

ADP Innovation Project 2024 10 ECTS

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XX00DZ39-3031 Industrial Management
XX00DZ39-3123 Mobile Solutions
XX00DZ39-3125 Media Engineering



ADP Innovation Project Target

Develop an application idea and the application and prove the benefit and potential business case

The goal for the students to learn

- Innovation in practice
- Working for a real “client”
- Cross cultural and cross disciplinary team work
- User engagement
- Business planning for a new application
- Application development & processes
- Give and take feedback

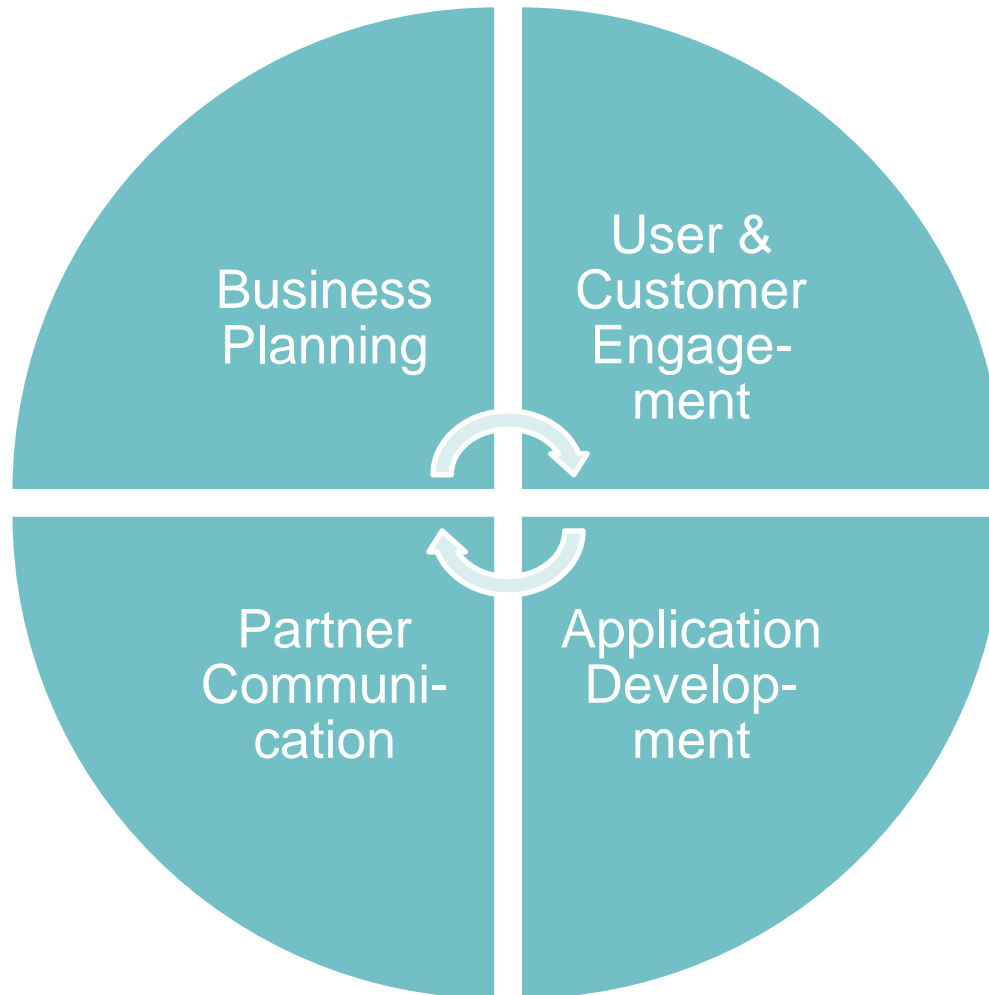


Application
development
project
= ADP

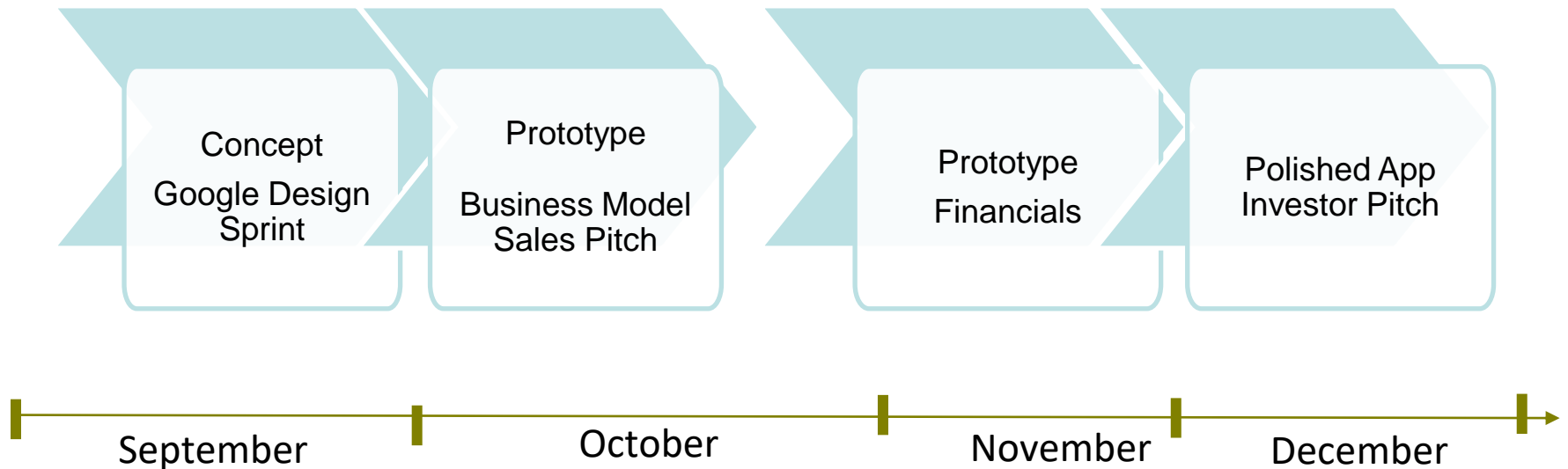
Partners

- 6-8 different organizations with different project topics on apps eg. for
 - AI, Reporting, Process digitalization, ...
- Partner
 - Goals for participation
 - Student team for doing application proof of concept project including service design, programming and if relevant preliminary financials for investment
 - To participate in training students for jobs in service development and programming
 - Recruiting for some partners
 - Participates by
 - Giving a practical problem and topic for students to find a solution for
 - Project guidance and further contacts for students
 - Participate in kick-off, final presentation and ca 4 steering sessions with the own student teams and teacher
 - Giving feedback and evaluating the work of the students

Project Work Areas



4 Development Phases



In every ca 4 week phase

- New version of app
- Business Planning
- User engagement
- Presentations to partner at the end of every sprint

GOAL

Proven benefit and business case with the developed application

Period 1

- **Demo version ready**
- **Business model**
- **Sales pitch** based on user feedback
- Design sprint deliverables
- User personas and user stories
- User engagement and testing, feedback and results
- **Lean Service Creation Canvases**
 - Business Objective and Context.pdf,
 - Customer Grouping.pdf
- **Business Model Canvas**
- **To Project Partner**
 - Mid-term status report

Period 2, Preliminary

- **App ready**
- **Business planned and documented**
- **Investor Pitch & Final Presentation**
- Documents done (specific templates tbd)
- User partner and customer engagement and feedback
- Final user stories
- Testing and results
- **Business Model Canvas and Long Term Road Map**
- **Financial plan (base, worst and best case)**
- **Project evaluation against plan**

Partner Sessions at the end of the development phases

Will vary somewhat based on what is agreed with partner

- 1-2 hour Kick-off 28.8, **29.8 on pm or 30.8 on am/pm**
- Design Sprint: Concept, Agree 1-2 meetings at beginning of sprint week 36, eg. Thu 14-15:30 as well as meeting at the end of the sprint week 37, eg Fri 12-13:30
- Demo, Sales Pitch and BMC at the end of sprint, week 41
 - incl concept, user benefits and user feed-back
