

The Beaufort Digital Corridor's Relentless Challenge grant project

What is the Relentless Challenge grant?

A South Carolina Department of Commerce Department of Innovation grant that funds projects that focus on fostering the relentless pursuit of transformational ideas, specifically in the areas of

- entrepreneurship,
- talent development, and
- access to capital

Connection to SC Innovation Plan goals

- increasing communication between industry and higher education
- providing access to mentors for innovators, entrepreneurs and inventors
- developing and maintaining infrastructure

SC Innovation Plan: https://www.sccommerce.com/sites/default/files/2019-09/The%20South%20Carolina%20Innovation%20Plan%201-11-17.pdf

SC Innovation Scribble: https://scribblesc.com/about/about-sc-innovation/

Specifics

- Our award is \$65,000
- Requires a dollar for dollar match from non-state entities
 - The monies are used solely for this project (not operational funding)
- The project is expected to leverage other public and private investments which serve as a catalyst for future development
- The timing is over the course of one year
- Official kickoff is this informational seminar!

What is our project's objective?

To facilitate impactful programming around technology product development training for select Beaufort Digital Corridor (BDC) residents and/or qualified applicants to understand exactly

- how they will develop their product,
- what they need to do that and
- be in a much better position to complete their product
- in a timely manner



How does it support the relentless pursuit of transformational ideas?

- We are addressing a critical area that impacts acceleration from idea to scalable product
- We are creating the means to pursue transformational ideas in a budding area of the state:
 - Beaufort County continues to grow in population and its proximity to Charleston is notable with transplants as well as
 - the continued growth of the University of South Carolina Beaufort (USCB) and its related programs

How is the project innovative?

- We are creating a program that does not currently exist in our area
- It is our intent to work very intimately with a smaller cohort through immersive experience rather than via traditional seminar or "lunch and learn" format

How will we do this?

- Select entrepreneurs with product concepts that have the best commercial product potential and get these concepts closer to product realization
- Work with USCB to identify students with quantifiable product ideas that could become businesses
- USCB faculty and students will train the entrepreneurs
 - Coursework, internships, Capstone projects, etc.
- Area industry experts will also contribute to the training to be sure relevant commercial concepts are being covered

How will funds be spent?

Training will be delivered through in-depth multi-hour sessions and experiential learning

- Trainers: internship/scholarship fees, faculty stipend, and other industry experts
- Accessible and relevant space for training at BASEcamp
- Tools such as software and online programs and platforms for use with training
- Project marketing and outreach

What is the curriculum?

The curriculum will be a work in progress-

the specific methodology

for developing software technology products
that solve a quantifiable need in the marketplace

What are the tools?

The tools are the development planning process, including

- knowledge of creating software product design specifications,
- milestone-based product development goal-setting and other organizational approaches
- working with actual tools such as
 - code frameworks,
 - code repositories, and
 - multi-engineer programming

Expected outcomes 1 of 3

Select entrepreneurs understand exactly how they will develop product, what they need to do that and are in a much better position to complete their product in a timely manner

- The beneficiaries
 - initially the entrepreneur and/or company as they accelerate their venture
 - BDC and its mentor network starts to gain credibility

Expected outcomes 2 of 3

USCB Computer Science and other students involved have the opportunity of getting actual paid work on their resumes

- The beneficiaries
 - the advanced students, who are getting paid while also learning about entrepreneurship, and
 - the entrepreneur and/or company, who is getting the technology training at no cost to them
 - higher education and industry have opened doors to collaboration

Expected outcomes 3 of 3

This training may lead to technology commercialization

- In this case everyone is a beneficiary:
 - the entrepreneur and/or company,
 - the trainers and mentors,
 - the Beaufort Digital Corridor and its ecosystem,
 - USCB,
 - the surrounding community, and
 - potential commercial reach of the product out in the world

How will the project be evaluated?

The project will be evaluated by how far along the entrepreneurs have come-

- by the number of candidate products that were taken to Proof of Concept or MVP and
- by deliverables on what they learned about technology product development
- by the end of the project, all parties will have a translatable understanding of the process and how it can apply to different product ideas

We will gather and record

- demographics on selected entrepreneurs
- information regarding the number and roles of trainers, including interns hired to assist the selected candidates
- the number of training session hours conducted at BASEcamp
- the number of hours worked by interns on the projects
- the number of businesses, entrepreneurs, and community members who visit BASEcamp for the project's purpose and any outside activities that contribute to project training

The Angles

- BDC Chairman Kevin Klingler will address the entrepreneurs and companies working on Technology Product Development
- USCB Computer Science Dept. Chair Dr. Brian Canada will address relevant classes in software system process, management, design, and testing, and how the students connect to the entrepreneurs and companies