**SESSION REGISTRATION FORM**

**Digital WINNER-conference**

**25-27 October 2022**

**In WINNER - the *Week of Indonesia – Netherlands Education and Research* -  you have the chance to interact with researchers, practitioners, policy makers and the private sector. WINNER is a unique opportunity to deepen and expand your collaboration on the Dutch-Indonesian playing field and to share your knowledge, experience and vision on bilateral collaboration.**

**The theme for WINNER 2022 is “Learning and research collaboration for sustainable green, blue and digital economies and societies”.**

This year’s theme encompasses a multitude of collaborations and questions, in fundamental and applied sciences, in natural, social, technical and health sciences and humanities, and between academics, businesses, NGOs and public organisations. It continues to emphasize the need for interdisciplinary approaches and multi-stakeholder engagement needed to address global challenges and achieve the SDGs. How do we innovate, both technologically and socially, for greener economies? Which tradeoffs in SDGs are there in a blue economy? What effect does a digital society have on our healthcare, or the way we interact with each other, including in knowledge collaboration? How does knowledge help to change the way we produce and interact?

WINNER 2022 will again be organised as a digital conference in which attendees are able to participate in online sessions and be inspired by existing and future collaborations. With you, the practitioners, being at the heart of this collaboration, we invite you to organise part of the programme. Please fill out the session registration form on the next pages and submit it to [winner@nwo.nl](mailto:winner@nwo.nl) before **7 June 2022**.

What you should know about the sessions

* The session will be online most likely on the platform HopIn.
* The session should be jointly led by a Dutch and an Indonesian researcher.
* Session leaders are responsible for organising the speakers, work forms, and content of the sessions.
* Please make the session broader than just the work of your own research group, and, where possible, include the entire knowledge chain, from fundamental research to experiences from practitioners, and a variety of disciplines. Keep in mind that someone from a different disciplinary background, or from outside academia, should also be able to follow your session.
* If you submitted a session last year, you are of course still welcome to submit a session idea this year!
* We ask you to indicate in this form three SDGs that your session fits with. When creating the programme, the organisers will try to group sessions that fit with similar SDGs, to ensure those do not overlap. It may be that your session is relevant to more than three SDGs. In this case, we ask you to pick the three that your session idea connects to most closely.
* The session should be interactive. In need of inspiration? We will upload tips and tricks for an online session at the WINNER website soon. You are also very welcome to bring in your own ideas. If you need support how to organise an interactive online session, you can email us at [winner@nwo.nl](mailto:winner@nwo.nl)
* In case all presenters can be physically together in one location which allows to broadcast the session online at the time of the conference, we may consider to include your session as a hybrid session. Please indicate this in your proposal.
* The digital WINNER conference will allow for 4 hours of interactive live sessions per day. We kindly request that you organize your session in such a way that it fits in a 75 minutes timeslot.
* If your session is suitable for recording and you don’t have any objectives against recording and later availability of the session on the WINNER website, please indicate this on the form.
* The programme for this digital edition will be smaller in the amount of sessions we can cater for than a full ‘live’ conference. Therefore, the organising committee might have to exercise its right to select which session ideas can be accommodated in this edition of WINNER. It will do this on the basis of the following:
  + A spread of topics and collaborations across the conference programme
  + Interactiveness of the session
  + Fit with the conference theme
  + Suitability for a wider audience

You may be asked to combine your session with another session idea. The organising committee will endeavor to communicate its feedback on your session idea by June 20, 2022. If your session is selected, we will ask you to provide a definitive title and description of your session for the website by June 30, 2022.

Please check [www.winner.or.id](http://www.winner.or.id) for regular updates or email us at [winner@nwo.nl](mailto:winner@nwo.nl).

**Contact details of the session organiser \***

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| --- | --- |
| Name | Institution/Company |
| Email | Phone |

I confirm that the personal information in this form, including the photos of the speakers, can be shared among the members of the Coordinating Committee (NWO, BRIN, ALMI, the Dutch Embassy in Jakarta and Nuffic Neso Indonesia), who will use it to select between all submitted sessions to come to a balance of topics and Dutch-Indonesian collaborations, to maintain contact in preparation for and evaluation after the conference, and that the names, affiliations, short biographies and photos of the speakers can be published on the WINNER website.

**The information below will be published in the program booklet of WINNER**

The organizers reserve the right to edit and shorten the content

**Envisioned number of participants**

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*Please indicate how many participants you would ideally prefer to have or if there is a maximum number of participants you could facilitate, taking into account, for example, the work forms you would like to use. Also interactive online sessions work best if they are planned around an optimum number of participants.*

**Titles (short and long)**

* + Each session should have a short title (preferably a maximum of 3 words) that can be used in the block schedule.

