

# INDUSTRY LIAISON GROUP

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**2015 Wellington SDN Workshop**



# Objectives

- Understand the needs of NZ industry wrt Engineering and Computer Science
- Provide single point of contact for NZ industry to engage us
- Foster greater linkages between industry and academia
- Help us (staff and students) work better with industry and vice versa

# Benefits to industry

- New research and technology ideas to enhance your competitive edge
- Explore new ideas with relatively low cost
- Access to potential hires – can assess students before you decide to hire them
- Someone to discuss your technical problems with, at little costs (just coffee and donuts/muffins ...)

# Approaches and Schemes

- Summer Internship/Scholarship
- Honours Project (ENGR489/COMP489)
- Masters research project (MSc Part II or ME) w/scholarship\*
- PhD research project w/scholarship\*
- Joint research with funding from MBIE or other external sources\*
- Consultancy

# Our role and responsibility

- Matchmaking of industry with academics
  - Synchronizing expectations
  - Defining the appropriate goals
  - Identifying students with the right skill set
- Ensuring students on industry projects can meet project goals as well as course requirements
- We don't undercut/compete with industry

# Research Outcomes and IP Ownership

- Fair share / acknowledgement based on contributions (\$\$\$, ideas, Joules, etc.)
- In order to continue the research without restrictions, University needs to own the IP, either solely, jointly, exclusively or non-exclusively, ...
- Special arrangements can be made for an industry partner to have preferential licensing

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# Caveats

- Industry research  $\neq$  Academic research
- We (academics) are measured by research outputs, typically publications
- We don't do product development per se, although we can develop POC prototypes
- We can't commit to projects that have critical deadlines
- We also have to justify how resources (staff, students, etc) are used

# http://www.victoria.ac.nz/ecs/research

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## Research

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### Research

Research is a key part of our work at the School of Engineering and Computer Science and a diverse range of projects are underway at any one time. Examples of world leading research can be found in the [research profiles](#) of our Professors.



A range of state of the art laboratory facilities and instruments support the research programmes

Over 60 students are engaged in postgraduate studies, with around 40 at PhD level. Students come from around the world and contribute to the School's vibrant atmosphere.

Research collaborations with other Schools at Victoria University, in particular Bioinformatics, Applied Linguistics, Physics and Mathematics, Statistics and Operations Research, form important links and allow students to access a wide range of facilities.

Wellington is at the heart of science and technology in New Zealand and we have strong collaborative links with many of the industry and research organisations based here. These include Industrial Research Limited, New Zealand Registry Services and Magritek. These links provide students with an enriched study experience and many work with potential employers

#### INFORMATION ABOUT

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- Postgraduate Study
- Work Experience
- Industry Collaboration
- Research Groups
- Faculty of Engineering
- Faculty of Science
- 2015 Enrolment

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# Who's in Industry Liaison

- Members:
  - Winston Seah (NWEN)
  - Ramesh Rayudu (ECEN + Work Experience + 489 Industry Projects)
  - David Streader (SWEN)
  - Taehyun James Rhee (CS/CG)
  - Suzan Hall (School Manager)

Contact info – <http://www.victoria.ac.nz/ecs/about/staff>

# Working on industry projects...

Before the fateful day in Oct 2009...

- Worked for >16 years in an industry-oriented research institute → all research projects must have commercialization plans
- Building prototypes is a norm, with a view to commercialization
- A critical KPI is how well we have helped local SMEs become more competitive
- Good commercial solutions/products must also have good theoretical foundations

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# My experience working with industry...

- Projects tend to be short term with results expected within 12-18 months;
- Need to understand industry partner's problem and help them solve it, NOT try to "sell" them my research;
- More funding for industry than academia;
- Industry problems have given me good research problems, even award winning ones (caveat: need to dig deep to identify the research problem.)

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# Thank you

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