

End of AY 2017 Report for SIP – Group 7

Project Title

#UTokyo4SDGs

Team

GSDM ID	Name	School	Department	Year (e.g. D1)	Leader/member
17-103	Karthik Varada	Engineering	Technology Management for Innovation	D2	Leader
16-202	Meihong Jia	Economics	Contemporary Economics	D1	Member
17-104	Nikhil Bugalia	Engineering	Civil Engineering	D1	Member
16-213	Pegah Hashemvand Khiabani	Engineering	Civil Engineering	D2	Member

Objective: Explain what social/global issues that this project tried to address and why the issue is important.

This SIP aims to increase the awareness within the university community about the United Nations Sustainable Development Goals and cultivate channels for dialogue and debate among students interested in similar issues of global development. Such dialogues are essential in forging out-of-the box thinking and partnerships among students from different disciplines. Given the multitude of problems faced by the complex world, we believe strongly of the need for such interdisciplinary learning. This will be coupled with student engagement in real-world problem solving through thematic workshops and dialogues held by experienced practitioners.

Method: Explain what kind of approaches you tried to achieve the objective.

*About the list and details of the interview, add the appendix.

Firstly, we created an online survey which enables students in mapping their research and personal interests to the SDG indicators. The survey employed a grading system from one to five scale and was distributed to all GSDM students and some non-GSDM students across departments. The Data thus collected helped us in identifying the focus areas for future activities.

We then hosted five Interactive Evening Lounges (IELs) that saw external practitioners and faculty members engage with students in a dialogue about diverse range of topics, all related to sustainable development and the appropriate career choices one can take up. Each of these sessions ended with students brainstorming about ways in which their research can have practical implications. An IEL dedicated to SDG based Strategy Card game needs a particular mention that it introduced the participants with constraints and challenges faced by individual agents and how individual actions accumulate towards achieving Sustainable Development Goals. Constant communication between the team and interested students through several online channels led to very high student turn out rate for every IEL.

Outcome: Explain what kind of results you obtained from this project and discuss how it addressed your focal social/global issues.

The survey in itself was very useful in introducing students to the concept of Sustainable Development Goals. It enabled them to identify how their research holds the potential to address not one, but several of the Goals. This learning has widened the students' scope of interest to new fields.

The Interactive Evening Lounges that were organized after that were instrumental in deepening students' interest across some of the new fields. It also helped them identifying various career pathways they can take up after graduating and how each of those routes may lead to sustainable development.

The seminar held in partnership with Prof. Nishizawa on Nov 15 saw professional management consultants with several years of corporate experience elaborate on the opportunities that require professionals to partner with experts from diverse fields thereby requiring one to constantly learn and keep abreast of new frontiers. The role of mentorship in such continuous learning was specially emphasized.

On Nov 24, we invited veteran international development practitioners to share their learnings spanning over many decades of working in developing countries. Speakers highlighted some skills that the young generation must be equipped with to solve the societal problems. One must have the skills to communicate, ability to work together in a team, and to set aside individual differences while working in unison.

Considering the survey results, we found out that numerous participants are interested in Decent Economic Growth and also Environmental Sustainability. Therefore, on Dec 6, we had a debate about how these two issues usually find themselves at odds. The role of plastic industries in leading to environmental and health related problems were discussed.

The next IEL on Jan 10 was a SDG Based strategy card game that enables students to experience how SDGs can be achieved in future. During every day conversations about sustainability, we talk in abstract terms about the need to perceive the longer-term societal implications, the need for collaboration, and the misconstrued notion of tradeoff between economic growth and environmental protection etc. This game makes these abstract conversations feel more real, and thus, motivates the player to take collective action.

The final IEL on Feb 10 was perhaps the most inspiring of all, where Founders of two technology enterprises challenging the status quo in renewable energy and space technology shared their journeys on how their research interests and hobbies led them to venture into entrepreneurship. The students were encouraged to continuously iterate various pathways to turn their research ideas into products solving real life issues. The role of finding the right team members, the need to ask for help without fear were specially emphasized.

This initiative was effective at increasing awareness of the SDGs among students in UTokyo and brought together higher education faculties, enterprises and graduate students to explore practical means to achieve SDGs. We believe that this initiative enabled students in understanding the role of technology and sciences in developing solutions that enable sustainable development. In the end, student feedbacks during IELs and other interactions indicated that the surveys and the sessions that followed have led them to widen their horizon on the practical implications of their research and academic skills.

Budget: List the budget this project implemented. *About the details, add the appendix.

