Volunteering Opportunity	Social Impact Game - PARTNER
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What is the Social Impact Game?

The award-winning[1] Social Impact Game gives Nottingham students the experience of fulfilment in work and developing workplace skills through a social impact project with a partnering organisation. Through this programme, we turn any business or social problem into a game where the 'score' includes the measured difference the organisation and the student team make in the lives of others.

The Social Impact Game has four types of **Players:**
- **Partners**: a professional from an organisation that hosts the project
- **Project Advisors**: a professional that brings industry experience and advises Students
- **Peer Mentor**: a high-performing student from previous Social Impact Games that can support first-time Players
- **Students**: undergraduate and postgraduate students from across the University responsible for delivering and showcasing the projects

We are looking for volunteer **Partners** who have an interest in tackling a social challenge **within their own organisation** and who are keen to collaborate with talented students to make a measurable difference.

Who is eligible to become a Partner?

Do you want to tackle a business or social problem within your organisation, and collaborate with a multi-disciplinary team? If so, you can volunteer as a Partner. You will also need to be:
- In a business or non-profit/NGO of any size, which has been operating for at least **two years**
- Have at least **three Full Time Equivalent (FTE) employees**
- Based within three hours' time difference of the UK (Africa, Europe, Middle East)
- Have a business or social problem you and your organisation want to tackle
- Be available to volunteer with your team on average:
    - o 1.5 hours per week, October to December (training, scoping projects)
    - o 2-3 hours per week, February to March (Project delivery & Final Showcase)

If you don't meet the criteria above, don't worry! You can volunteer as a Social Impact Game Advisor instead. Find out more here

What's involved?

The Partner's role is to advocate for a Social Impact project **in their own organisation** and to support its implementation. As a Partner you will provide all the necessary resources, professional expertise, and relevant contacts your student team require to make the project happen.

You have the option to come to campus to meet the students you are working with (should it make sense logistically), **though this is not essential as the programme is also conveniently designed to be delivered entirely online** via MS Teams and via our Social Impact Game app. During your time as a Partner, you will be asked to use a range of tools, including the official Social Impact Game app and other online collaboration tools. Once you have registered your project idea and spoken to our team of facilitators, you will then begin working with a small student team (see next page).

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[1] Nottingham Advantage Award Module of the Year 2020

Your responsibilities:

Partners will co-create a project with the Social Impact Game and be its advocate in their organisation. In this role, you will:

- Be the primary point of contact for the organisation
- Take part in the introductory webinar and online training
- Give guidance and support to help the Team fully understand the nature of the problem
- Introduce the Project Team to contacts and resources needed for success
- Attend (online or in person) regular progress meetings with the Project Team
- Provide support in resolving issues, tracking and measuring impact
- Offer a testimonial on the project's impact in your organisation for promotional purposes

What is the timeline?

Late Summer to 26 October 2022: application and project approval

- Apply to be a Partner here by **Sunday 18 September. Once received, the next steps are:**
  - o You will have a call with our facilitators to see if the Social Impact Game suits you and your organisation's needs
  - o You will be able to download the Social Impact Game app to begin your training
  - o You will complete a "Project idea" form and review it with our facilitators
- *7 September 2022: For people who may want more information before committing, there will be a live webinar and recording available*
- **19 October 2022:** Orientation Webinar with Partners who are taking part (1.5 hours)
- **26 October 2022:** Partner Approval deadline (pending commitment from partners and UoN)

November-December 2022: Developing a project plan

- Regular online meetings with student team and interaction with activities on the Social Impact Game app (up to 1.5 hours per week)
- **2 November 2022:** Partner Training Event (2 hours)
- **30 November 2022:** Partner Webinar 1 (1 hour)

February – March 2023: Project delivery and Showcase

- **1 February 2023:** Partner Training Event 2
- **15 February 2023:** Partner Webinar 2
- **8 March 2023:** Partner Webinar 3
- **29 March 2023:** Final Public Showcase where students present their projects and the impacts they have made to a live audience

What is the application process?

Please complete the Partner online application form by midnight **Sunday 18 September 2022.**
We will then invite you to a call with a facilitator before sharing further information about our upcoming training and orientation webinars.

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[1] Nottingham Advantage Award Module of the Year 2020