required support, direction and resources at the start of the project.	Strongly disagree/Disagree/Neutral/Agree/Strongly agree
The academic team provided the assistance that I needed throughout the project.	Strongly disagree/Disagree/Neutral/Agree/Strongly agree
The client presented a clear project scope.	Strongly disagree/Disagree/Neutral/Agree/Strongly agree
The client set clear expectations and communicated clearly.	Strongly disagree/Disagree/Neutral/Agree/Strongly agree

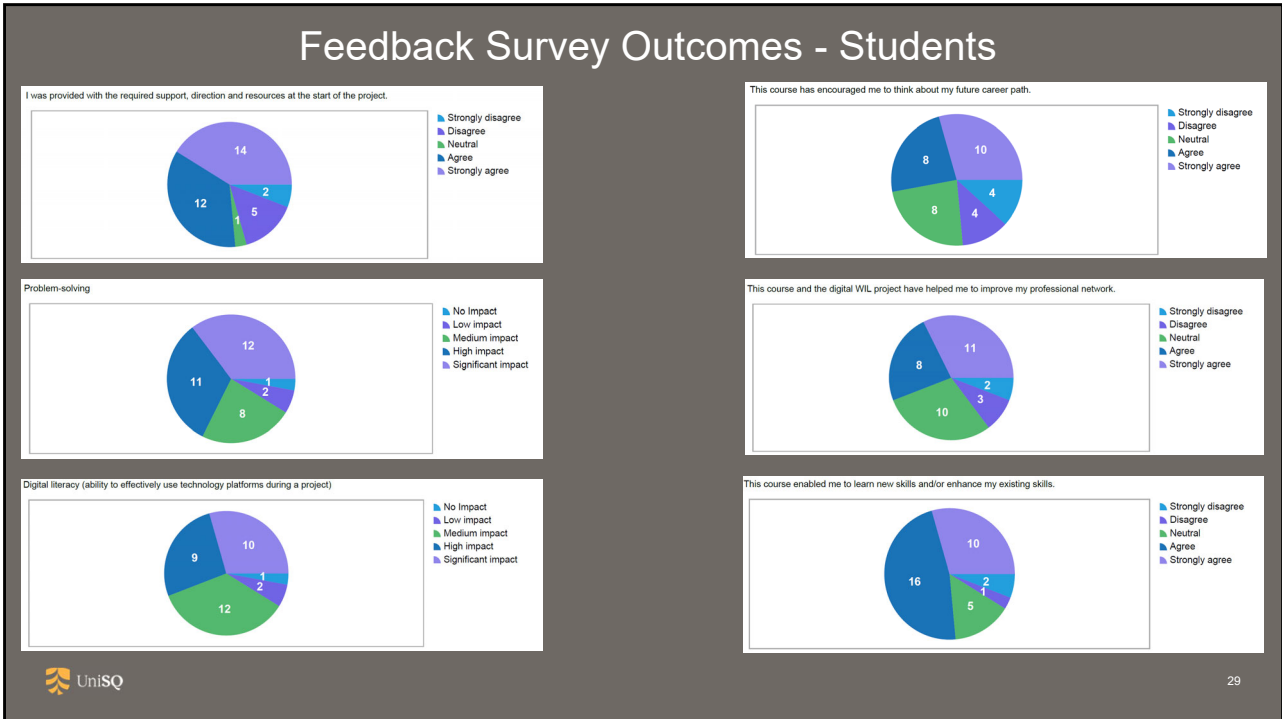
4. Please rate how this experience has impacted the development of the following professional skills:

Teamwork	No Impact/Low impact/Medium impact/High impact/Significant impact
Commitment	No Impact/Low impact/Medium impact/High impact/Significant impact
Verbal Communication	No Impact/Low impact/Medium impact/High impact/Significant impact
Written Communication	No Impact/Low impact/Medium impact/High impact/Significant impact

5. To what extent has this course and/or project helped in your career development?

a This course has encouraged me to think about my future career path.	Strongly disagree/Disagree/Neutral/Agree/Strongly agree
b This course enabled me to learn new skills and/or enhance my existing skills.	Strongly disagree/Disagree/Neutral/Agree/Strongly agree

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Feedback Survey Outcomes - Industry

- 67% would recommend engaging with UniSQ Digital WIL projects to other organisations in their network.
- 83% would submit another Industry Project and engage with UniSQ Digital WIL Projects in the future.
- 66% would consider employing one or more of their project team students in the future.
- 83% agreed they received adequate communication and support throughout the project scoping process, prior to undertaking the Industry Project.

