

# Tech Driven Innovation

Introduction of a new TECH2X course



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# TECH DRIVEN INNOVATION (TDX)

- Interdisciplinary, challenge-based course focused on solving real-life innovation problems as a team
- Learning happens through an experimental, prototype-driven process
- Students navigate the innovation process independently
- Course goal: identify **disruptive applications and business models** based on emerging technologies from TH-MA labs
- T2X starts with the technology



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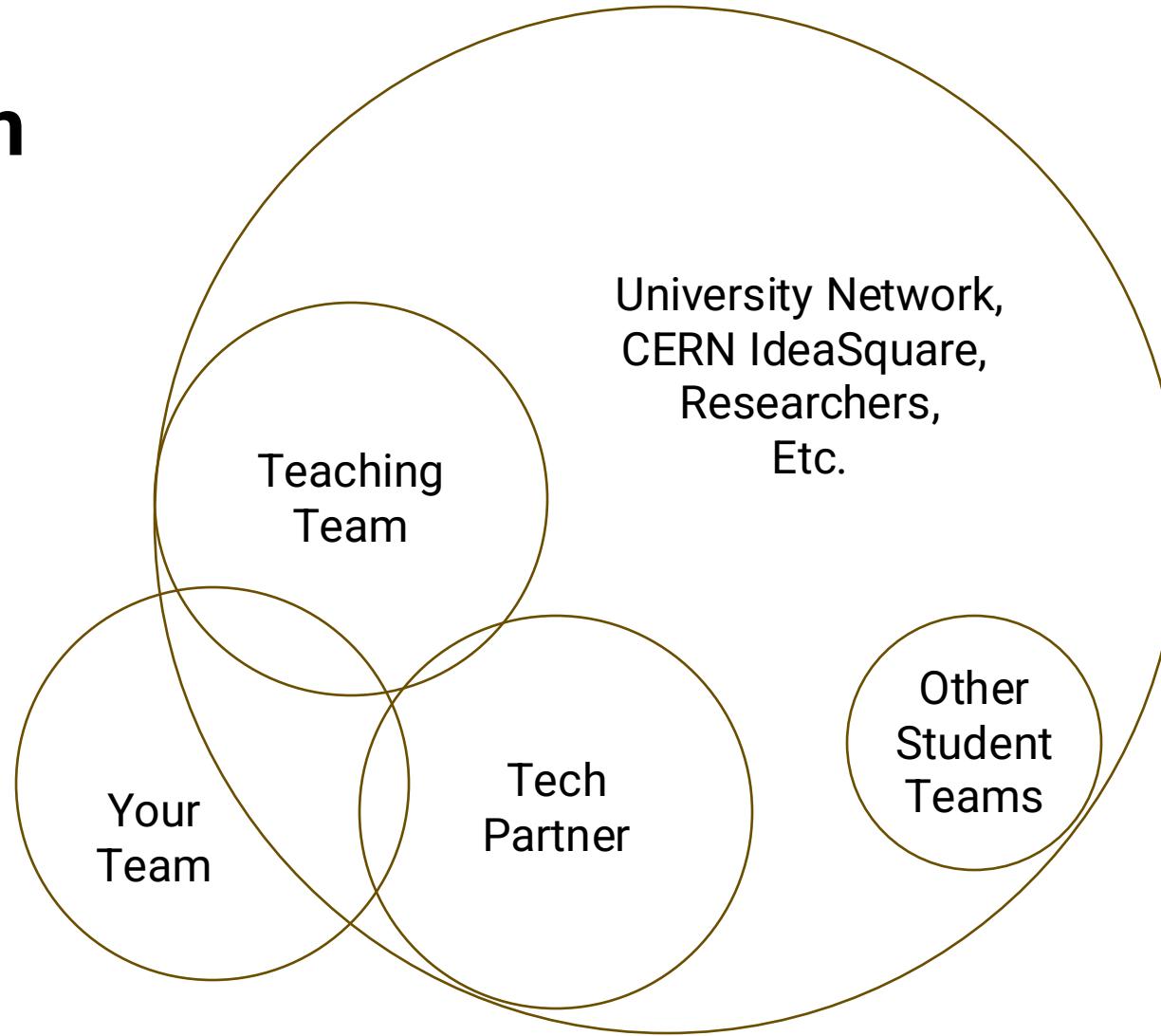
# Roles

Who's involved?



