

# Project EAL campus

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## Background:



In august 2016 EAL in Odense moved into a brand new campus at Seebladsgade after having been situated in several different locations before. Now we have been in the campus for some months and as it often turns out there are still some things that could function better. Either there is some unforeseen challenges or maybe things doesn't work as intended. Anyway, there will always be some issues in a new location.

In this project it is your task to identify problems in the campus, innovate and evolve ideas for solving problems.

Using the skills you have learned you have to describe, analyse, innovate, iterate, work with users, model, prototype, document etc. a problem, your process and solution(s).

The end product will be an exhibition on campus.



### **Purpose:**

The purposes of this project is:

- to provide an opportunity for you to train you skills within the area of planning, business understanding, analysis, innovation, design, modelling and quality assurance.
- to describe ideas for EAL to improve the campus.

### **The learning goals from the curriculum included in the project:**

- 1Vf2 Participate in project work
- 1Vf3 Use innovative methods with focus on project work in practical development projects
- 1Vf4 Communicate and explain to both internal and external partners
- 1Vk1 Take part in and understand the relationship between the design of business processes and design of IT systems
- 1Vk2 Collaborate with representatives from the user organisation and the development organisation based on an understanding of business processes and concepts
- 1Vk3 Acquire knowledge about new technology in a business-oriented perspective
- 1Sv1 The importance of experimenting as part of or as supplement to systems development methods
- 1Sv2 The importance of quality criteria for the systems development process and the final systems design
- 1Sf3 Document and communicate product and process – including traceability
- 1Sf4 Ensure quality of product and process
- 1Sf6 Involve users
- 1Sf7 Design relevant user interfaces
- 1Sk1 Participate as a competent member of a development project

- 1Sk2 Reflect on and adapt processes and methods in practice

### **The way we work:**

The project should be done in groups of 3-5 persons. It's the groups own responsibility to manage the time they spent on the project.

Start every project day with a stand up meeting in your group, where you use Round Robin (ordet rundt) to inform the group:

- Topic for the first round: What have I done since last meeting?
- Topic for the second round: What am I expecting to do today?
- Topic for the third round: Which problems do I have/expect to encounter?

By the end of the project day, make sure your project log is up to date. As a minimum the project log has to contain:

- The decisions made during the day
- Contact to counselors/teacher – questions and answers
- Contact to involved persons - questions and answers
- Insights about the problem area

**Make sure that everything you produce in your group is stored in a way that everybody in the group has access to the material at all time.**

### **Day 1**

Week 05	Monday
Purpose of the day	Identify Problem to solve
Preparation	List all problems we can think off in school
Your task	Choose which problem to work with
Product of the day	Problem description

### **Day 2**

Week 05	Tuesday
Purpose of the day	Talk to people / groups the problem affects
Preparation	Identify people/groups problem affects
Your task	Establish communication with the people/ groups the problem is affecting
Product of the day	Feedback on problem.

### **Day 3**

Week 05	Wednesday
Purpose of the day	Brainstorm Ideas / Solutions
Preparation	Read up on innovation models.

Your task	Generate Ideas, using innovation models (Lotus, DIN, Design Thinking, ect...)
Product of the day	List of possible solutions.

#### **Day 4**

Week 05	Thursday
Purpose of the day	Choose best solution
Preparation	Identify weak/strong points for various ideas
Your task	Further analyse solutions.
Product of the day	A solution, to work with.

#### **Day 5**

Week 05	Friday
Purpose of the day	To get feedback from your peers
Preparation	A 10 minutes' presentation of your work until now Criteria for feedback
Your task	Make the presentation.
Product of the day	Presentation.

#### **Day 6**

Week 06	Monday
Purpose of the day	Expand on solution, and make (another) presentation.
Preparation	Gather more information.
Your task	Make Presentation for affected people
Product of the day	Presentation

#### **Day 7**

Week 06	Tuesday
Purpose of the day	Present solution for involved partners, and gather feedback. Decide if we need a prototype => how to make it
Preparation	Think about feedback questions. Think about potential prototype ideas.
Your task	Go to affected people and get feedback
Product of the day	Feedback on solution

#### **Day 8**

Week 06	Wednesday
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Purpose of the days	IF(prototype.physical) Contact.FabLab(); ELSEIF(prototype.software) MakeSoftware(); ELSE throw new NoldeaException();
Preparation	Think about how to make the prototype
Your task	Go to FabLab / Project room?
Product of the day	Prototype

### **Day 9**

Week 06	Thursday
Purpose of the days	Finalise presentation
Preparation	Look over work done
Your task	Finish the presentation for Friday
Product of the day	Finished Presentation

### **Day 10**

Week 06	Friday
Purpose of the day	Presentation of your idea (problem and solution) – poster exhibition Get feedback.
Preparation	Make a poster and a pitch
Your task	To exhibit your idea and solution to the rest of campus.
Product of the day	FREEDOM