

Programme planning

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Week 1: Inspire					
	Monday, 12th of August	Tuesday, 13th of August	Wednesday, 14th of August	Thursday, 15th of August	Friday, 16th August
8:00	The Studio opens	The Studio opens	The Studio opens	The Studio opens	The Studio opens
8.30-9.00	Breakfast Team Meetings Present: NR, SJJ, RO,	Team meetings Facilitators available Present: NR, SJJ, RO,	Team meetings Facilitators available Present: NR, SJJ, RO,	Log book work	Team Meetings Facilitators available
9-12.00	<p>9.00-9.15 Welcome to the first week - HOST: Nina Intro to the week and hand-outs Deliverable week 1 Log book work template Double diamond procesmodel Context map Workshop design</p> <p>9.15-12.00: How to understand and define a problem (BO)</p> <p>9.15-10.00: Lecture: Innovation projects and teams 10-10.30: Workshop: Course navigation map (facilitators) 10.45-11.15:Lecture Balancing constraints. 11.15 – 11.25: Lecture: Discovery skills 11.25 – 12.00: workshop: Opening the case. (facilitators)</p> <p>Present: NR, SJJ, RO,</p>	<p>Biomimicry Lecture 1: Search nature Introduction to the field of nature inspired design and additionally addresses how to explore and search.</p> <p>Torben will be using two methods for searching: Traditional brainstorm with the limitation that only items from nature should be considered – this is good for focusing the search – and search using asknature – including their taxonomy.</p> <p>Introduction to and first formulation of biocards if there is time, otherwise it would be part of Biomimicry Lecture 2.</p> <p>The format will be lectures and exercises. Lecturer: Torben Lenau (TL)</p> <p>Present: NR, SJJ, RO,</p>	<p>Biomimicry Lecture 2: Understand nature</p> <p>9.00 – 11.00 How to understand your problem and solutions inspired by nature. Transportation as a design problem and finding inspiration by looking at transport in insect societies. (Introduction to and first formulation of biocards if this hasn't been covered in Biomimicry Lecture 1) The format will be lectures and exercises. Lecturer: Annette Bruun-Jensen (ABJ)</p> <p>11.00 -12.00 Learning from social insects Lecture by Jacobus Boomsma from Centre of Social Evolution http://socialevolution.ku.dk/</p>	<p>Innovation Lecture 2: critique of innovation theory Discussion of the literature—how could we advance the literature in light of the concepts and practices that are in the room.</p> <p>Format: discussion of literature that the students have read beforehand Lecturer: Daved Barry (DB)</p> <p>11.00-12.00 Cross-disciplinarity Lecture: The why, how and what-not-to-do The format will be a lecture. Lecturer: Maja Horst. (MH)</p> <p>Present: NR, SJJ, RO,</p>	<p>Innovation Lecture 3: Innovative workshop design Apply innovation and design techniques to the design of the student workshops</p> <p>Format: lecture and work in teams afterwards Lecturer: Daved Barry (DB)</p>
12-13.00	Lunch	Lunch	IBN Team meeting (facilitators and coordinators) (NR)	Lunch	Lunch
13-16.00	<p>The arts of process and planning (BO)</p> <p>13.00 – 13.15: Lecture: Project planning 13.15 – 14.00: Workshop: Making project plans. (facilitators) 14.10 – 15.30: 15 min. Workshops: Project management. (facilitators) 15.30 – 16.00: Lecture: Multidisciplinarity revisited</p> <p>Present: NR, SJJ, RO,</p>	<p>Innovation Lecture 1: What is innovation? Introduction to the field: Innovation, creative concepts and practices that are in the room</p> <p>Format: demo and swap some of the practices. Apply practices to nature-based search (both problem framing and solutions) Lecturer: Daved Barry (DB) Present: NR, SJJ, RO,</p>	<p>13.00-15.00 Inspirational lecture: the creative mind by Morten de Fine Friis-Olivarius.</p> <p>15.00-16.00 Team work: Problem analysis and this week's deliverable</p> <p>16.00-17.00 Work in teams together with partner team: Problem analysis and Contextual analysis Workshop design => develop playbook and plan facilitation and documentation (facilitator guidance) Present: NR, SJJ, RO,</p>	<p>Biomimicry Lecture 3: Apply principles from nature</p> <p>How to apply your understanding.</p> <p>Covering both the problem-driven (also called application driven or the top-down) and solution driven (also called inspiration driven and bottom up) approaches.</p> <p>The format will be lectures and exercises. Lecturer: Phillip Cash (PC) Present: NR, SJJ, RO,</p>	<p>13.00-14.00 Partner teams prepare joint presentation</p> <p>14.00-16.00 Team presentation (both partner teams) in plenum of the deliverable:</p> <ul style="list-style-type: none"> • Problem definition • Context map • Workshop design <p>The partner teams will do the presentation together. Present: NR, SJJ, RO,</p> <p>16.00-17.00: Friday beer 17.00-00.00 InnOlympics at Studentarhuset</p>

