Innovation and humanity

Manage an innovative project:	Grade	Evaluation method
Solve a problem in a creative way	4	
Develop the first stage of innovation	4	
Understand production, validation, distribution, acceptability, and aftermath of innovation	4	
structure and lead an innovative project	4	
Learn teamwork	Grade	Evaluation method
Multi-disciplinary students work as a team	4	
Be convincing: present and defend an idea	Grade	Evaluation method
express and exchange hypotheses	4	
Suggest a strategy to solve the problem identified	4	
Suggest a model	4	
choose, design and / or justify a protocol or an experimental prototype	4	
self evaluation with portfolio	Grade	Evaluation method
Reflect upon my training process and methods	4	report/WEB
Be able to put forward my training experiences, whether they be explicit or implicit	4	report/web
Be self-sufficient and responsible towards my education	4	report/WEB

1-level of application: follow-up of instructions or procedures

2-level analysis: improvement or optimization of solutions or proposals

3-level of control: design of programs or definitions of specifications

4-level of expertise: definition of guidelines or strategies