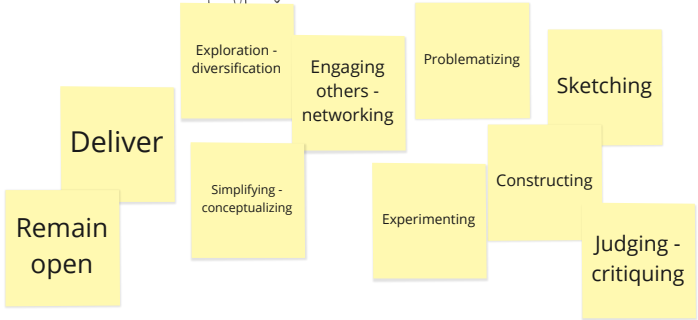
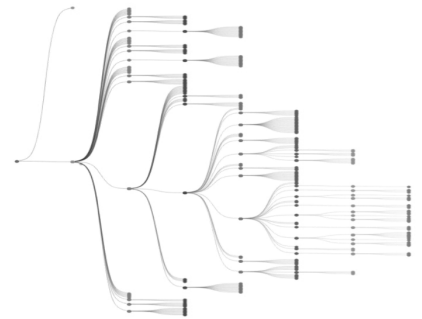


NOT
STEPS!
- activities

Concept
Design



Product
Design



| Week | Monday | Wednesday | Friday |
|-----------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Week 1 26.-30.10. Team to discuss: Find your interest! | 09:15 - 12:00 L: Intro & setting up (Mikaela OT - and vasaarinen/men process in Challenges) 1 h Saku break 10-15 mins 20-25 mins Sampia L: Citizen Science: Everyday People Contribute to Data Analysis break 5 mins 20-25 mins Niilin L: Critical science and politics of participation 30 mins - discussion | 10:19-12:00 Web: PBA - Figma 10:19-14:00 Co-Design: World Scenario Generation Backwards Planning 16:19-18:00 Thing: The T is Left Reading Temp with Arduino | Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision |
| Week 2 2.-6.11. Team to do: Collect your stakeholders! | 09:15 - 12:00 L: Identifying, tracking and testing Stakeholders (stakeholder mapping) 3 Perseus's Reflections 3 Perseus's Reflections 3 Perseus's Reflections 3 Perseus's Reflections | Web: Displaying Data MiniProject: WeatherApp #1Q 10:19-14:00 Co-Design: Exploring how to involve everyday people in your project Thing: Touching the Clouds | Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision |
| Week 3 9.-13.11. Team to do: Iterate your prototypes -> evaluate alternative ideas | 09:15 - 12:00 L: Empathy - ideation / ways of focusing 3 Perseus's Reflections 3 Perseus's Reflections 3 Perseus's Reflections 3 Perseus's Reflections | Web: Fetching Data MiniProject: WeatherApp #2Q reflect Thing: Touching the Clouds | Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision |
| Week 4 16.-20.11. Team to do: Define your prototype | 09:15 - 12:00 Team presentations: Design Focus These 10 teams are expected to address more than one idea. | Technical tutoring 10:19-14:00 Co-Design: Critical experience & critical function | Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision |
| Week 5 23.-27.11. Team to do: Build your prototype | 09:15 - 12:00 L: Pekka Nikander / War Stories L: Pekka Nikander / IoT & Outsourcing vs. Partnering 3 Perseus's Reflections 3 Perseus's Reflections | reflect Technical tutoring | Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision |
| Week 6 | 09:15 - 12:00 L: Preparing the final presentations and documents | FINAL PRESENTATIONS | Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision Team supervision |

Team on industry project launch

Team will also evaluate "office hours" slot

| | Monday | Tuesday | Wednesday | Thursday | Friday |
|-------|--------------------------------------------------------------|---------|--------------------------|----------|--------|
| 09:00 | 09:15 Lecture ----- 10:00 Skills / Persuasion | | 09:15 Skills / Web | | |
| 10:00 | | | | | |
| 11:00 | | | | | |
| 12:00 | | | | | |
| 13:00 | | | | | |
| 14:00 | | | 14:15 Workshop | | |
| 15:00 | | | | | |
| 16:00 | | | 09:15 Skills / Things | | |
| 17:00 | | | | | |
| 18:00 | | | | | |

| | Monday | Tuesday | Wednesday | Thursday | Friday |
|-------|--------------------------------------------------------------|---------|--------------------------|----------|--------|
| 09:00 | 09:15 Lecture ----- 10:00 Skills / Persuasion | | 09:15 Skills / Web | | |
| 10:00 | | | | | |
| 11:00 | | | | | |
| 12:00 | | | | | |
| 13:00 | | | | | |
| 14:00 | | | 14:15 Workshop | | |
| 15:00 | | | | | |
| 16:00 | | | 09:15 Skills / Things | | |
| 17:00 | | | | | |
| 18:00 | | | | | |

Evaluation Criteria

1) Individual grade (30%)

- contribution to the project
 - self-evaluation (0-5)
 - peer-evaluation (0-100%)
 - skills sessions - active participation enough (0-5)
- max. 3 missed sessions to pass (negotiable with extra tasks)

2) Group grade (70%)

- Design Focus presentation (20%)
- Final presentation (30%)
 - Concept
 - Process
 - Demo
- Transformation Opportunity Document (50%)
- You will get good karma by:
 - Displaying 'working together' attitude
 - Taking up challenges

Transformation Opportunity Document

1) Opportunity

- What is the opportunity about?
- What needs to change - why?
- What is the situation like, if the opportunity is realised?

2) Background Research

- Broad context and trends
- Stakeholder involvement
- Relevant technologies

3) Building Blocks of Change

- What technical systems and tools are needed
- What organisations / roles are needed
- What kinds of key agreements are needed

4) Tensions

- Access: Technical capacity vs. Capability to utilise
- Power: Participatory contribution vs. Regulatory leadership
- Value: Distributed good vs. Focussed profit
- Responsibility: Sustainable development vs. Free innovation

OVERALL AIMS OF NEPPI 2020

In the NEPPI course, students will learn multi-stakeholder concepting in the context of networked technology development. It combines multi-stakeholder approach with strong technological support.

The concepts that students create, will be evaluated on three grounds:

- 1) on the relevance and impact potential of the proposal (5-10 years)
- 2) on the realism, feasibility, and competitiveness of the proposal
- 3) on the sustainability and ethical rationale of the proposal

The course originates in the development of IoT concepts. However, currently we accept a broader definition of what the networked technology proposal may encompass, as the creation of a new physical 'Thing' may not be that wise in all cases.

Literature:

Rowland, C., Goodman, E., Charlier, M., Light, A., & Lui, A. (2015). Designing connected products: UX for the consumer Internet of things (First edition). Sebastopol: O'Reilly.

Kimura, A. H., & Kinchy, A. J. (2019). Science by the people: Participation, power, and the politics of environmental knowledge. Rutgers University Press.