

BRIEFING FACILITATOR

Exploration of new fields of work through the proposal of potential problems.



BUSINESS



PROTOTYPING ARTISAN

A designer who *makes*



OUTPUT

PROTOTYPES / FUNCTIONAL SOLUTIONS

(Products or physical devices)



RESEARCH

RESEARCH TRANSFER

The project is aligned with the research objectives of the Deusto Design Research Group, specifically through the following topics:

- . Design and new challenges in Society
- . New Methodologies and Design Tools



INNOVATION



LEARNING PROCESS INNOVATION

Through a Project Base Learning approach, Deusto OD&M training introduce the FabLab in a real process of prototype development. #Maker VS Traditional prototyping.



ROADMAP

PROTOTYPING TOOLS AND METHODS

Deusto OD&M Training is developed as an exercise within a subject of the Degree in Engineering Design, which provides the opportunity to link: University (Academic, Research and Fablab) and company.



COUNTRY SPAIN
 OD&M Course

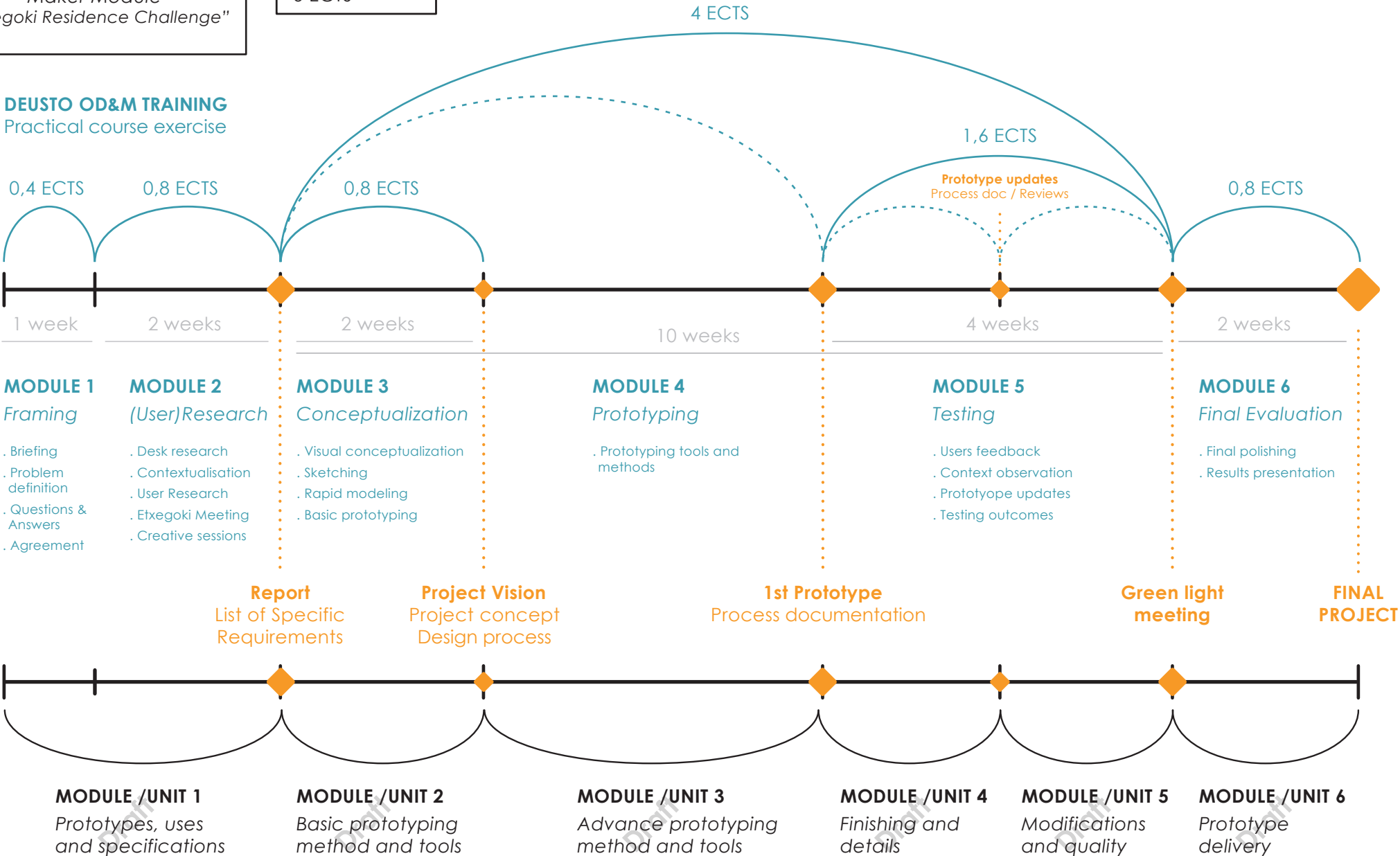
 Maker Module
 "Etxegoki Residence Challenge"

