

Tech Driven Innovation

Introduction of a new TECH2X course



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**

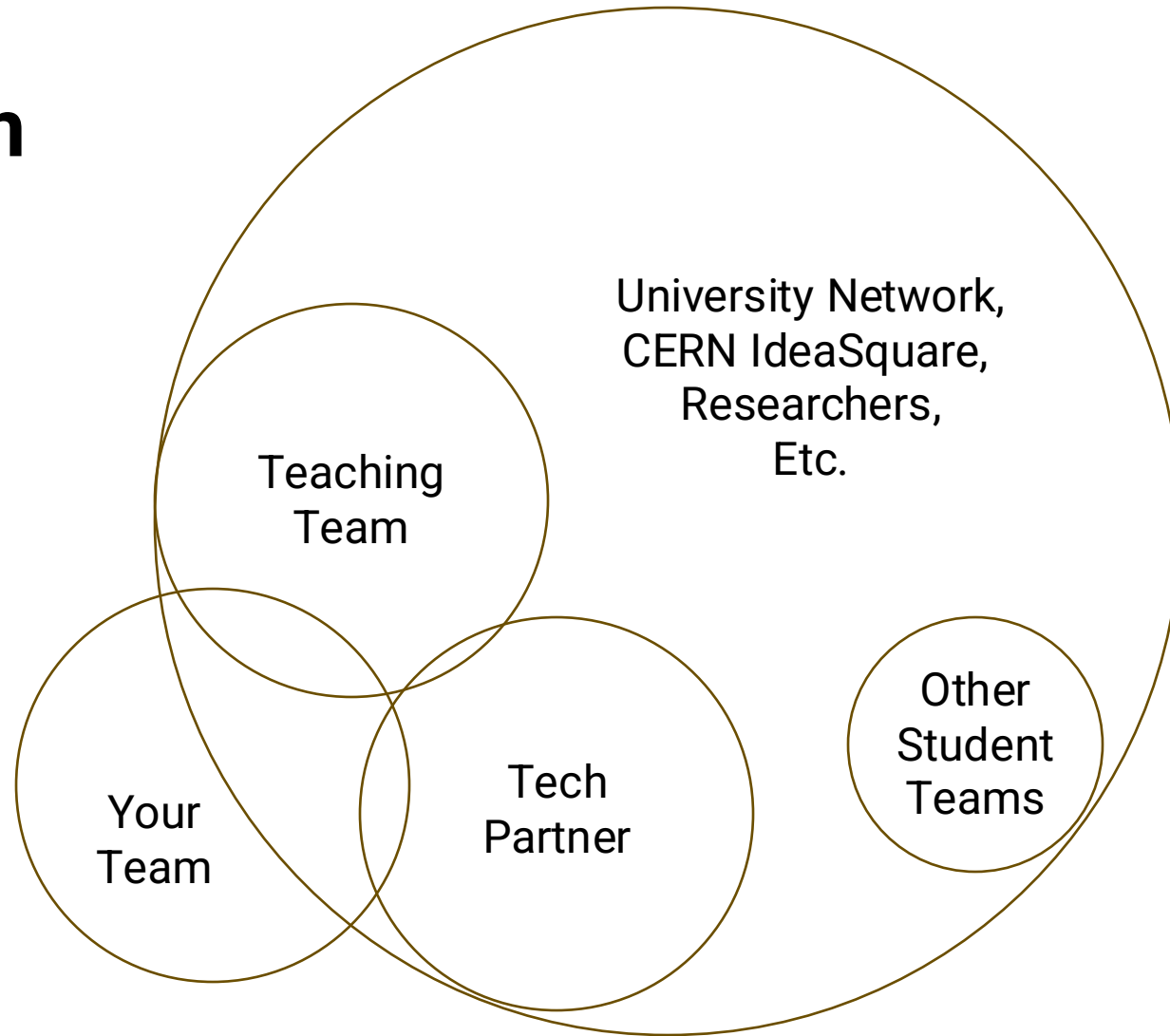


Roles

Who's involved?