Week 2: Explore

	Monday, 19th of August	Tuesday, 20th of August	Wednesday, 21th of August	Thursday, 22th of August	Friday, 23th of August	
8:00		The Studio opens	The Studio opens	The Studio opens	The Studio opens	
8.30-9.00	Departure to companies	Team meetings	Team meetings Present: NR, SJA, RO,	Log book work	Team Meetings	
9.00-12.00	Company workshop session - meeting with the company, preferably at the company – the students facilitate workshops with the companies about the case, problem understanding, questions, and the opportunities they see. They fill out the empty context map with the company.	Workshop I: Idea generation By Joakim Rex Methods used in workshop: - Journalling - Future Pull - Brainwalking - Confusion Tolerance - The Worst Idea Possible - Collaging	Work in teams Prototyping, exploring the themes Plan field studies?	Work in teams Field studies: investigate the potential of the ideas/prototypes with e.g. user, customers, or other	Work in teams Prepare presentation	
12.00-13.00	Departure from companies to The Studio	Lunch	IBN Team meeting (supervisors and coordinators) (NR)	Lunch	Lunch	
13-16.00	13.00-13.15 Welcome to the second week Intro to the week and hand-outs Deliverable week 2 Context map revideret Log book work template Bio card template Bio card method Host: Nina	Workshop II: Introducing prototyping - as an explorative method. By Rune Rex/TI Fab-Lab. Workshop elements: - Presentation of prototyping principles and applications - Developing prototypes - Planning the further prototyping process and get feedback on this Rune will have a joint session in plenum with all the groups (ca. 1 hour). Afterwards the teams work at their stations and Rune will come round and give them counseling.	13.00-14.00 Inspirational lecture: Are Trends Going Out of Fashion? A New Approach to Trend Studies using Botany as Inspiration By Maria Mackinney-Valentin, ph.d. Associate Professor Royal Danish Academy of Fine Arts, Design School	13.00-16.00 Workshop III: The art of the good presentation By Majse Garde Bergman, dramaturg (3 timer) Present: NR, SJA, RO,	Team presentation in plenum: Deliverables: <ul style="list-style-type: none"> • Problem analysis revised • Context map revised • Bio-cards • Innovation themes (clusters) covering all the ideas • Prototypes of selected ideas Present: NR, SJA, RO,	
	13.15-15.00 Work in teams Meet with summer school facilitators Conclusions, analysis and discussions based on company work session, compare context map, redefine problem statement - Problem statement “How can we...?”		14.00-17.00 Work in teams			Friday beer
	15.00-16.00 Bio cards development – finding solutions in nature (facilitators present) Present: NR, SJA, RO,				15.00-17.00 Work in teams and meet with summer school facilitators Conclusions, analysis and discussions based on field studies	

Week 3: Create					
	Monday, 26th of August	Tuesday, 27th of August	Wednesday, 28th of August	Thursday, 29th of August	Friday, 30th of August
8:00	The Studio opens	The Studio opens	The Studio opens	The Studio opens	The Studio opens
8.30-9.00	Team Meetings	Team meetings	Team meetings	Log book work	Team Meetings
9-12.00	<p>9.00-9.15 Welcome to the third week Intro to the week and hand-outs Report requirements Deliverable week 3 Log book work template Host: Nina</p> <p>9.15-12.00 Work in teams</p>	<p>Counseling sessions with bio experts Torben Lenau Annette Bruun Jensen Thure Pavlo Hauser</p>	<p>Work in teams</p>	<p>Work in teams - Choose one concept to continue with</p>	<p>Work in teams Preparing the afternoons final presentation</p>
12-13.00	Lunch	Lunch	IBN Team meeting (supervisors and coordinators) (NR)	Lunch	Lunch
13-16.00	<p>Introduction to idea selection and concept design (BO) (connecting to this weeks deliverable, and the final reports) Short intro – max 30 min.</p> <p>Morphology-charts, clustering, Conceptualization Select 3-7 concepts</p> <p>Work in teams with facilitators</p>	<p>Counseling sessions with bio expert Julian Vincent</p> <p>Julian Vincent will walk around and visit each group and see their work, answer questions ect. (PC/TL will be there)</p>	<p>13.00-15.00 Inspirational lecture by Julian Vincent,</p>	<p>Work in teams</p>	<p>Final team presentation in plenum Case companies are invited for presentation of final concept and prototype. Deliverables:</p> <ul style="list-style-type: none"> • Problem analysis revised • Context map revised • Final concept • Prototype <p>Host: Annette Bruun Jensen</p> <p>Report: 5 pages of concept description</p>
			<p>15.00-17.00 Work in teams</p>		<p>Friday Beer Final party with dinner</p>