

SUMMER SCHOOL 2013 INNOVATION INSPIRED BY NATURE

LEARNING OBJECTIVES

<p>Subject: Team Dynamics</p> <p>The student should be able to:</p> <ul style="list-style-type: none"> • Define high-performance teams. • Discuss the limitation of teams. 	<p>Subject: Design and Creativity.</p> <ul style="list-style-type: none"> • Understand various design processes • Understand the theoretical foundations for the creative process • Discuss creative leadership
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KICK OFF	IT'S ALL ABOUT TEAM	MATERIALS	RESPONSIBLE
Date: August 5 th . @ZOO.	<p><i>Design objectives:</i> Transcending the Summer School as school by framing a professional mindset and context.</p> <p><i>Learning objectives:</i> Team dynamics and core concepts as outlined in above mentioned.</p>	WE MIGHT NEED UMBRELLAS OR RAINCOATS FOR THE 'INTO the WILD'	BO: Balder Onarheim. NR: Nina Riis. DB: Daved Barry. ABJ: Annette Bruun Jensen. MC: Merete Carlson. TL: Torben Lennau.
08.00 – 09.00	Crew Breakfast: Kick off final crew briefing.	Breakfast 1	Host: BO
09.00 – 09.30	<p>BREAKFAST & CHECK-IN</p> <p>Students arrive to first impression.</p> <p>Registration and breakfast.</p>	<ul style="list-style-type: none"> • Students Start Kit: Note book; name tag; week plan; crew contacts, mulepose, t-shirt. • Breakfast 2 • Registration list. 	Host: NR.
09.30 – 09.45	<p>STAGING: Summer School 2013.</p> <p>Introduction to Innovation Inspired by Nature.</p> <ul style="list-style-type: none"> • Course presentation and today's program. 	Powerpoint.	Host: ABJ.

09.45 – 10.05	<p>LECTURE: Theoretical overview of key concepts.</p> <ul style="list-style-type: none"> • Biomimicry • Innovation • Design & Creativity • Prototyping <p><i>-and the value of the multidisciplinary of the teachers</i></p>	Keynote	Host: BO
10.05 – 10.35	<p>LECTURE: Team performance Contextualizing the team exercises.</p> <p>What is a team? How are teams forming until performing?</p> <p>(in pairs, discuss and share</p>	Keynote	Host: BO
10.35 – 10.45	BREAK		
10.45 – 11.00	<p>WORKSHOP: Shed the old baggage Entering a new world of innovation and creativity.</p> <ul style="list-style-type: none"> • In pairs, work with assignment • Findings in plenum: What have you learned? 	Post-its etc	Host: BO
11.00 – 11.20	<p>TEAM INTRODUCTION Introducing the project teams.</p> <p>Introduction to the facilitators.</p> <p><i>(no break here – directly to the wild)</i></p>	?	NR&RO
11.20 – 13.00	<p>INTO THE WILD: Follow the white rabbit. (inkl. Lunch) Building high-performance teams at the ZOO. (see separate program for facilitators)</p> <p>Key aspects: find animal, discuss expectations, agree on team vision</p> <p>INCLUDING LUNCH (madpakker from ZOO)</p>	Madpakker (ZOO provides) The creative team kit :)	Head coordinators: BO
13.00 – 13.45	WORKSHOP: Team charter		Head facilitators: BO

	Balder introduces the team charter <ul style="list-style-type: none"> Team charter workshop, <i>with supervisors</i> 		Support facilitators: ALL
13.45 – 14.00	BREAK		
14.00 – 15.00	WORKSHOP: The project brief Client and project teams		Host: NR
15.00 – 15.15	BREAK (possibly time to discuss with companies)		
15.15 – 16.00	LECTURE: Design/creativity processes The double diamond and the relation to the course [note to self: this is where the first multidisciplinary bits come into play] HOME ASSIGNMENT! Bring an object for your team		Host: BO
16.00 – 16.30	Beers at ZOO		
16.30 – 17.00	[transportation to villa] Note: Walking distance 1,5 km (approx 20 mins through Fredriksberg Have: http://goo.gl/maps/GNTFh). Some might bike, so we should split the group in bikes (BO can take them) and someone to walk the rest. There should be printed maps available if anyone is driving (and can bring some of the walkers).	Printed maps	
17.00 – late	Cava in the Studio		

LEARNING OBJECTIVES

<p>Subject: Team Dynamics 2</p> <p>The student should be able to:</p> <ul style="list-style-type: none"> Understand the role of teams in innovation Understand the role of multidisciplinary in innovation Plan an innovation project under uncertainty 	<p>Subject: Creativity and problem discovery</p> <p>The student should be able to:</p> <ul style="list-style-type: none"> Understand the role of constraints in creative processes Discover, understand and define a problem
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8:00	The Studio opens		
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8.30 – 9.00	Breakfast Team Meetings		
09.00 – 09.15	Welcome to the first week		NR
09.15 – 10.00	LECTURE: Innovation projects and teams. <ul style="list-style-type: none"> Challenges in innovation projects. Team roles in innovation projects. Multidisciplinarity in innovation. 		BO
10.00 – 10.30	WORKSHOP: Course navigation map <ul style="list-style-type: none"> Team discussions of key concepts. Make a concept navigation map. 		Head facilitator: BO Facilitators: ALL
10.30 – 10.45	BREAK		
10.45 – 11.15	LECTURE: Balancing constraints <ul style="list-style-type: none"> Creativity and constraints. Six strategies. What is creativity, and how do we use it? 		BO
11.15 – 11.25	LECTURE: Discovery skills <ul style="list-style-type: none"> How to discover, understand and define a problem. 		BO
11.25 – 12.00	WORKSHOP: Opening the case. <ul style="list-style-type: none"> Assumption dumpion. Finding constraints in the problem. 		Head facilitator: BO Facilitators: ALL
12.00 – 13.00	LUNCH		
13.00 – 13.15	LECTURE: Project planning		BO
13.15 – 14.00	WORKSHOP: Making project plans. <ul style="list-style-type: none"> Access to data. Keep it visual! Production scheme. Ressource mapping. 		Head facilitator: BO Facilitators: ALL
14.00 – 14.10	BREAK		
14.10 – 15.30	15 MIN. WORKSHOPS: Project management. <ul style="list-style-type: none"> 2 x Mini: The effective meeting. 2 x Mini: How to brainstorm. 		Head facilitator: BO Facilitators: ALL

	<ul style="list-style-type: none"> • 2 x Mini: Decision-making in teams. • 2 x Mini: How to document the design process. • 2 x Mini: The successful success criteria. • 2 x Mini: How to prototype organization. 		
15.30 – 16.00	<p>LECTURE: Multidisciplinarity revisited From practice towards theory</p>		Teacher: BO