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

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

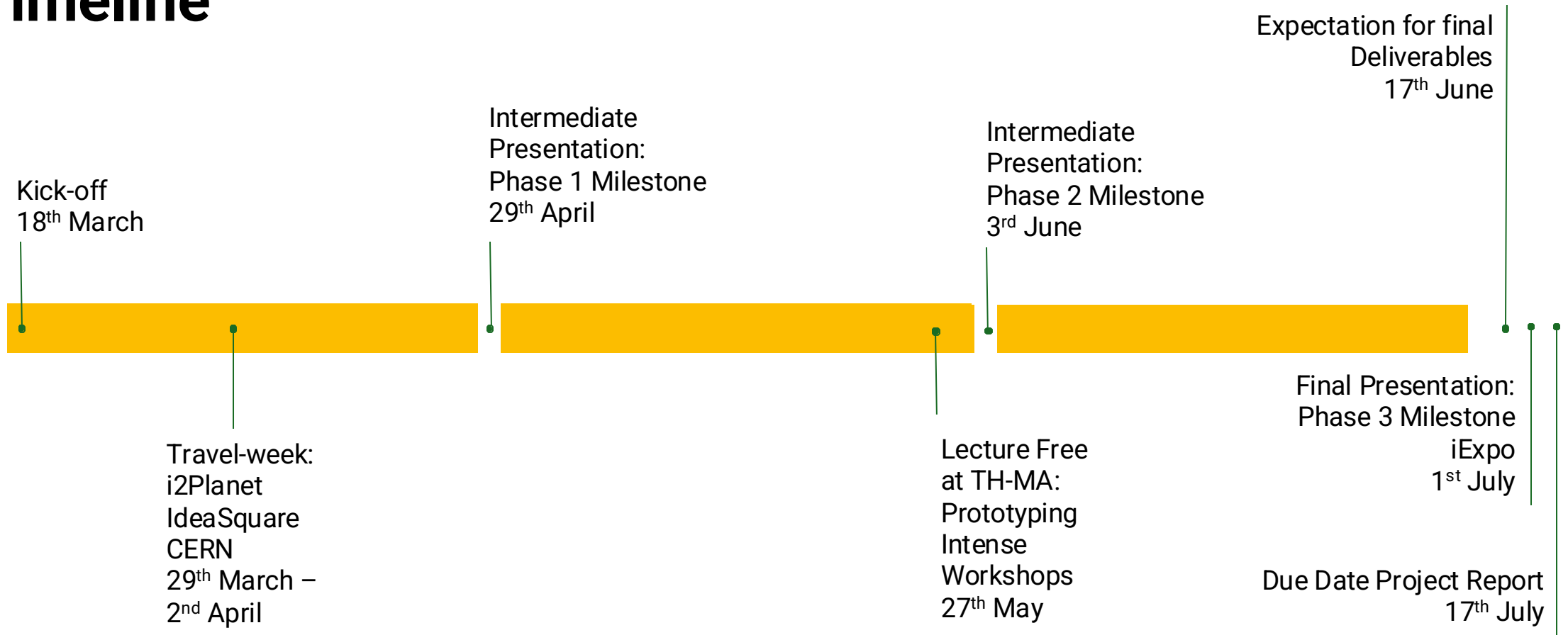
Supporting T-
Team member
at inno.space

Schedule

Timeline, Important Dates, etc.



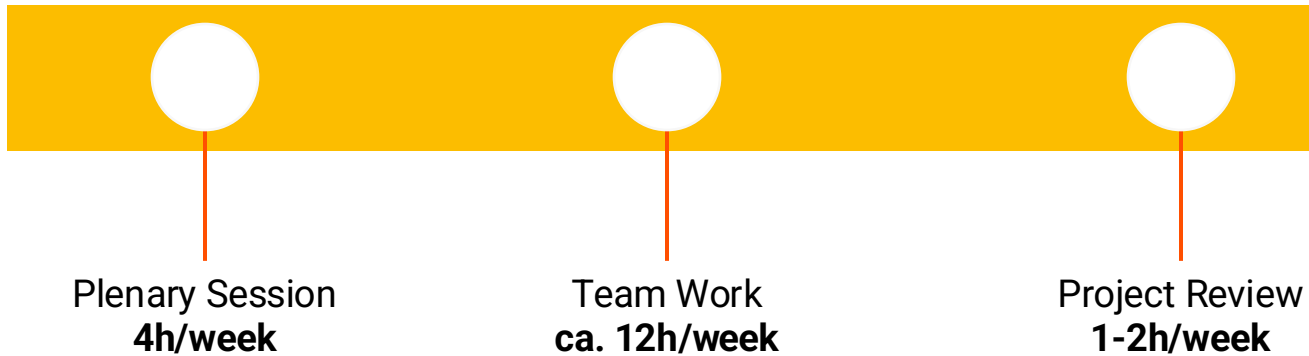
Timeline



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

Pedagogy

Tech to Market Process



Approach

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



Atmosphere, Aura & Energy

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





How you will be evaluated

50%

Project Outcome

Deliverables demonstrating depth in
the analysis and the solution

30%

Learning Journey

Engagement with the
innovation process

20%

Participation

Active and constructive
contribution and engagement
with the material

Spaces

In Person Collaboration





inno.space for groupwork



maker.space for prototyping