

Module: Challenge-based collaborative practical module						
Course:						
Educational profile: general						
ECTS: 10						
Education level: 5 EQF						
Prerequisites	Secondary education					
Target group	A course dedicated to people who want to gain and deepen their knowledge and					
	experience in innovation methodologies applied to address challenges regarding					
	Circular Economy in the plastic packaging sector.					
CLASS LANGUAGE	ENGLISH					
LECTURER	In each country, there will be, at least, an industry mentor and an academic mentor					
	with the support of the professors/researchers from the universities.					
Number of hours	Lectures	class	Workshops	Seminar	Project	Laboratories
of classes within	10				240	
individual forms						
of classes						
COURSE	C1. Acquiring the practice to work within companies in the plastic packaging					
OBJECTIVES	sector	sector				
	C2. Acquir	ing perso	onal developme	nt and maturi	ty	
	C3. Understanding and applying innovation methodologies to create a prototype					
	or a solution to a challenge					
	C4. Applying the knowledge acquired in academic training by favouring the					
	acquisition of competences that will prepare the students for the exercise of					
	professional activities, facilitate their employability and foster their capacity for					
	entrepren	eurship				
<b>Reference to</b>	Description of learning outcomes Verification of					
learning outcomes						learning outcomes
			Knowled	ge		
CHM_K01	Theoretical approach to innovation methodologies based				gies based	Prototype and
	on Design Thinking				presentation	



















CHM K02		Destations			
	Different techniques applied for the Definition, Ideation	Prototype and			
	and Prototyping phases	presentation			
СНМ_КОЗ	Deepen their knowledge on Circular Economy and plastic	Prototype and			
	packaging depending on the assigned challenge	presentation			
Skills					
CHM_S01	Students have the ability to work in a team	Prototype and presentation			
СНМ \$02	Students are able to gather interpret and analyze	Prototype and			
01101_302	relevant data to address a shallongo	nresentation			
CHM_S03	Students are able to apply their knowledge to their work	Prototype and			
	in a professional manner	presentation			
CHM_S04	Students are able to develop and defend their arguments	Prototype and			
	to solve problems in a team work framework	presentation			
CHM_S05	Students have the ability to find, contact and work with	Prototype and			
	suppliers	presentation			
CHM_S06	Time and budget management	Prototype and			
		presentation			
CHM S07	Students are able to convey information, ideas, problems	Prototype and			
-	and solutions to both specialist and non-specialist	presentation			
	audiences	1			
CHM S08	Students are able to generate innovative solutions with	Prototype and			
_	potential application at entrepreneurial level	presentation			
	Responsibility and autonomy				
CHM_C01	Students take own responsibility for the work of the	Prototype and			
_	whole team	presentation			
CHM_C02	Students are autonomous to gather, interpret and analyze	Prototype and			
_	relevant data to address a challenge	presentation			
CHM_C03	Students are responsible to develop and defend their	Prototype and			
-	own arguments to solve problems in a team work	presentation			
	framework	* 			
СНМ СО4	Students are responsible for time and budget	Prototype and			
	management addressing a challenge	presentation			
Students' own work	load (in didactic hours 1h did.=45 minutes)**	<u>r</u>			
Students own wormoud (in didactic nours in did45 minutes)					





















Participation in lectu Participation in the p TOTAL: ECTS points:	ures 10 project 240 <b>250</b> <b>10</b>	Ducient
COURSE CONTENT	<ol> <li>Design Thinking methodology applied to CE challenge addresing</li> <li>Techniques for the Defining phase</li> <li>Techniques for the Ideation phase</li> <li>Techniques and means for the Prototyping phase</li> </ol>	All students of the training programme will be grouped into what we call CHAllenge INnovation teams (CHAINs) of 5 students. Each group will work in a collaborative way, guided by appointed academia and industry mentors, to find a solution to a specific industry challenge related to Circular Economy and plastic packaging. They will approach the challenge through an innovation methodology based on Design Thinking that englobes three phases: 1- Definition phase (1 week): Fully understanding of the challenge, information gathering, 2- Ideation phase (4 weeks): includes several divergence and convergence sub-phases to choose and define the idea for the solution 3- Prototyping phase (4 weeks): validation and manufacturing of the ideated prototype
LITERATURE (compulsory reading)	Materials provided in Moodle Prud'homme van Reine, P., (2017) <i>The cu</i> <u>https://journalengineering.fe.up.pt/inde</u> 005.002_0006/281	ulture of design thinking for innovation. ex.php/jim/article/download/2183-0606_





















<b>OPTIONAL</b> <b>LITERATURE</b> (including at least two items in English, either books or articles)	<ul> <li>The Field Guide to Human-Centered Design. <i>IDEO.org</i></li> <li><u>https://www.designkit.org/resources/1</u></li> <li>The Design Thinking Playbook: Mindful Digital Transformation of Teams,</li> <li>Products, Services, Businesses and Ecosystems. <i>Michael Lewrick, Patrick Link</i></li> <li><i>andLarry Leifer</i></li> <li>The Design Thinking Toolbox: A Guide to Mastering the Most Popular and</li> <li>Valuable Innovation Methods. <i>Michael Lewrick, Patrick Link andLarry Leifer</i></li> </ul>
SHORT BIO OF PERSONS WHO CONDUCT CLASSES, WHICH ARE RELATED TO THE MODULE SUBJECT	<ul> <li>David Ceniceros is a BA graduate, master on Teaching in Economics. Specialized on Circular Economy and Design Methodologies for innovation, currently embarked on an entrepreneurial project called Sustainned focused on developing open innovation strategies with companies for boosting their transition to a circular model.</li> <li>Eva Gallego holds a University degree in Industrial Design Engineering and Product Development, a master's degree in Project Management and a master's degree in Education. She works at Campus Iberus in the Students, Entrepreneurship and Sustainability Area, where she has been the Project Manager, teacher and mentor of several projects related to Design and Creativity Methodologies, and has participated in two projects related to Circular Economy and ecodesign of plastic packaging.</li> <li>In each country there must be at least one academic and one business mentor for each CHAIN, and these may be assigned to all the CHAINs in each Hub. Their profiles can serve as an example for the choice of academic and business mentor profiles in the other countries.</li> </ul>
TEACHING METHODS	Project Mentoring Synchronous/ face-to-face lessons
TEACHING AIDS	Classes by academic mentor Moodle plugins to external collaborative tools



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	Presentations Media Contents
FORM AND	Prototype and presentation. The presentation may take different forms (video
CONDITIONS OF	and/or elevator pitch,) The evaluation will take into account not only the final
ASSESSMENT	product, but the whole process and the ability to present it for specialist and
	non-specialist audiences.

