TOTAL PERIOD: 15 weeks

1 ECTS = 25h.

6 ECTS

DEUSTO OD&M TRAINING
 Practical course exercise



PROTOTYPING AND DIGITAL FABRICATION COURSE
 Elective course in the Industrial Design Engineering Degree

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DEUSTO OD&M TRAINING

Practical course exercise

0,4 ECTS

0,8 ECTS

0,8 ECTS

4 ECTS

1,6 ECTS

0,8 ECTS

MODULE 1

Framing

Prior to the beginning of the Module, the client, Etzegoki, and DDRG will meet in order to define the Briefing of the project. Then, an introductory kick off meeting will introduce the students into the topic. In that meeting, there will be four main activities:

- Delivery of the briefing
- Understanding of the initial problem definition
- Questions & Answers to better articulate the problem from the students' perspective
- Agreement of a common initial vision

The outcome of this module will be to get an agreement on what will be developed and under which considerations, requirement and constraints.

MODULE 2

(User) Research

Once the briefing has been agreed upon, the students will research further in order to define the List of Specific Requirements of the final design. In order to do so, the students will have to carry out different activities:

- Desk research in order to find existing suitable solutions to the problem in hand.
- Contextualisation of the problem: understanding the context of Etzegoki and the ecosystem of people around the residence.
- User Research: Meet with the users of the Residence and getting to know more of them related to the project. Students are expected to use ethnographic design tools (which they already know) such as shadowing, creative sessions and/or interviews.

MODULE 3

Conceptualization

At this stage students should reach a conceptual proposal (Vision) approach to the problem.

- For this, the students will focus on the development of visual conceptualization through:
- Graphic preparation of the ideas obtained and defense.
 - Sketches to pose the synthesis of the possible ideas that solve the proposed problem.
 - Rapid modeling and representation of ideas through the use of already known techniques such as 3D modeling or the realization of basic prototypes.

MODULE 4

Prototyping

During this module students will learn various prototyping techniques, through theoretical and practical lessons. This module is the core of the course and training.

During this phase the Deusto Fablab will participate, assisting the professor of the subject in relation to digital manufacturing tools.

MODULE 5

Testing

This module is focused on:

- Feedback from the users
- The students will be able to access a sample of users to conduct a user research experiment which provides a first hand learning opportunity from the face to face contact with users.

This can include HCD tools which are expected to be mastered by the students, as for example observation tests, interviews ...

- Context observation including environment and other stakeholders

The students will have the opportunity to access the context of use for the designed prototype, enabling observation of other stakeholders

- Prototype updates based on the testing outcomes

With all the learning outcomes from this process, how the prototype can be redesigned and updated can be studied.

MODULE 6

Final Evaluation

The final evaluation module will address the final polishing of the results towards a presentation for the multiple stakeholders. These stakeholders are the students from other projects, the teacher, the DDRG and external stakeholders such as Etzegoki-Fekoor members. During this phase, students will be trained in specific information communication and data communication, business planning and networking skills. The deliverable contents will include an oral presentations and a more in depth technical report which documents the whole process behind the final prototype presentation.