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Student-Industry Connections Evening

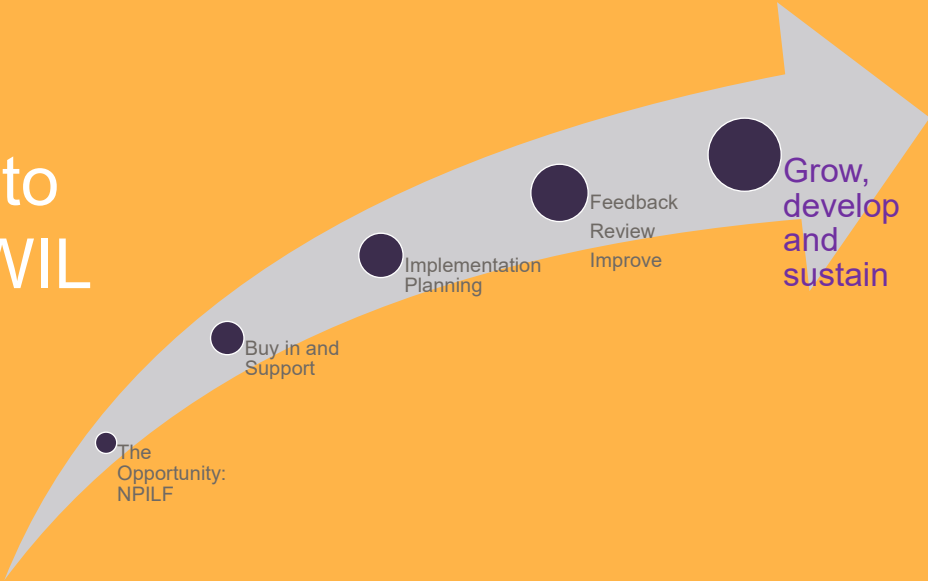


[YouTube Video: Industry Connections Evening](#)

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Our journey to Virtual WIL



- The Opportunity: NPILF
- Buy in and Support
- Implementation Planning
- Feedback Review Improve
- Grow, develop and sustain

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2022-2023 NPILF Deliverables

- ✓ @October 2023 - Delivery of 84 Virtual WIL Projects co-designed with over 48 Industry Partners
- ✓ 320+ students participating in the above projects
- ✓ Delivery of the Virtual WIL Preparation Modules
- ✓ Significant Industry Engagement in the UniSQ regions – Toowoomba, Ipswich, Springfield
- ✓ Significant internal UniSQ engagement to take project delivery from four to ten WIL Courses
- ✓ Development of university wide processes and systems to manage virtual WIL projects
- ✓ Establishment of internal and external communications plan & channels
- ✓ Offering extra-curricular opportunities such as the UniSQ Ignition Accelerator Program
- ✓ Supporting students with their professional development through the Ignition Bursary Fund
- ✓ Student-Industry Showcase Events

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Ignition Accelerator Program

- 8 students participating in 2023
- Plans to have two offerings of the program in 2024, including a dedicated program for HDR students

Ignition Bursary Fund

- Supporting UniSQ students to gain professional skills and participate in opportunities to develop their entrepreneurial and innovation mindsets
- Over 80 students supported as of September 2023

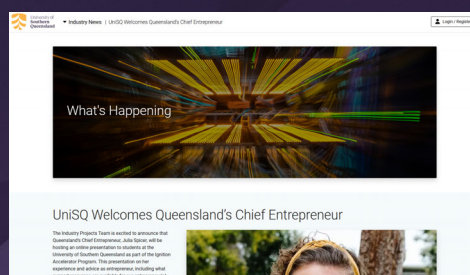
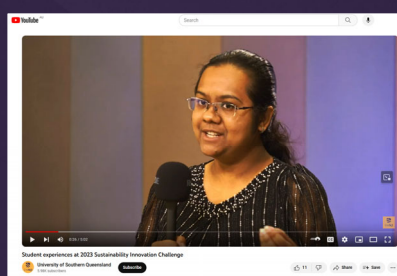
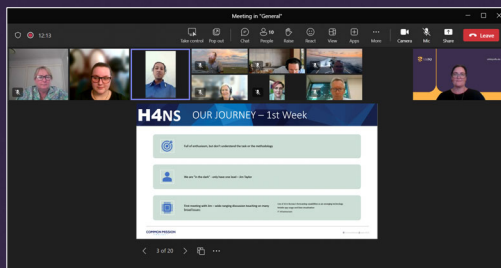
www.unisq.edu.au/current-students/support/career-development/entrepreneurship

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Marketing and Communications



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Opportunities – 2024 and Beyond

- ✓ Increase number of virtual WIL projects and expand to new Courses
- ✓ Offer new resources to better orientate students with the virtual WIL model and opportunity
- ✓ Strategically increase engagement with industry and further develop their understanding of the curriculum
- ✓ Grow the number of entrepreneurship and innovation focussed projects that are co-designed with industry
- ✓ Strategically increase the number of extra-curricular initiatives for students
- ✓ Deliver new offerings of the “UniSQ Ignition Accelerator Program” and broaden this to include HDR students
- ✓ Create innovation and entrepreneurship resources and resources that can be embedded into curriculum
- ✓ Future proof the virtual WIL model to ensure it carries on post-2024
- ✓ Contribute to university-wide initiatives to establish WIL policy and consistent process across all 12 Schools
- ✓ **Exceed the NPILF KPI's and goals!**

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THANK YOU!

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