



WEEK OF INDONESIA-NETHERLANDS  
EDUCATION AND RESEARCH

## Terms of Reference

### WINNER 2021: Matchmaking Session

27 October 2021

#### 1. Background

Indonesia and the Netherlands share a long history of collaboration in many areas of education and scientific research. To celebrate, expand and deepen this long collaboration, a committee comprised of the Dutch Research Council (NWO), the Embassy of the Kingdom of the Netherlands in Jakarta, National Research and Innovation Agency (BRIN), the Royal Netherlands Academy of Arts and Sciences (KNAW), the Indonesian Young Academy of Sciences (ALMI) and Nuffic Neso Indonesia, initiated the Week of Indonesia-Netherlands Education and Research (WINNER).

The first WINNER Conference took place virtually in November 2020 with an overarching theme, “Achieving the Sustainable Development Goals – From Knowledge to Practice.” On this occasion, researchers, policymakers, and societal stakeholders from Indonesia and the Netherlands shared results, ideas, and approaches to develop the knowledge needed to achieve the Sustainable Development Goals (SDGs) and make plans for the future on how to turn this knowledge into practice.

As the COVID-19 pandemic has changed the way of things, the second edition of WINNER Conference will return this year in an online format on **26 – 28 October 2021** through its theme “**Innovation for the SDGs: Education and Research Collaboration towards the future.**” This year, WINNER will host various sessions on topics ranging from urban-rural dynamics, innovating food systems, water and energy management, internationalisation of education, COVID19 and public health, to climate change and climate adaptation. There will also be ample opportunities for online networking and matchmaking.



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With a solid and shared interest between Indonesia and the Netherlands in innovation for education towards the future, both countries are committed through WINNER to contribute and enhance the internationalisation and competitiveness of higher education in Indonesia. To achieve this goal, the second WINNER Conference will hold Matchmaking Session to provide a networking platform for researchers and experts from Indonesia and the Netherlands, these countries' governments, and civil society, Non-Government Organisations, business to explore possible forms of cooperation in the relevant thematic areas.

## 2. Matchmaking session description

The matchmaking session is going to be held fully virtually through the HOPIN platform. Promoting new partnerships between various parties is one of the aims. This helps disseminating knowledge and generate tangible innovation as the outcome. The Matchmaking session enables participants to gain fresh knowledge, talk about their experiences, and establish new networks and cooperation projects. They share their experiences as part of an intercultural learning dialogue.

## 3. Objectives

The matchmaking session provides the opportunity for both Indonesian and Dutch government agencies, researchers, Non-Government Organisations, potential investors, entrepreneurs, or even education enthusiasts to introduce their ideas for collaboration- and/or their research projects to search for partners. The core topic of WINNER 2021 is 'Innovation for the SDGs: Education and Research Collaboration towards the future'. The matchmaking session provides a networking platform to explore possible forms of cooperation.

## 4. Time and Venue

Day, date : Wednesday, 27 October 2021  
Time : 16.15 – 18:00 WIB (Western Indonesian Time/GMT+7)  
Platform : [Hopin platform](#)

## 5. Target Audience

The interested candidates from various sectors (government agencies, researchers, Non-Government Organisations, potential investors, entrepreneurs, and education enthusiasts) can sign up for the event through the registration link given by the committee.

## 6. Language of Communication

This event will use English as its main language in order to accommodate the international audience.

## 7. Event Format

During the matchmaking session participants can take the floor to introduce their ideas for collaboration- and/or their research projects intending to find interested partners to bring their idea or research project to the next level. Participants will be matched by the WINNER organising team according to their selected preferred thematic areas (based on the Sustainable Development Goals) listed in the registration link that is filled in when signing up. Nine groups of participants are created for this event, they will be gathering in nine different rooms. The matchmaking session will be hosted using Hopin as the platform. The participants can go to the page “Session” to find the suitable rooms that have been informed by the committee through e-mail prior to the event. One room can fit up to 20 persons, including technician/assistants etc.

## 8. Timeline

Timeline	
Opening of registration	13 September 2021
Registration Deadline	17 October 2021
Matchmaking session broadcast message	Throughout the registration period
Matching process of the attendants	17 – 22 October 2021
Dissemination about the rooms	22 – 23 October 2021
Dissemination the rules of matchmaking (Dry run)	25 October 2021
WINNER 2021: Matchmaking Session	27 October 2021
Evaluation	After event

## 9. Invitation and Registration

The invitation will be delivered to government agencies, researchers, Non-Government Organisations, potential investors, entrepreneurs, and education enthusiasts. Specifically, the parties that have a partnership relation between Indonesian and the Netherlands. The registration link (<https://bit.ly/matchmakingWINNER21>) will also be included in the invitation, that is blasted by the committee via email.

## 10. Contact

Should you have any inquiries, please visit our website or contact us through:

Website : [www.winner.or.id](http://www.winner.or.id)

E-mail address : [ID-NL.matchmaking@outlook.com](mailto:ID-NL.matchmaking@outlook.com)