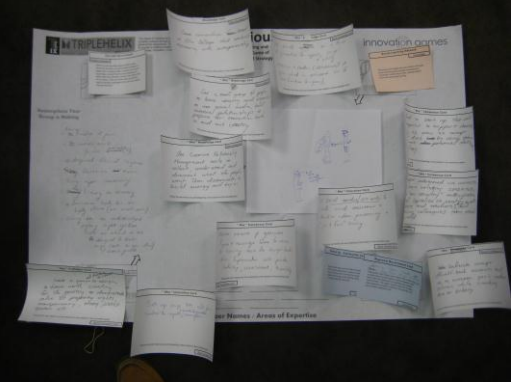

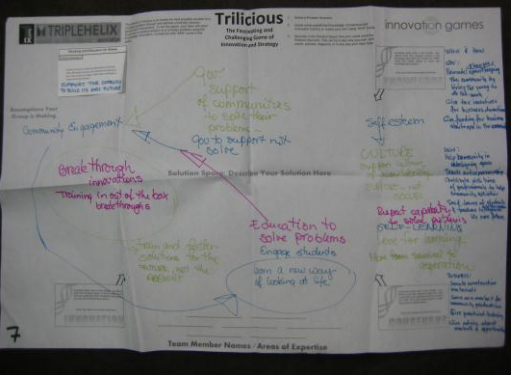


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Table	Poster	Problem	Solution
2		Corrupt Government	Table 2's solution involved using social media to expose corruption and designing a start-up that would support democratic voting after the corrupt leader's death. Game cards played include Consensus cards 'Regional Government Lead' and 'Bottom-Up Community Lead' and Knowledge card 'Social Learning Network'.
3		Government Enforcement of Intellectual Property	Table 3 compared the government enforcement of IP as a process similar to that of the metamorphosis of a butterfly. Game cards played include Innovation cards 'Entrepreneurship Training Program', 'Business Angel Investors' and 'Science Park', Consensus cards 'Top Down- Central Government Lead', 'Industry Lead', and 'University Facilitated', and Knowledge cards 'Social Learning Network', 'Trust-Based Entrepreneurship' and 'University-Industry Research Partnership'.
7		Housing and Education for Slums	Table 7 designed a self-esteem culture, in which the government financially supports the community without directly solving the problem of slum housing and education. This leads to community engagement and gives the people power and education to handle the problem in the present and future. No game cards were displayed on the final board, but these cards acted as a catalyst to stimulate the development of solutions.

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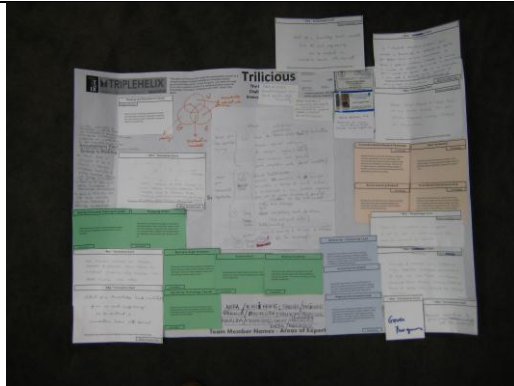
8		Green Region	<p>To tackle the water pollution problems caused by Colombian and Finnish paper mills, Table 8 proposed government standards on water recycling. These governments would also support entrepreneurs in creating green and recycling technologies that can be used locally and sold internationally to solve similar problems in the future, therefore bringing in revenue. Game cards played include Knowledge card 'University-Industry Research Partnership', Consensus cards 'Regional Government Lead', 'University Facilitated' and 'Bottom Up- Community Lead' and Innovation card 'University Technology Transfer,' as well as five AHA cards.</p>
9		Housing and Education for Slums	<p>To tackle housing and education deficits in slums, Table 9 proposed both using both direct government funding of housing and mobile education and indirectly empowering the slum community through investments and entrepreneurship. Game cards played include Knowledge card 'University-Industry Research Partnership' and Consensus cards 'Top Down-Central Government Lead' and 'University Facilitated'.</p>
13		Government Enforcement of Intellectual Property	<p>Table 13 stressed the notion of Industries and Universities taking action to formally and informally affect the protection of IP before the government is involved. Game cards played include Knowledge card 'Trust-Based Entrepreneurship', Consensus cards 'Bottom Up-Community Lead', 'University Facilitated' and 'Industry Lead' and Innovation cards 'Entrepreneurship Training Program' and 'University Technology Transfer', as well as AHA card 'Incentive/reward to publish.'</p>

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<p>14</p>		<p>Aging Population</p>	<p>Table 14 designed a “Pension-Innovation Funding Scheme” and an “Aging-Youth Unemployment Scheme” to tackle the issue of the aging population. Game cards played include Knowledge cards ‘Open Academia’ and ‘Social Learning Network’, Innovation card ‘Entrepreneurship Training Program’, Consensus cards ‘Regional Government Lead’ and ‘Bottom Up- Community Lead’, and 3 ‘AHA’ cards.</p>
<p>15</p>		<p>Housing and Education for Slums</p>	<p>Table 15 came up with the idea of changing the slums into green self-sustainable communities. This would occur by training community members to be competent in construction (a highly demanded ability in Brazil). Game cards played include Consensus cards ‘Bottom Up- Community Leads’ and ‘Regional Government Leads’, Innovation cards ‘Engaging Artists’ and ‘Entrepreneurship Training Program’ and Knowledge cards ‘University-Industry Research Partnership’ and ‘Social Learning Network’, as well as 3 ‘AHA’ cards.</p>
<p>17</p>		<p>Government Enforcement of Intellectual Property</p>	<p>Table 17’s solution to Government enforcement of IP involved inter-institutional governing mechanisms that foster production structures and small knowledge-generation networks. Game cards played include Consensus cards ‘University Facilitated’ and ‘Top Down-Central Government Lead’, Innovation cards ‘Business Angel Investors’ and ‘University Technology Transfer’, and Knowledge cards ‘Open Academia’, ‘University-Industry Research Partnership’ and ‘Trust-Based Entrepreneurship.’</p>

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18



Housing and Education for Slums

Table 18 incorporated basic educational courses and specialized educational courses teaching recycling techniques and cooperative business-- two important assets that can be combined into job opportunities for slum inhabitants. Game cards played include Knowledge cards 'University-Industry Research Partnership', 'Social Learning Network', 'Open Academia', and 'Trust-Based Entrepreneurship', Consensus cards 'Bottom Up- Community Lead', 'University Facilitated', and 'Regional Government Lead', and Innovation cards 'Entrepreneurship Training Program', 'Engaging Artists', 'Business Angel Investors', 'University Technology Transfer', 'Science Park', and 'Startup Incubator.'