

## Alta Scuola Politecnica 13th cycle - Spring School 2017

## **Course Design Methods and Processes**

May,  $22^{nd} - 26^{th}$  Loano (SV)

Coordinator Gaetano Cascini

Tutors Serena Graziosi, Francesca Montagna, Federico Rotini

Monday, May 22 <sup>nd</sup>	
10:30 – 10.45	Welcome Address
	Mario Calderini, ASP Director
10:45 – 12:00	Design Methods and Processes: Introduction
	Gaetano Cascini, Politecnico di Milano, Dept. of Mechanical Engineering
12:00 – 13:15	From the Lab to the South Pole: problems and solutions to set up and carry out an
	experiment in Antarctica
	Giovanni Bianchini, INO-CNR National Institute of Optics
13:15	Lunch
14:15 – 15:15	Hands On Managing Design Competencies and Roles
	Stefania Altavilla, Politecnico di Torino
15:15 – 15:45	Project Work Intro
	Federico Rotini, Università degli Studi di Firenze
15:45 – 18:30	Team Working Session: team introduction and project structure
Tuesday May 22rd	
<b>Tuesday, May 23<sup>rd</sup></b> 09:00 – 10:15	Design for Innovation. How to apply you the innovation diffication into the design activities.
09.00 - 10.15	Design for Innovation - How to engineer the innovation diffusion into the design activities
10:15 – 11:30	Francesca Montagna, Politecnico di Torino  Key jaguna for callaborativa design tramp
10.13 - 11.30	Key issues for collaborative design teams Ross Brisco, University of Strathclyde
11:45 – 13:00	Design and innovation: approaches, processes and case studies
11.43 - 13.00	Alessandro Deserti, <i>Politecnico di Milano, Dept. of Design</i>
13:00	Lunch
14:00 – 15:00	Hands On Design Task Clarification
17.00 - 10.00	Serena Graziosi, Politecnico di Milano, Dept. of Mechanical Engineering
15:00 – 18:00	Team Working Session: identification of requirements and related classification
18:00 – 18:30	Discussion on Design Tools Application
10.00	T /

"Loano2Village" Riviera della Palme Via degli Alpini 6, Loano (SV)

Plenary Sessions take place in Room "Portofino"

ASP Events take place in Room "Portofino"

## Wednesday, May 24th

Tutors

Trouncoudy, may 24		
09:00 – 10:15	Research, Design, Innovation Johan Kildal, <i>IK4-TEKNIKER</i>	
10:15 – 11:30	The rise of technology in collaborative design	
10.10 11.00	Ross Brisco, <i>University of Strathclyde</i>	
11:45 - 13:00	ASP students' design experiences	
13:00	Lunch	
14:00 - 15:00	Hands On Problem Framing and Idea Generation	
	Gaetano Cascini, Politecnico di Milano, Dept. of Mechanical Engineering	
15:00 - 18:00	Team Working Session: idea generation	
18.00 – 18:30	Discussion on Design Tools Application	
	Tutors	

12:30 13:30 - 15:45

15:45 - 16:30

Thursday, May 25th	
09:00 – 10:15	User Experience: The End User in Your Design Process Johan Kildal, IK4-TEKNIKER
10:15 – 11:30	Video games are complex systems, try design one! Pier Luca Lanzi, Politecnico di Milano
11:45 - 13:00	ASP students' design experiences
13:00	Lunch
14:00 – 15:00	Hands On Concept Formulation and Assessment
	Gaetano Cascini, Politecnico di Milano
	Francesca Montagna, Politecnico di Torino
	Federico Rotini, Università degli Studi di Firenze
15:00 - 18:00	Team Working Session: idea selection and concept formulation
18:00 - 18:30	Discussion on Design Tools Application
	Tutors
Friday, May 26th	
09:00 - 11:00	Team Working Session: Finalization of project presentation
11:00 – 12:30	Design Informatics, History, Achievements and Open Issues Christopher Alan McMahon, <i>Technical University of Denmark</i>
12:30	Lunch
10.00 1= 1=	

**Teams Presentation** 

**Awards and Closing Session** Gaetano Cascini & Tutors