

Agile network course

Overview

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Work Package 3: Enhancing collaboration and partnerships in Nepal

- Deliverable 3.3: provide key **competences** to:
- Initiate a Nepal HEI collaborative **ecosystem** working towards quality, robustness and efficiency in education.
 - Support the development of cooperation **schemes** and initiatives that involve both public and private organisations.
- The tasks and deliverables in WP3 follow a logical progression from initial understanding and planning (T3.1, D3.1, T3.2) to tool and capability development (D3.2, D3.3, T3.3), practical testing (T3.4), and finally, ecosystem dissemination and growth (T3.5).



Context



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WP3/D3.3 Roadmap

Local Ecosystem

Ecosystem platform

Agile network



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In World War II there were two points of view from the Allies.

Predictive

Follow a clear plan, where the 5W + H are known from the beginning, especially the time sequence.

✓ Advantages



✗ Disadvantages



Agile

There is no plan, the 5W are periodically reviewed and the next steps and H are decided.



Be careful, there is a third method that is effective, but not efficient.

		✓ Advantages	✗ Disadvantages
Predictive	Follow a clear plan, where the 5W + H are known from the beginning, especially the time sequence.		
Agile	There is no plan, the 5W are periodically reviewed and the next steps and H are decided.		
Brute force	There is no plan, there is not review, the 5W+H are not important		

The rules for creating a network (Systems Engineering)

1



Nodes

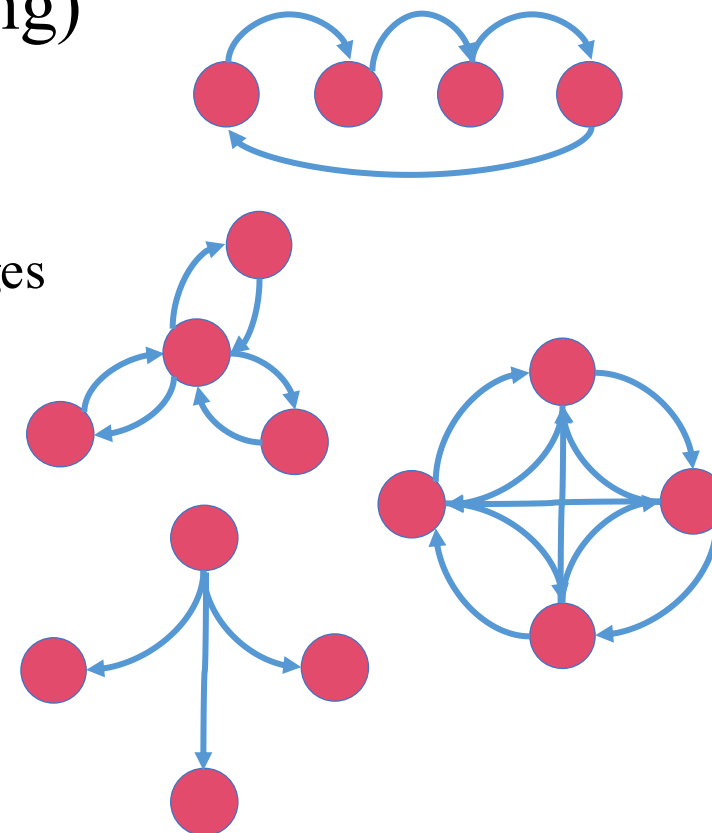
Nodes offer services and require services. To carry out this exchange, they must be connected to other nodes.

2

Connections

Connections/Edges are responsible for the exchange of services. They are the key to a good network and an efficient system.

Connections/edges determine the **topology** of the network



A Team, is a network



Nodes persons and elements that interact and exchange information or resources to achieve a common goal.



Connections/Edges are the actions of making contact, commercial exchange, networking, etc.

How **works**
all these elements
to progress?



Latency (time is money) is the time it takes for a signal or data to travel from one point to another on the network. High latency slows operations, reduces responsiveness, and can render a system useless for real-time applications.

- **Response Time:** How long does it take for an investor to respond to your email? Or a mentor to give you feedback? High latency in these interactions can mean missing out on a funding opportunity, crucial advice, or even a potential partner.
- **Connection Speed:** The ability to establish a meaningful and productive connection quickly. If it takes weeks or months to get a meeting with the right person, your progress slows.
- **Access to Information:** The speed with which you obtain key information (market trends, competitors, regulations) through your network. A delay here can lead to suboptimal decisions.
- **Impact:** Minimizing latency in networking means being proactive, having accessible and effective contacts, and ensuring those contacts are receptive. Every day that passes without the right connection is a day less for your startup.



Agility allows us to change according to circumstances, such as social and economic changes and even product (client) requirements.

- We need to know our **ecosystem** (our network working) to determine the nodes, connections...
- But also, we need to acquire the competences to be agile and put the network to work for us



- In **entrepreneurship**, creating a startup isn't the only goal.
- It's necessary to seek out, belong to, or even create an ecosystem that, in some way, allows us to interact as nodes in **networks**.
- This interaction must seek progress based on continuous improvement (**agile**).