Purposes	Expense
Honorarium for Invited guest speakers for IELs (13,700*6=82,200)	82,200
Online Survey Platform	8978 (USD 84)
Total	91,178

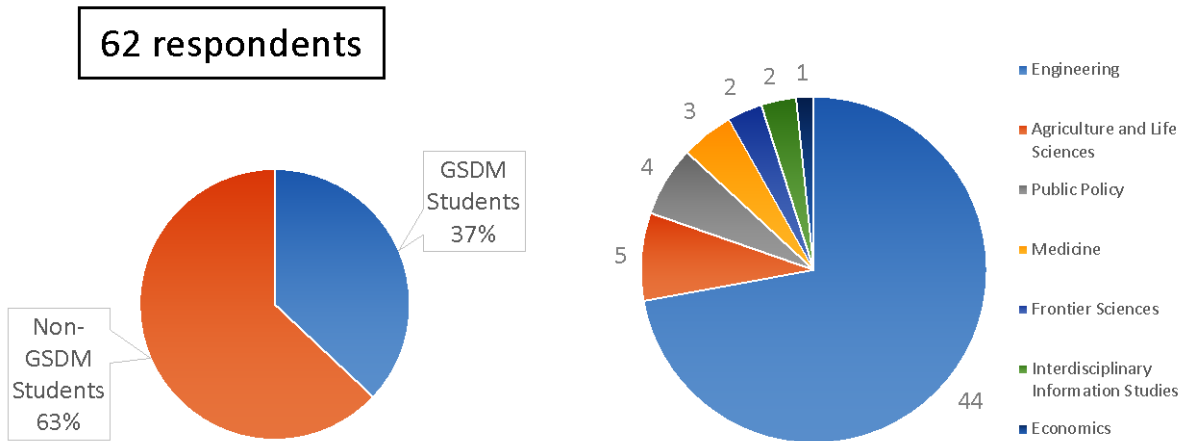
Appendix (Optional)

Title of IELs and the list of Speakers.

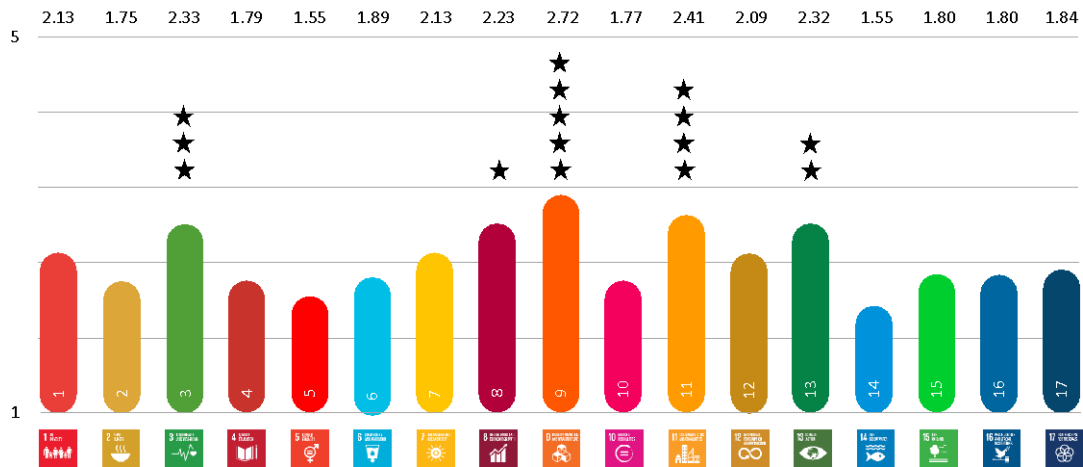
- “Sense of Good Career Choices – Global Corporations Need your Interdisciplinary Talents” Nov 15
 - Mr. Matt Brodrick, Partner, Ernst & Young
 - Ms. Chika Matsumoto, CEO, Soarria Consulting
- “Innovations to achieve Sustainable Development Goals: personal reflections from two decades” Nov 24
 - Dr. K.E. Seetharam, Asian Development Bank Institute, University of Tokyo*
 - Dr. Lakshmi Seetharam, Board of Directors, Satya Sai Education
- “Economic growth and its impact on environment and society”
 - Dr. Roberto Orsi, Lecturer, University of Tokyo
- “Experience the Future – 2013 SDGs Game” Jan 10
 - Mr. Skip Swanson, Director, WakuPro Foundation
 - SDG Card Game offered by Imacocollabo Inc.
- “Cutting Edge Technology Enterprises – Journey from Research to Entrepreneurship” Feb 05
 - Dr. Yuya Nakamura, CEO & Founder, Axelspace
 - Mr. Atsushi Shimizu, CEO & Founder, Challenergy
 - Mr. Shigeto Matsumoto, Associate, Challenergy

