

# SUMMER SCHOOL 2013

INNOVATION  
INSPIRED  
BY NATURE



## WEEK 1: INSPIRE

Monday 12th of August	Tuesday 13th of August	Wednesday 14th of August	Thursday 15th of August	Friday 16th of August
8.30-9.00 Team Meetings	8.30-9.00 Team Meetings	8.30-9.00 Team Meetings	8.30-9.00 Log book work	8.30-9.00 Team Meetings
9.00-9.15 <b>Welcome to the first week</b>	9.00-12.00 <b>Biomimicry Lecture 1: Search nature</b>	9.00-12.00 <b>Biomimicry Lecture 2: Understand nature</b>	9.00-11.00 <b>Innovation Lecture 2: Critique of innovation theory</b>	9.00-12.00 <b>Innovation Lecture 3: Innovative workshop design</b>
9.00-12.00 <b>How to understand and define a problem</b>	By Torben Lenau, Associate professor, DTU	By Annette Bruun-Jensen, Associate professor, and Jacobus Boomsma, Professor, UCPH	By Daved Barry, Professor, CBS	By Daved Barry, Professor, CBS
By Balder Onarheim, Assistant professor, DTU			11.00-12.00 <b>Cross-disciplinary lecture: The why, how and what not to do</b>	
			Maja Horst, PhD, UCPH	
12.00-13.00: Lunch				
13.00-16.00 <b>The arts of process and planning</b>	13.00-16.00 <b>Innovation Lecture 1: What is innovation?</b>	13.00-15.00 <b>Inspirational lecture: The creative mind</b>	13.00-16.00 <b>Biomimicry Lecture 3: Apply principles from nature</b>	13.00-16.00 Team presentation
By Balder Onarheim, Assistant professor, DTU	By Daved Barry, Professor, CBS	By Morten de Fine Friis-Olivarius, CBS	By Phillip Cash, Assistant professor, DTU	<b>Deliverable:</b> Problem understanding, contextual analysis and workshop design
		15.00-17.00 Work in teams		16.00 Friday beer

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## WEEK 2: EXPLORE

Monday 19th of August	Tuesday 20th of August	Wednesday 21th of August	Thursday 22th of August	Friday 23th of August
9.00-12.00 On location: <b>Company work session</b> - Students facilitate workshop with the company  Back at the Studio at 12.50	8.30-9.00 Team Meetings  9.00-12.00 <b>Workshop II: Idea generation</b> By Joakim Rex Chaos Pilot	8.30-9.00 Team Meetings  9.00-12.00 Work in teams	8.30-9.00 Log book work  9.00-12.00 Work in teams  <b>Field studies: Investigate the potential</b>	8.30-9.00 Team Meetings  9.00-12.00 Work in teams - Prepare presentation
12.00-13.00: Lunch				
13.00-16.00 <b>Welcome to the second week</b>  Work in teams and meet with summer school facilitators  <b>Workshop I: Bio cards development – finding solutions in nature</b>	13.00-16.00 <b>Workshop III: Introducing prototyping - as an explorative method</b> By Rune Rex, FABLAB TI	13.00-15.00 <b>Inspirational lecture: Are Trends Going Out of Fashion? A New Approach to Trend Studies using Botany as Inspiration</b> By Maria Mackinney -Valentin, Associate Professor  15.00-17.00 Work in teams	13.00-16.00 <b>Workshop IV: The art of the good presentation</b> By Majse Garde, Dramaturg	13.00-16.00 Team presentation <b>Deliverable:</b> Innovation themes and prototypes  16.00 Friday beer

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## WEEK 3: CREATE

Monday 26th of August	Tuesday 27th of August	Wednesday 28th of August	Thursday 29th of August	Friday 30th of August
8.30-9.00 Team Meetings	8.30-9.00 Team Meetings	8.30-9.00 Team Meetings	8.30-9.00 Log book work	8.30-9.00 Team Meetings
9.00-9.15 <b>Welcome to the third week</b>	9.00-12.00 <b>Counseling sessions</b> with bio experts	9.00-12.00 Work in teams	9.00-12.00 <b>Counseling sessions</b> with bio expert Julian Vincent	9.00-12.00 Work in teams - Preparing the final presentation
9.15-12.00 Work in teams				
12.00-13.00: Lunch				
13.00-16.00 <b>Introduction to idea selection and concept design</b>	13.00-16.00 Work in teams - Choose one innovation theme to continue with	13.00-15.00 <b>Inspirational lecture by Julian Vincent</b> , Honorary Professor of Biomimetics, University of Bath	13.00-16.00 Work in teams	13.00-16.00 <b>Team presentation</b> Case companies are invited for presentation of final concept
Work in teams with facilitators		15.00-17.00 Work in teams		<b>Deliverable:</b> Final Concept and prototype
				16.00 Friday beer and party