

Enactus University of the Sunshine Coast (USC) – Annual Report 2021-2022

Enactus USC, University of the Sunshine Coast, has started in April 2022. Since then, we have been working on gathering team members, setting up the financial and administrative structure and liaising academic and university support.

At the Nationals we will present our first project ideas – which are in the ideation phase – and gather valuable feedback and connections. With this information we will give our projects a headstart, ready to start implementing them in semester 2!

We have a small executive team, which will attend the Nationals, of which two engineering and two environmental management students. Our broader team consists out of 20 students, spread over the different campuses of USC, and over different schools, including Nursing, Education, Arts, Engineering and Environmental Management.

We have no specific results yet but hope to present them to you at the next competition.

Project Info

All are projects are in the **ideation phase**, and we look forward to using the feedback of the Nationals together with our participation at the Sunshine Coast start-up weekend at the beginning of August to finetune the ideas and implement them in semester 2.

Project 1: Sharing Plate

Sharing Plate is a food redistribution app, which connects different existing food surplus and sharing apps with residents of the Sunshine Coast, which allows them to offer and accept food surpluses. We tackle the need of food poverty together with food waste by combining both end users and closing the loop, while also implementing the compost machine OSCA of USC, giving even non-usable food a second life. The goal is to tackle inequality and waste at the same time, reducing poverty and hunger, as well as taking climate action and making life on land more liveable. Hence, through the redistribution of food (waste) we reduce simultaneously the amount of food waste at the Coast, as well as the amount of food shortages among local residents. The app can start with some services and gradually implement more services, and cover wider areas, as well as eventually be deployed in completely other areas with other food surplus/waste areas to create independent food redistribution networks.

SDGs:

- SDG2: Zero hunger
- SDG10: Reduced inequalities
- SDG11: Sustainable cities and communities
- SDG12: responsible consumption and production
- SDG13: climate action
- SDG15: Life on land
- SDG17: Partnerships for the Goals

Project 2: Connect Campus 2 Country

While their stories and wisdom are all around us, First Nations voices and stories are too little expressed, listened to and made visible. By using an augmented reality app, these stories can come alive around our campuses and communities. By collaborating with Who has 'mapped' the entire area, we want to raise First Nations voices on our campuses and beyond, sharing their stories and wisdom, and increasing the connection to Country among indigenous and non-indigenous people. The app will start with some stories and knowledge, and can be

expanded over time with more stories, more locations, and more usages. For instance, it could be self-guided or part of a campus tour.

SDGs:

- SDG10: Reduced inequalities
- SDG11: Sustainable cities and communities
- SDG16: Peace, justice, and strong institutions
- SDG17: Partnerships for the Goals

Project 3: Sustainable Student Studios

Available and affordable housing for students is problematic around our campuses, especially after Covid. Therefore, we want to design sustainable student studios, which will be available on each campus due to their 'pop up' and fast design, as well as sustainable due to their carbon neutrality and tiny house design thinking, and therefore as well affordable. The idea is to collaborate with the university council and local councils to address a growing housing need in our areas. By using the design also for non-student purposes, a business case can be made to address housing shortage in the wider community, and the design can continuously be iterated to be adapted to new locations and situations.

SDGs:

- SDG1: no poverty
- SDG3: good health and wellbeing
- SDG4: Quality Education
- SDG7: Affordable and Clean Energy
- SDG9: Industry, innovation, infrastructure
- SDG10: Reduced inequalities
- SDG11: Sustainable cities and communities
- SDG13: climate action
- SDG17: Partnerships for the Goals

What's next?

After the Nationals, we will attend the Sunshine Coast start-up weekend to refine and reiterate our project ideas and make a viable and feasible business plan. We will continue to connect with relevant stakeholders, funders, and business partners to implement our ideas in semester 2. Ideally, we assign a core student group per project while we assist each other and give valuable feedback to constructively implement all three projects.

Next year at the nationals, we hope to attend with 3 implemented projects:

- Project 1 should have a stakeholder map and a flow chart of existing services, which we connect via the designed app, which intentionally will be designed by USC students. In addition, we hope to have constructed partnerships with local council and businesses to make the app operational and functional.
- Project 2 should have a solid partnership with And other first Nation people about how they see their stories envisioned on campus, and the app with the first stories up and running.
- Project 3 should have a solid partnership with the design and engineering departments on our campuses, as well as the local and university council, and first design plans.

Hence, next year, we attend the nationals with 2 apps and 1 design book.