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# Learning Ecosystem



# The Actors



## Interdisciplinary Students

Multidisciplinary teams (of 4-5 students) investigate, test and design new market applications of the assigned technology



## Tech Partners

The founding research groups of the technology support the team of students who will work on it along the way



## Teaching Team

Inno.space coaches, experts in the methodology, support adoption of the process and facilitate interaction between students and tech partners



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# Teaching Team



**Prof. Kirstin Kohler**

Main Coordinator at  
inno.space  
Professor in  
Computer Science



**Chutimon Hnudee  
Espedal**

Project Manager  
and Educator at  
inno.space



**Manuel Walter**

Educator and  
Prototyping Pro  
at inno.space



**Katharina Salewski**

Supporting T-  
Team member  
at inno.space

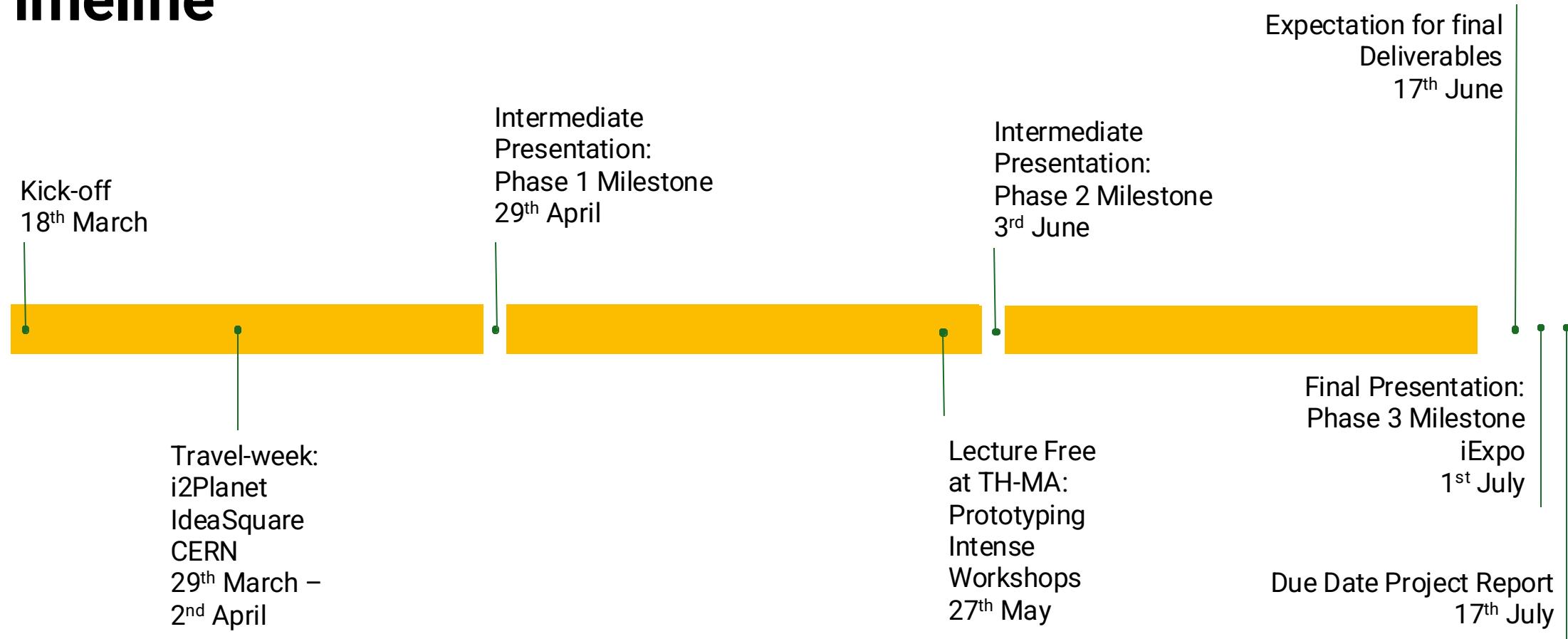
# Schedule

Timeline, Important Dates, etc.



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# Timeline



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# Students' Commitment

**It is about 300 total hours, including 200 hours of project work**

**60 hours of lectures/coaching**

## Weekly



## Monthly

**Tech Partner Alignment**

*On demand – about 1h every 2 weeks*

**Presentation**

*Milestones and rehearsals*

**Deep Dive**

*CERN IdeaSquare Visit*



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# Pedagogy

Tech to Market Process



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# Approach

- Experimentation driven
- The right problem first  
-> the right solution follows



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# Atmosphere, Aura & Energy

- Playful collaboration and group creativity
- Freedom to move beyond everyday organization
- A safe space for exploration



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# How you will be evaluated

50%

Project Outcome

30%

Learning Journey

20%

Participation

**Deliverables demonstrating depth in  
the analysis and the solution**

**Engagement with the  
innovation process**

**Active and constructive  
contribution and engagement  
with the material**



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# Spaces

In Person Collaboration





inno.space for groupwork



maker.space for prototyping



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