- Demo & Financials week 46
- Polished App, Final presentation & Investor Pitch week 49

Weekly schedule

Wednesday 4.9 pm & 11.9 pm

12-17:00

Infolectures

Design Sprint Team Work on Site

Steering Group with teacher 20 min/team

Meeting Project partners on-line/on-site,

NB agree separately at kick-off

Thursdays

13:00-17:00

Infolectures every Thursday

Design sprints also 6.9 and 13.9

Team Work – on site !

Workshops – for doing hand-ins, teacher help

Hand-ins on Thursday

Between teams sparring, presentation by 2 teams to each other

Meeting Project Partners (alternative)

Steering Group with teacher 20 min/team – alternative

Team work

Fridays

9:00-15:00

Infolectures – on-line

Team Work – on-line or on site, up to the team

Meeting Project Partners

Steering Group with teacher 20 min/team evaluated

Grading

- Grade from teacher 60%
 - Final application and hand-ins
 - Activity during course. Make sure you are present and bring forth your own work. Continuous evaluation of activity in steering group. Personal weekly hours and contents as part of weekly review and summary at the end of project.
 - Continuous progress during course and how the application has developed
 - How team is working
 - Participation list in Teacher SG:s
- Grade from project partner 30%
- End user engagement including feedback gotten and reaction to it 10 %
- Activity of individual in work and presence as well as peer evaluation will impact the grade significantly (+- 5)
- Grading is week 50, hand in your last hand-ins on time

NB Minnofest in Decemberin Myyrmäki planned

- Poster & Video
- Investor pitch
- Stand presentation

Program first weeks

- **Thu 22.8 in Zoom 13-14**
 - Course presentation
 - Student survey for team building, hand-in by 14:15
- **Fri 23.8 on site** Info session 12-13, Team work with team 13-14:30
Team assignments, and 1 pagers given
 - Team organization and preparation task: agree project work, research topic in general, kick-off questions => return to OMA
 - Teacher Q&A 12-14
 - Team work preparation for kick-off
- Wed 28.8 Kick-offs for some teams, info 23.8
- Thu 29.8 Kick-offs for some teams, info 23.8
- Fri 30.11 Kick-offs for some , info 23.8
- **WED 4.9 pm, THU 5.9 and FRI 7.9 Design Sprint**
- **WED 11.8 pm, THU 12.9 and FRI 13.9 Design Sprint**

Program Friday

- Info on what Team team and project you will be working with
- Team work with team
 - Team assignments, and 1 pagers given
 - Team organisation and preparation task: agree project work, research topic in general, kick-off questions => return to OMA
 - Teacher Q&A – Teachers will drop in
 - Team work preparation for kick-off

Fill in the team formation questionnaire

- Fill in the questionnaire at the end of this session – by 14:15 the latest!
- If you have not enrolled or if you are dropping the course – inform your teacher in the Break-out room after this.
- General questions?
- Zoom sessions with teachers. Go to “you teacher”

Project Documents in Course

