



Campus 2030: reaching and engaging thousands of citizens to create tomorrow's world.

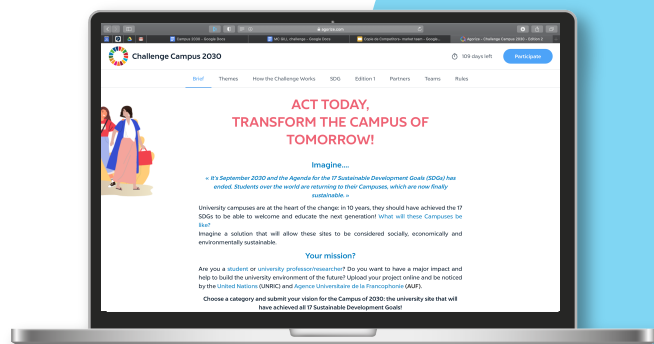
The first global open innovation challenge that brings together students, professors and researchers to reach SDG in universities.



Campus 2030: turning each project leader into a potential superhero.

In 2020, the UN, UNESCO, AUF and Agorize are joining forces to launch the first edition of the **Campus 2030 Challenge**, an international challenge that brings together students, university researchers and professors around a common goal: **making the sustainable campus a reality**. The Challenge reflects a desire to take concrete action to implement the 17 Sustainable Development Goals on university campuses.

"September 2030. The agenda of the 17 Sustainable Development Goals (SDGs) has come to an end. Students from around the world are entering a campus that is finally sustainable. You're there: what do you see? "



Les objectifs du dispositif



AWARE

students and supervisors around Sustainable Development Goals.



INNOVATE

to have lasting positive impacts within the academic world.



CONTRIBUTE

to the creation of a sustainable campus by 2030.



The Sustainable Development Goals are a call to action for all poor, rich and middle-income countries to promote prosperity while protecting the planet. They respond to current challenges, including those related to poverty, inequality, climate, environmental degradation, prosperity, peace and justice. They are based on 3 main pillars: environmental, social and economic.

Campus 2030: a community of over a thousand innovators

More than **1000 participants from 97 nationalities** submitted their project for a **socially, economically and ecologically sustainable campus**. To participate, teams had to propose a concept that would have an impact on at least three of the 17 Sustainable Development objectives, within one of the following four themes:



Student living conditions



Campus in the city

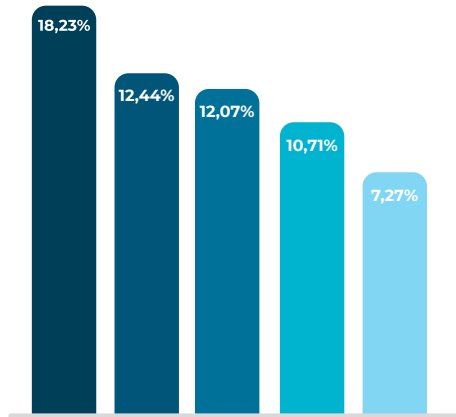


New training issues



Digital on campus

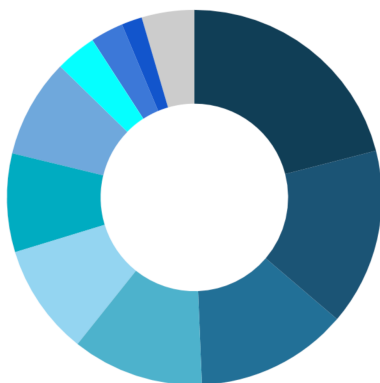
An overview of the main concerns regarding SDOs in the university environment.



Top 5 addressed impacts

- Reduction of pollution
- Reduction of inequalities
- Better experience on campus
- Unemployment reduction
- Waste reduction

Top 10 solution categories



- Digital
- Social
- Environmental
- Organizational
- Education
- Food
- Training
- Energetics
- Technological
- Economic

98%

of the projects were judged "doable" by the jury

283

Projects

1 351

Participants

97

Nationalities

432

Universities

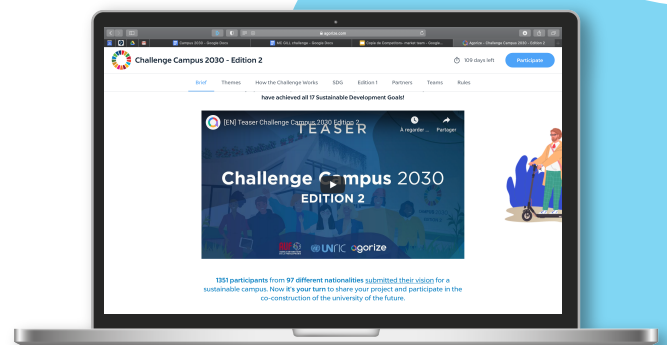
49,8%
of men
participating



50,2%
of women
participating

Campus 2030 edition 2 in progress!

Given the success of the first edition, the UN, the AUF and UNESCO have reiterated their confidence in Agorize for a second open innovation challenge "campus 2030"!



An open innovation challenge that rewarded the spirit of innovation and commitment of entrepreneurs from around the world.

A Top 30 and then Top 6 of the best projects have been selected, and 3 winners have won this first edition:

1st



**University Senghor
Egypt**

Problem

Lack of skills in the professional integration of young graduates

Solution

University incubator of ODD and ESS (Social and Solidarity Economy) projects facilitating professional integration through the promotion of projects in line with the concrete needs of their ecosystem.

SDGs



2nd



University of Campinas, Brasil

Solution

Providing students with an environmentally friendly and interdisciplinary place, managed by students, professors and researchers in order to make the learning of SDGs more effective. Students can develop responsible projects in line with the United Nations Environmental Goals.

SDGs



3rd



University Coimbra, Portugal

Solution

Promote and ensure recycling through a modest financial contribution granted to students who recycle their waste. The project aims in particular to encourage the recycling of plastic and electronic products, with a reward system for each recycled product.

SDGs



Development perspectives of the winning ideas:

The winning teams will be eligible for several development opportunities:

Learning expedition

to train teams through conferences.

Incubation

in partner universities or research laboratories. In this context, the University Innovation Idea Laboratory "UniLab", which is expected to be created at the end of 2020, could serve as a corpus of reflection on the subject.

Coaching

by the AUF via its ACTIVE system
Involvement and/or takeover of the different regional directorates of the AUF thanks to the intervention of their experts and specialists within the framework of their CNEUF (digital campus of the French-speaking university space).

Meetings

with entrepreneurs, companies and start-ups dealing with the same themes.

About Agorize

Agorize is the #1 solution for Talent & Innovation Management. Founded in Paris in 2011, with offices in Singapore, Hong Kong, Japan, Germany and Canada, Agorize has powered more than 2,000 open innovation challenges for over 300 clients, including Amazon Web Services, Lego, L'Oreal, LVMH Fashion Group, Microsoft, Schneider Electric and Singapore Airlines.