Results from the Survey

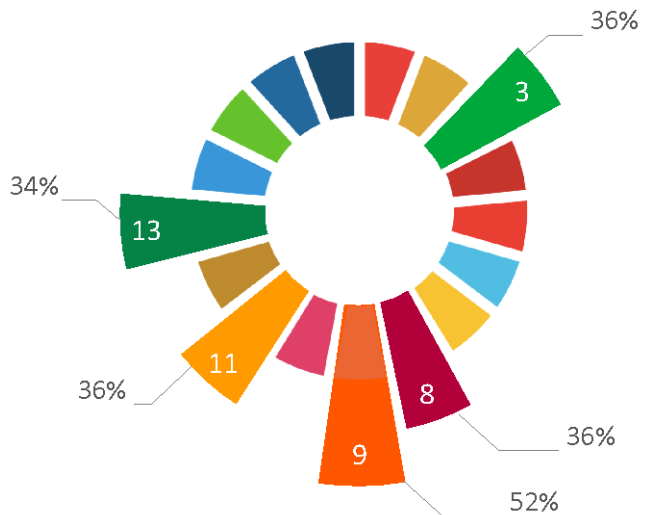
Respondents' Distribution



Average student rating of different goals.



Students interested in the top 5 goals.



Student Initiative Project, GSDM

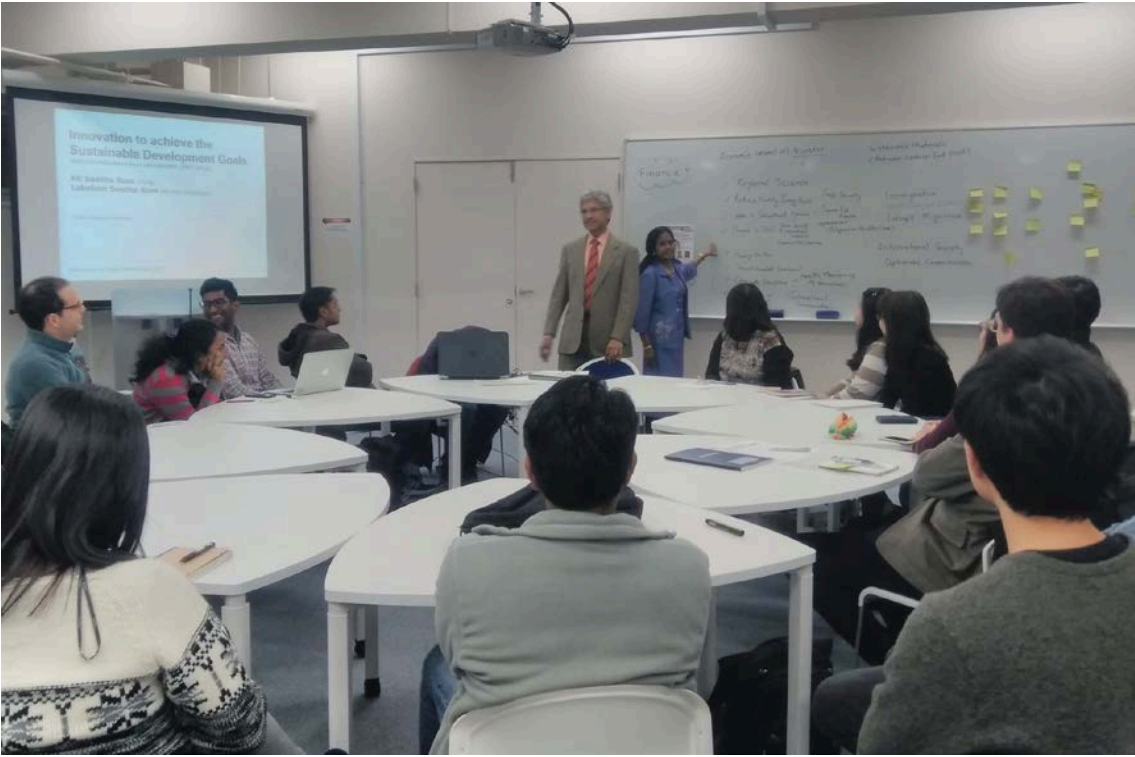
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Pictures from the IELs

Role of Corporations and Career Choices



Innovations to Achieve SDGs



Economic Growth Vs Environmental Protection



SDG Card Game to experience the future



Journey from Research to Entrepreneurship