Students will be proposed to face a shark tank/ pitching/ sharing dynamic session with potential stakeholders. During these sessions multiple experts will provide a more practical feedback. These sessions will be held in the University of Deusto.

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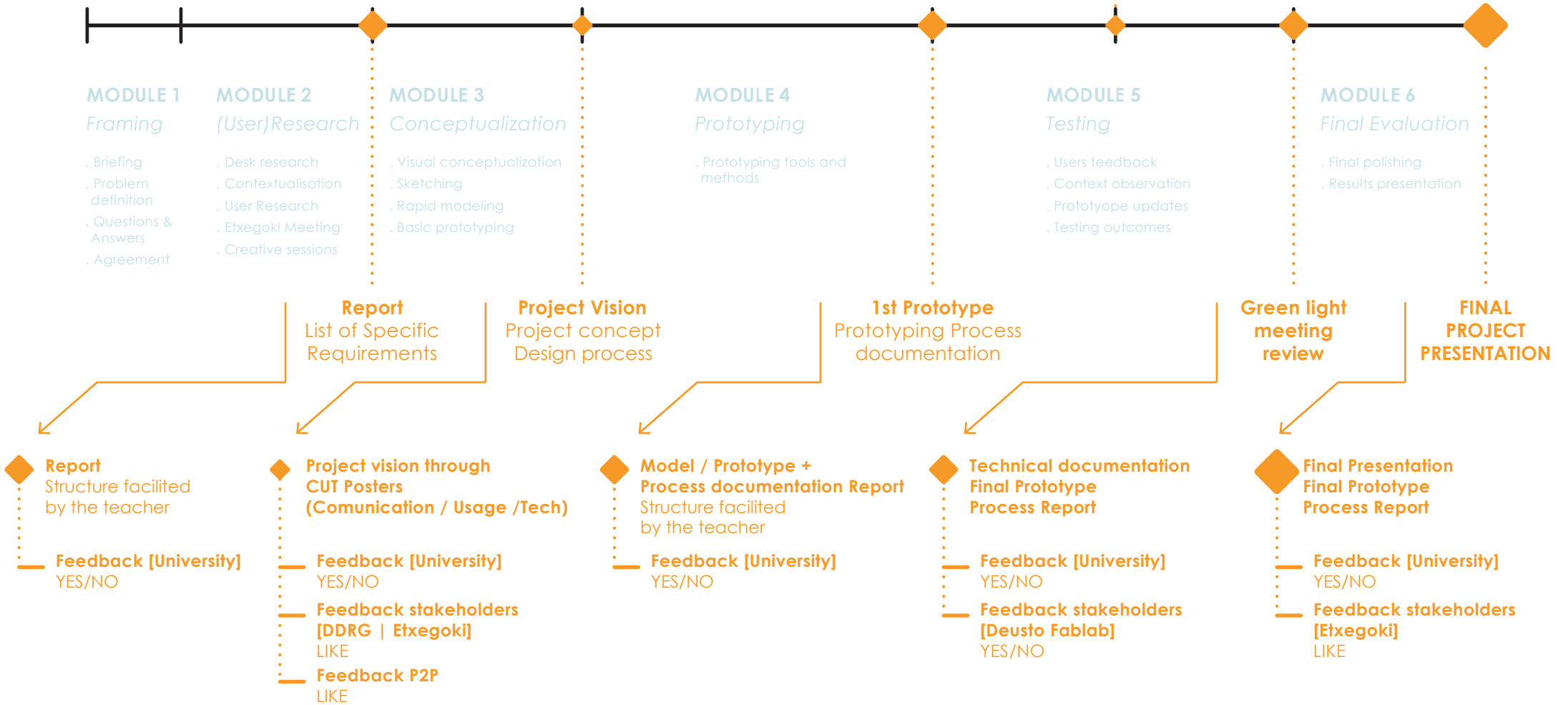
DEUSTO OD&M TRAINING
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User Feedback
[Etxegoki Resident]
LIKE

