

CHANGEMAKER DEFINITIONS



As a student, employee, community or industry partner, you may come across these terms in your changemaking activities at the college.

Georgian changemaker

DEFINITIONS



APPLIED RESEARCH:

seeks solutions to real-life, tangible problems using existing and/or innovative technologies.

ASHOKA:

an international organization that supports the largest global network of social entrepreneurs and changemakers.

ASHOKA CANADA:

the Canadian branch of Ashoka that aims to build a radically new Canada where solutions outrun problems – a country where everyone is a changemaker.

ASHOKA U:

an initiative of Ashoka that works with colleges and universities to foster a campus-wide culture of social innovation and changemaking.

ASHOKA U COMMONS:

an online, professional development program for higher education faculty and staff working to advance social innovation education opportunities on their campuses.

ASHOKA U EXCHANGE:

an annual event that brings together participants from colleges and universities around the world.

CAPACITY BUILDING:

developing and strengthening the skills, abilities, processes and resources that individuals, organizations and communities need to survive, adapt and thrive in our evolving world.

CHANGEMAKER:

someone who desires positive change in the world and, after gathering knowledge and resources, makes change happen.

CHANGEMAKING:

creating positive cultural, environmental or social change.

CHANGEMAKER CAMPUS:

a university, college or campus belonging to a community of global leaders and institutions that work collectively to make social innovation and changemaking the new norm in higher education and beyond.

CHANGEMAKER CAMPUS NETWORK:

a dynamic, global community of students, staff, administrators, faculty and community partners who share inspiration, connections and a commitment to broaden the reach and impact of social innovation and changemaking around the world.

CHANGEMAKER EDUCATION:

provides a robust toolkit of skills, strategies and analytical frameworks for social change.

Ideal learning outcomes include:

- Critical reflection around changemaking experiences
- Self-reflection and mindfulness
- Global awareness and cultural understanding
- Creativity and imagination
- Human-centred values and behaviour, including respect and empathy

- Teamwork
- Ability to both lead and follow
- Critical thinking and problem-solving skills

CHANGE CHAMPION:

the senior leader or chief advocate at Georgian who sponsors the Ashoka U Changemaker Campus initiative and who makes social innovation and changemaking a priority.

CHANGE LEADER:

faculty, staff and/or administrators at Georgian with the institutional mandate, vision and grit to advance social innovation and changemaking.

General characteristics of a change leader include:

- Intrapreneurial/entrepreneurial track record
- Experience in social innovation and changemaking in higher education
- Alignment with Ashoka's Everyone a Changemaker vision
- Social and emotional intelligence
- Fluid or adaptive leadership
- Collaborative and trustworthy

CHANGE TEAM:

a committed, interdisciplinary group of faculty, staff, administrators, students and community members at Georgian who help grow and strengthen the campus-wide ecosystem for social innovation and changemaking.

CIRCULAR ECONOMY:

an alternative to a traditional linear economy (make, use, dispose), a circular economy is regenerative and restorative.

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CIVIC ENGAGEMENT:

individual or collective actions that identify and address issues of public concern.

COMMUNITY IMPACT PROJECT:

a student-led project at Georgian that helps a community partner address an identified gap in services.

COMMUNITY SERVICE LEARNING:

a teaching and learning strategy that integrates meaningful community service with instruction and critical reflection to enrich the learning experience and strengthen communities.

CO-CURRICULAR RECORD:

an official document used to recognize student participation in leadership and volunteer activities outside the classroom; it can be used to enhance resumé, career, academic and/or personal portfolios.

CULTURE:

shared assumptions, behaviours, values and beliefs that govern how people engage and connect.

DISRUPT:

to challenge, disturb or interrupt the way something is usually done.

ECOSYSTEM:

everything that interacts to make up Georgian – from curriculum and experiential learning, to people and processes.

EMPATHY:

the ability to see and understand the world from someone else's perspective; to put yourself in their shoes.

ENTREPRENEURSHIP:

the dynamic process of transforming an idea into something of lasting economic, social and/or environmental value.

EXPERIENTIAL LEARNING:

learning by doing and reflecting on the experience.

HUMAN-CENTRED DESIGN:

a management and design framework that puts people at the centre of everything – from brainstorming and conceptualizing, to development and implementation.

INNOVATION:

finding new ways to solve existing problems.

INTERDISCIPLINARY:

combining two or more academic disciplines into one activity; drawing on knowledge from several fields.

INTRAPRENEUR:

someone who works for an employer, but has the creativity and drive of an entrepreneur. They bring new ideas to life, undertaking innovations in product, process or service.

INTRAPRENEURIAL:

thinking and behaving like an entrepreneur within your role.

LAUNCHPAD:

the Canadian college version of Ashoka U Commons.

MAKER:

someone who likes to imagine, tinker and create.

MCCONNELL FOUNDATION:

a private Canadian foundation that develops and applies innovative approaches to social, cultural, economic and environmental challenges.

PHILANTHROPY:

selfless concern and action for human welfare and advancement, e.g. donating money to a charity or volunteering.

RECODE:

a funding initiative of the J.W. McConnell Family Foundation that supports the development of on-campus social innovation and social entrepreneurship initiatives and activities.

SHIFT DISTURBER:

Someone whose uncommon but successful behaviours or strategies enable change to happen.

SOCIAL ENTERPRISE:

a revenue-generating business with surpluses reinvested into the community to address a social cause.

SOCIAL ENTREPRENEUR:

a person who establishes an enterprise with the aim of solving social issues or effecting positive social change.

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SOCIAL ENTREPRENEURSHIP:

business with a changemaking outcome. An entrepreneur ties their activities to the ultimate goal of creating positive social change.

SOCIAL HACK:

Tackling social issues using problem-solving frameworks like systems thinking or human-centred design.

SOCIAL IMPACT:

significant, positive change that addresses a pressing social challenge.

SOCIAL IMPACT MEASUREMENT:

the use of measures to demonstrate social change has occurred as a result of a program or initiative.

SOCIAL INFRASTRUCTURE:

the interdependent mix of facilities, places, spaces, programs, projects, services and networks that maintain or improve the standard of living and quality of life in a community.

SOCIAL INNOVATION:

the creation of new ideas that resolve existing social, cultural, economic and environmental challenges for the benefit of people and the planet; social innovation is systems-changing – it permanently alters the perceptions, behaviours and structures that gave rise to these challenges.

SOCIAL JUSTICE:

based on concepts of human rights and equality, the principle that all individuals and groups are entitled to fair and equitable treatment.

STAKEHOLDERS:

those with an interest in and affected by an institution, e.g. students, faculty and staff, alumni, donors, community and industry partners.

START-UP:

a business just starting to develop.

SYSTEMS THINKING:

understanding how elements within a system interact and are connected to help identify new ways of addressing complex problems.

THOUGHT LEADERSHIP:

sharing informed, trusted knowledge that moves and inspires people.

TRANSFORM:

change one thing into a different thing; change something in form, nature or function.

WICKED PROBLEM:

a problem that's difficult to solve due to complex and often contradictory factors. The problem is often intertwined with other problems. There are usually many stakeholders with different ideas about what causes it. There are also no right or wrong solutions, only possible paths.

WORK-INTEGRATED LEARNING:

experiential learning that occurs in a workplace or is strongly associated with a workplace.