

Aspect

Aspect Training

Spring \ Summer
Workshops 2026

aspect.ac.uk

Aspect Spring/Summer Training Programme

The Aspect Spring/Summer Training Programme offers a series of practical workshops designed to support academics and professional service staff in developing the skills needed to translate SHAPE research into real-world impact. Through expert-led sessions, participants will explore topics including partnership development, public sector engagement, creative technologies, and strategic approaches to commercialisation.

Each training session combines practical frameworks, real-world examples, and opportunities for discussion, helping participants build confidence and capability in navigating the innovation and knowledge exchange landscape.

Participants who complete Aspect training will receive **micro-credentials recognising the skills they have developed**. These can be stored and shared through the **getTWOit Personal Development Passport**, enabling participants to track their professional development, showcase their expertise, and build a structured record of their growing skills in SHAPE commercialisation.

Building Skills for a Future-Ready Workforce

At Aspect, we understand the importance of skill literacy in fostering professional growth. Each of our training programmes awards **micro-credentials**, providing formal recognition of the skills acquired. These micro-credentials serve as essential building blocks in career development, allowing learners to showcase their expertise in a tangible, structured manner.

By adopting a **micro-credential framework**, we aim to:

- Enhance transparency in skill development across SHAPE commercialisation activities.
- Offer professionals a clear **career progression pathway** within knowledge exchange.
- Foster an ecosystem of lifelong learning and interdisciplinary collaboration.

Participants gain competencies in areas such as **communication, stakeholder engagement, decision-making, problem-solving, and adaptability**, equipping them to lead innovation in their respective fields.

SPRING \ SUMMER WORKSHOPS 2026 SKILL DEVELOPMENT DISTRIBUTION



1 Mindset and Gameplan for SHAPE Commercialisation

A Two-Part Mindset and Strategy Workshop Series

Pursuing SHAPE commercialisation often involves uncertainty, competing priorities, and constant change. This workshop series equips academics and professional staff with the mindset and practical tools needed to navigate these challenges with confidence and clarity.

Participants will explore how mindset influences professional growth and decision-making while developing practical frameworks for goal-setting, planning, and sustained progress.

Target Audience

Academics/Professional Service Staff.

Prior knowledge

No prior knowledge required.

Key Benefits

By the end of this course, participants will be able to:

- ✓ Develop a growth mindset to navigate uncertainty and challenges in SHAPE commercialisation
- ✓ Identify personal motivations and recognise internal and external blockers to progress
- ✓ Reframe obstacles as opportunities and build confidence and resilience in complex academic environments
- ✓ Create a clear, personalised GAMEPLAN to guide short- and long-term professional goals
- ✓ Apply practical techniques for prioritisation, focus, and time management amid competing demands
- ✓ Build sustainable habits and accountability mechanisms to support ongoing development and impact



Session 1

The Magic of Mindset

This session explores how beliefs and thought patterns shape behaviour and outcomes. Participants will examine the principles of a growth mindset and learn strategies to reframe challenges as opportunities.

Through discussion and reflection, participants will build resilience and develop practical approaches for navigating uncertainty in SHAPE commercialisation.

Session 2

GAMEPLAN – Strategy for Growth

This session introduces practical frameworks for planning, goal-setting, and sustained progress. Participants will clarify motivations, identify barriers to progress, and develop a structured GAMEPLAN for achieving their goals.

Participants will also explore techniques for prioritisation, focus, and accountability to support long-term development.

Format

Two webinar sessions with Q&A (Zoom)

Location

Online (Zoom link will be provided at least 2 days and 1 week before the course starts)

Prices

COMPLIMENTARY to all Aspect members
– not available for the general public

Quota

Unlimited attendance per Aspect member

Dates

28 April 2026 and 5 May 2026

Time

14:00 – 16:00 UK Time

REGISTRATION DEADLINE:

26 April 2026

[Register Here](#)

Skills Development

Communication: 5%

Share insights and reflections through discussion and interactive exercises.

Working with Others: 5%

Engage in shared learning through group discussions and collaborative reflection.

Decision Making: 15%

Apply strategic thinking and goal-setting frameworks to guide professional development.

Designing Research and Collecting Evidence: 5%

Use reflective techniques as informal evidence to support planning and development.

Analysing: 10%

Use reflective exercises to evaluate motivations, progress, and behavioural patterns.

Independence: 15%

Strengthen self-directed growth through reflection and personal development planning.

Adaptability and Creativity: 25%

Develop a growth mindset and learn to reframe challenges as opportunities.

Problem Solving: 20%

Identify barriers and develop strategies to overcome internal and external challenges.



2 Creative Technology Series

Six online sessions exploring AI and digital tools in research practice

This six-session workshop series explores how AI and digital tools can support research, communication, and project development. Rather than focusing on individual platforms in isolation, the programme examines how tools, workflows, and outputs fit together across a project lifecycle.