If desired, a longer title can be used in the program booklet. Example:

short title: "women's rights"

long title: "Promoting women's rights: leadership and mobilization in the 21st century"

*Short title:*

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*Long title:*

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**Description of session**

* + Please include a description of the session for on the programme webpage. The text can be a max. 250 words Consider the following elements: link with Indonesia and the Netherlands, relevance of subject, target audience
  + Please give a short description of the session format (e.g. roundtable, a hands-on workshop, a panel etc.)
  + Your session should be no more than 75 minutes.

*Description of the session for in the programme booklet (max. 250 words)*

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*Relevant SDGs (select max. 3):*

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| SDG 1: No Poverty | SDG 2: Zero Hunger | SDG 3:  Good Health and Wellbeing |
| SDG 4: Quality Education | SDG 5: Gender Equality | SDG 6: Clean Water and Sanitation |
| SDG 7: Affordable and Clean Energy | SDG 8: Decent Work and Economic Growth | SDG 9: Industry, Innovation and Infrastructure |
| SDG 10: Reduced Inequalities | SDG 11: Sustainable Cities and Communities | SDG 12: Responsible consumption and production |
| SDG 13: Climate action | SDG 14: Life below Water | SDG 15: Life on Land |
| SDG 16: Peace, Justice and Strong Institutions | SDG 17: Partnerships for the Goals |  |

*Description of the session*

**Seminar Workshop Panel Discussion Exhibition Other** (please describe in the box below)

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**Speaker list**

* + Please provide an overview of envisioned speakers (please note: not all speakers need to be confirmed at this stage. Please consider the gender balance, different institutions, different research disciplines, and balance between Dutch and Indonesian speakers)
  + Profile of the speakers (max. 100 words per person)
  + High resolution pictures of the speakers for the WINNER website (as attachment in the email)
  + Once the speaker is confirmed, we will ask you to confirm that the speaker has given permission for his or her name, organisation, photo and short biography to be published on the WINNER website.

*Overview of envisioned speakers*

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*Profile of the speakers (max. 100 words per person)*

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*Please attach the institution’s good quality logo (min 150dpi) and/or profile picture of the speaker(s) to be placed in the program booklet, website, and promotion material*



*Recording of session for later availability on the WINNER website*

**I agree that my session can be recorded and uploaded on the WINNER website**

**I do not want my session being recorded and uploaded on the WINNER website**

*Any other comments on recording of sessions*

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POSSIBLE WORK FORMS FOR INTERACTIVE SESSIONS

*Please go to* [*www.winner.or.id*](http://www.winner.or.id) *for more tips on how to organise an interactive online session. The suggestions below are examples of varying lengths. When adapting them for 75 minute sessions, keep in mind that listening attentively to a long presentation is more difficult online, so add interactive breaks between presentations or consider cutting a longer presentation into smaller segments and having discussion in between.*

**Masterclass – Presentation and interaction**

In a masterclass, an expert from a knowledge institution, the government or industry provides an interactive insight into his or her expertise. A bold and daring speaker who we can learn from and above all is inspiring. The session is aimed at sharing knowledge and skills around a specific theme.

**Possible structure:** 10 minutes presentation + 5 minutes interaction +10 minutes presentation + 25 minutes interaction, supporting visual material via for example Prezi or PowerPoint

**Best Practice – Presentation and interaction**

The ‘Best Practice’ offers a platform for a successful research collaboration/consortium setup/mix of knowledge development and questions from the field. Proposals could also be made to realise a better process or organisation of exchange, for example something that can be presented to the participants as a concept and then be discussed.

**Possible structure:** 5 minutes introduction and audience interaction + 15 minutes explanation + 25 minutes questions

**Workshop – Collaboration**

In the workshop, the participants will work together on an issue under the supervision of a moderator. In an open, honest and reciprocal manner they will jointly explore the issue and actively exchange ideas about possibilities to solve a scientific or societal problem. The workshop works best if a moderator keeps an eye on the process, time and the outcomes.

**Possible structure:** 10 minutes introduction + 25 minutes working in groups + 15 minutes presentation to each other and discussion, + 5 minutes concluding the session

**Debate in a debating chamber – Discussion based on a proposition and 'camps of proponents and opponents’**

In a debating chamber setup you can discuss various propositions with the participants.

**Possible structure:** 10 minutes introduction and the debate rules + 30 minutes debate + 5 minutes concluding the session