Feedback [University]
YES/NO

Prototype Updates
Changes and improvements

Prototype updates
Process doc / Reviews



COUNTRY SPAIN

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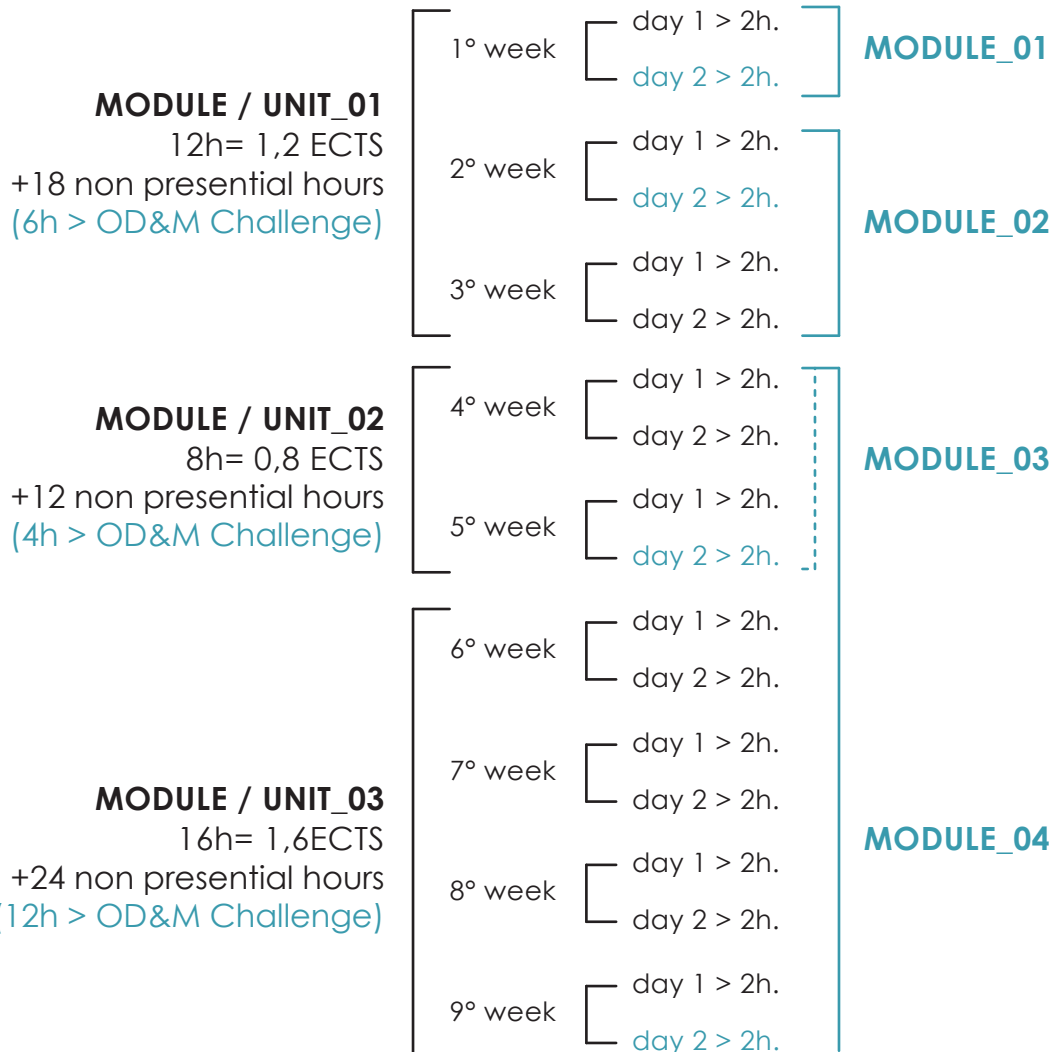
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6 ECTS

PROTOTYPING AND DIGITAL FABRICATION COURSE

TOT. 150h (60 presential, 90 non presential) = 6 ECTS



DEUSTO OD&M TRAINING

TOT. 48h (14 presential, 34 non presential) = 6 ECTS