Participants will learn how to prototype ideas earlier, communicate projects more clearly, and demonstrate impact more effectively using creative technologies.

The course is suitable for participants at all levels and **requires no prior experience with AI or digital tools.**

Target Audience

Early-Mid Stage Academics/Professional Service Staff

Prior knowledge

No existing project required – perfect for those looking to build new skills or enhance creative technology use

Key Benefits

- ✓ Gain practical, hands-on experience with creative technology
- ✓ Develop skills to create scalable impact from your academic work
- ✓ Network with peers and share best practices
- ✓ No prior technical expertise required – suitable for all skill levels

Format

- Six online webinar sessions, each focusing on a specific creative technology
- Flexible online format allows for unlimited participation and diverse networking opportunities
- Live Q&A sessions to address your specific questions and challenges



Location

Online (Zoom link will be provided at least 2 days and 1 week before the course starts)

Prices

COMPLIMENTARY to all Aspect members – not available for the general public

Quota

Unlimited attendance per Aspect Member

Dates:

4, 9, 11, 16, 18, 23 June 2026

Time:

12:00 – 13:30 UK Time

REGISTRATION DEADLINE:

2 June 2026

[Register Here](#)

Workshop Schedule

4 June: Session 1

The AI Landscape: Tools, Shifts and Ways to Process Sensitive Information

This opening session gets participants up to speed on how the AI landscape is changing in practice. It explores how widely used tools such as Copilot, ChatGPT and NotebookLM are evolving, where people are now getting stronger results, and how prompting, context and workflow approaches have matured. Alongside these updates, the session considers how to make informed choices about where and how to use AI, including when working with sensitive information or within institutional constraints. Participants will leave with a refreshed understanding of what works now and how to approach AI more confidently in their own work.

9 June: Session 2

Designing an Effective AI Workflow Across a Project

This workshop moves beyond individual tools to focus on how they can work together to support a project from start to finish. Participants will explore how tools such as Copilot, ChatGPT and NotebookLM can support thinking, synthesis and communication when used intentionally. The emphasis is on building a workflow that saves time, reduces friction and supports collaboration, rather than adding complexity. By the end of the session, participants will have a clearer sense of how to structure their own AI-supported working process.

11 June: Session 3

From Idea to Prototype Platform or App

This session shows how AI build tools can help move ideas into something tangible much earlier in a project lifecycle. Participants will explore how accessible tools can be used to create simple working platforms or apps that allow concepts to be demonstrated, shared and tested. The focus is on creating usable prototypes that support discussion, funding conversations and collaborative development, rather than producing polished final products. The session aims to build confidence in turning abstract ideas into visible, interactive outputs.

16 June: Session 4

Creating a Practical Project Website with AI Support

This session focuses on producing a clear, functional project website within a short timeframe using AI-supported tools. A number of case studies will first be used to illustrate key use cases. Then, participants will start with a project idea or outline and work towards a live site that can be used to support conversations with collaborators, partners or funders. The emphasis is on usefulness rather than perfection, helping participants understand how an early digital presence can strengthen credibility, coordination and project momentum from the outset.

18 June: Session 5

Demonstrating Impact, Evidence and Value

This session focuses on how projects demonstrate their value in ways that resonate with institutions, partners and funders. Participants will explore how AI tools can support the organisation of evidence, analysis of outcomes and development of clear narratives about impact. Rather than treating impact as something written at the end of a project, the session shows how it can be designed into delivery from the start. Participants will leave with practical approaches for articulating what their work achieves and why it matters.

23 June: Session 6

Gamification and Playable Experiences

The final session explores how game design can be used as an engagement tool with case studies. Participants will look at how game jams, rapid prototyping and interactive systems can help explore complex questions, test ideas and co-create solutions with audiences. The session also considers how games can function as outputs in their own right and how insight can be gathered through player interaction. It encourages participants to think about where playful, participatory systems might open up new possibilities within their own work. The session will also support participants in acknowledging accessibility and inclusivity considerations when designing playable experiences.

Skills Development

Communication: 25%

Communicate research clearly using digital tools such as video, websites, and interactive media.

Working with Others: 10%

Collaborate with peers and explore ways to engage partners and stakeholders.

Decision Making: 10%

Select appropriate tools and approaches to support communication and engagement goals.

Designing Research and Collecting Evidence: 5%

Apply digital tools to support research development and evidence gathering.

Analysing: 15%

Evaluate how effectively digital outputs communicate research and project outcomes.

Independence: 10%

Apply tools and techniques independently through practical exercises and projects.

Adaptability & Creativity: 15%

Develop creative approaches to presenting research using evolving digital tools.

