Alta Scuola Politecnica 12<sup>th</sup> cycle - Spring School 2016 Course Design Methods and Processes May, 16<sup>th</sup> – 20<sup>th</sup> Genova

POLITECNICO DI MILANO I POLITECNICO DI TORINC

ALTA SCUOLA Politecnica

Monday, May 16 <sup>th</sup>	
11:00 – 12:00	Design Methods: Introduction
10.00 10.15	Gaetano Cascini, Politecnico di Milano, Dept. of Mechanical Engineering
12:00 – 13:15	Understanding Designing: What are Designers Doing When They Design John Gero, University of North Carolina at Charlotte, Dept. of Computer Science and School
	Architecture
13:15	Lunch
14:15 – 15:30	What Affects Designers Designing
	John Gero, University of North Carolina at Charlotte, Dept. of Computer Science and School Architecture
15:30 – 16:30	Airport Passenger Experience Design: The Malpensa Case
	Giorgio Medici, <i>SEA Aeroporti Milano</i>
16:30 – 17:00	Project Work Intro
17.00 10.00	Federico Rotini, Università degli Studi di Firenze
17:00 – 18:30 18:30 – 19:30	Team Working Session: team introduction and work plan McKinsey&Company meets the ASP students (ASP Event)
10.30 - 19.30	MCKINSeyacompany meets the ASP students (ASP Event)
Tuesday, May 17 <sup>th</sup>	
09:00 – 10:15	The End User in Your Design Process
10.15 11.00	Johan Kildal, <i>IK4-TEKNIKER</i>
10:15 – 11:30	Engineering, Design and Creativity: the Role of the Emotions Marco Maiocchi, <i>Politecnico di Milano, Dept. of Design</i>
11:45 – 13:00	Hands On Design Task Clarification
	Serena Graziosi, Politecnico di Milano, Dept. of Mechanical Engineering
13:00	Lunch
14:00 - 18:00	Team Working on identification of requirements and related classification
18:00 – 18:30	Discussion on Design Tools Application Tutors
18:30 – 19:30	UBS meets the ASP students (ASP Event)
Wednesday, May 1	
09:00 – 10:15	Research, Design, Innovation Johan Kildal, <i>IK4-TEKNIKER</i>
10:15 – 11:30	A Journey at the Heart of Game Design
	Pier Luca Lanzi, <i>Politecnico di Milano, Dept. of Electronics, Information and Bioengineering</i>
11:45 – 13:00	Hands On Problem Framing and Idea Generation
12.00	Gaetano Cascini, Politecnico di Milano, Dept. of Mechanical Engineering
<i>13:00</i> 14:00 – 15:00	Lunch UX at Bosch
11.00 10.00	Simone Bosatelli, User Experience Corporate Department at Robert Bosch GmbH
15:00 - 18:00	Team Working on Idea Generation in Co-Design
18.00 – 18:30	Discussion on Design Tools Application
Thursday, May 19 <sup>th</sup>	
09:00 – 10:15	Design for Innovation – How to Engineer the Innovation Diffusion into the Design Activities
	Francesca Montagna, Politecnico di Torino, Dept. of Management and Production Engineering
10:15 – 11:30	Engagement Through Gamification
11 45 12 00	Pier Luca Lanzi, Politecnico di Milano, Dept. of Electronics, Information and Bioengineering
11:45 – 13:00	Hands On Concept Formulation and Assessment Gaetano Cascini, <i>Politecnico di Milano, Dept. of Mechanical Engineering</i>
	Federico Rotini, <i>Università degli Studi di Firenze</i>
13:00	Lunch
14:00 - 18:00	Team Working on Idea Selection and Concept Formulation
18.00 - 18:30	Discussion on Design Tools Application
18:30	Election of the ASP Students Representatives (ASP Event)
Friday, May 20 <sup>th</sup>	
09:00 – 10:00	Team Working on Preparation and Presentation
10:00 – 11:15	Creativity and Innovation Methods for Design
	Elies Dekoninck, University of Bath, Dept. of Mechanical Engineering
11.00 10.45	User-centred Design Methods
11:30 – 12:45	
11:30 – 12:45 <i>12:45</i>	Elies Dekoninck, University of Bath, Dept. of Mechanical Engineering Lunch
	Elies Dekoninck, University of Bath, Dept. of Mechanical Engineering

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Plenary Sessions and ASP Events take place in Room Sport