Problem Solving: 10%

Address technical and design challenges when developing digital outputs and prototypes.



Skills Development Distribution



3 Developing SHAPE Projects for Governments and NGOs

This four-hour virtual training equips participants with the knowledge and practical tools needed to develop and commercialise SHAPE projects for governments and NGOs. With a focus on public sector collaboration, the course explores how partnerships with governments, NGOs, and commercial organisations differ and how these differences shape project development.

Participants will learn how to identify opportunities, engage relevant stakeholders, and prepare projects for the specific requirements of government and NGO partnerships. Through practical discussion, real-world case studies, and applied frameworks, the training supports participants in developing projects that deliver meaningful public sector impact.

Participants will receive an **Aspect micro-credential** recognising the skills developed through the course.

Target Audience

Academics and Professional Service Staff interested in working with governments and NGOs.

Prior knowledge

This course builds on **Engaging with External Partners**. Participants who have not previously attended that course are encouraged to review the recording and materials shared with registrants.

Key Benefits

By the end of this course, participants will be able to:

- ✓ Identify opportunities for SHAPE projects within government and NGO sectors
- ✓ Recognise collaboration opportunities and gaps in the market
- ✓ Engage effectively with relevant departments and decision-makers
- ✓ Understand public-sector deal-making and partnership dynamics
- ✓ Navigate procurement processes and supplier registration
- ✓ Address security, logistics, & compliance requirements



Format

Two interactive online sessions (Zoom)

Location

Interactive online workshop (Zoom link will be provided at least 2 days and 1 week before the course starts)

Prices

- **COMPLIMENTARY** for ASPECT HUB members
- £160 pp (£206.05 incl. VAT and Eventbrite fee) for ASPECT NETWORK members
- £480 pp (£616.74 incl. VAT and Eventbrite fee) for the general public

Quota

- Four allocated seats per Aspect Hub Member
- Seven allocated seats for all Aspect Network Members

All remaining and unused quotas will be distributed to Aspect Hub members registered on the waiting list.

Dates

19 March 2026 and 26 March 2026

Time

14:00 – 16:00 (UK Time)

REGISTRATION DEADLINES

Hub Members: 3 March 2026*

Network Members: 17 March 2026

There are limited available space so hurry and register now! If the registration is full then register your interest on the [waiting list](#) and if any spaces become available you will be notified.

Register here

Still open for Network Members and the general public. Hub Members can register through the waitinglist.

Register here for the waiting list

Skills Development

Communication: 25%

Learn to communicate the value of SHAPE projects clearly to government and NGO stakeholders.

Working with Others: 20%

Develop effective collaboration with public sector partners and relevant stakeholders.

Decision Making: 15%

Make informed decisions about engagement strategies and project development pathways.

Designing Research and Collecting Evidence: 10%

Align research design and supporting evidence with public-sector partnership requirements.

Analysing: 15%

Assess government and NGO landscapes to identify opportunities and collaboration potential.

Independence: 5%

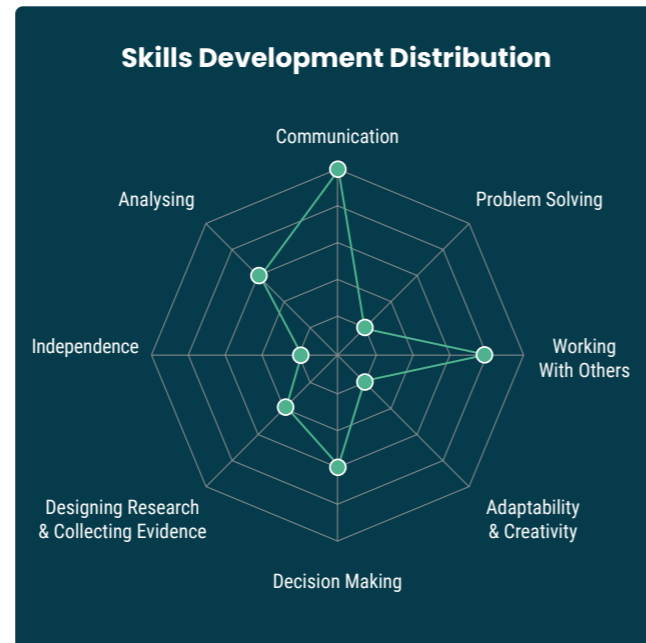
Apply frameworks and case studies independently to develop project ideas.

Adaptability and Creativity: 5%

Adapt communication and engagement approaches to different public-sector contexts.

Problem Solving: 5%

Address challenges related to procurement systems, compliance, and stakeholder engagement.



For any training enquiries contact:
frank.kawang@oxentia.com

For any micro-credential, marketing or
communications enquires contact:
sean.farran@aspect.ac.uk