

Creative Teamwork

(26E04700, 5 ECTS)

SYLLABUS

Version (19 September 2016)

Instructors' contact information	Course information
Name: Visiting Assistant Professor Miikka J. Lehtonen E-mail: miikka.j.lehtonen@aalto.fi Office: Chydenia, 1 st floor, H1.26	Status of the course: Common advanced studies Academic Year: 2016-2017, Period: 1 Location: Aalto BIZ, Design Factory Schedule: 12 – 30 September, this is an intensive course Language of Instruction: English Course Website: https://mycourses.aalto.fi/course/view.php?id=15090

OVERVIEW

This course provides you with tools and methods to effectively work in multidisciplinary team environments. Through a discussion between theory and practice this course will provide you with a learning environment that is mostly built on learning by doing.

Learning takes place in three different, yet interrelated, levels: individual, team, and group. By first focusing on yourself, you will become more aware of your own strengths and capabilities; this, in turn, will provide you with a solid foundation to working in your team throughout the course. What is more, by understanding your team's contribution to the group's overall goals and objectives helps you in getting the most out of yourself, teams, and groups.

PREREQUISITES AND PRE-ASSIGNMENTS

This is an introductory class to the IDBM program, and as such it is compulsory for both minor and major students. To ensure your place in the course, you must be present in the first session.

It is your responsibility to ask for clarification during the lectures (or during office hours) if provided information is not sufficient.

Before the first session you will be asked to do two pre-assignments. More information about these will be sent to you approximately one week before the first session. Please note that although their main importance is to stimulate your learning, they are also part of the course requirements: if you don't complete the pre-assignments you will not pass this course. But trust me, these pre-assignments are insightful as well as fun.

LEARNING OUTCOMES

During this course we will focus on the following two learning objectives:

1. Understanding the dynamics between the individual, the team, and the group. This will be based on readings, exercises during the class, as well as individual and team assignments
2. Working as a group and in teams, you will create something based on the skills you practice in the classroom – this project will be revealed during the course!

ASSESSMENT AND GRADING

Participation: mandatory attendance. One absence is allowed as an exception, if duly justified. (please note that since this is an intensive course building heavily on teamwork, your absence will also have an impact on your teammates' learning)

Assessment and grading for the course consist of the following:

1. Participation: 10 points
2. Visual learning diary: 25 points
3. Customer satisfaction: 10-30 points
4. Team reflection report: 10-25 points
5. Individual performance in a team: 0-10 points

Please find below more details on each of the aforementioned evaluation aspect. Note that more information will be given in the first session.

1. Participation (10 points)

Since this course is based on a workshop format, most of the lectures focus on learning by doing instead of listening to the instructor. Thus, reading takes place before the sessions, and you are expected to have read the designated literature prior to each session. In IDBM we strongly believe in community-based learning, which is why we focus on doing and creating a positive atmosphere during and outside the class. That is to say, an important aspect of the course – and your grading – is that everyone tries their best to contribute to us achieving a good atmosphere where everyone feels they are learning new things.

2. Visual learning diary (25 points)

Usually learning diaries are expected to be handed in in written format, but this time we are trying out something completely different. Namely, visual learning diary: more information about this assignment – as well as how to hand it in – will be given in the first session on 12 September, but expect to reflect on your learning during the course in a visual format.

3. Customer satisfaction (10-30 points)

Part of your evaluation will be based on the final project's customers' satisfaction on the whole group's performance. That is to say, the customers will rate their experience and the average rating will be the same for the whole group. (e.g. if the average is 17 points, then everyone will get this amount of points)

4. Team reflection report (10-25 points)

Once the course is finished, your team should hand in a reflection report where you – as a team – reflect on your team's performance as well as learning experiences. More information on this assignment will be given in the first class, but the deadline for handing in the report will be two weeks from the last session (30 September).

5. Individual performance in a team (0-10 points)

After the final session, you will be asked to rate your teammates' performance from your point of view. Conversely, the amount of points you will receive will be the average of your teammates' evaluation of your performance.

Overall your final grade will be accumulated as follows:

0-50 points =0

51-59 points	=1
60-69 points	=2
70-79 points	=3
80-89 points	=4
90-100 points	=5

All assignments have to be returned and the presentation has to be made in order to get a final grade for the course. Note that turning in class assignments is considered acknowledgement of guidelines on scholastic honesty and academic integrity (see the section on ethics below).

READINGS

To get the most out of these readings, please try to read them as early as possible before the corresponding week. Your learning diary will be based on the literature, sessions, and teamwork so it is crucial that you are able to reflect on your learning from both practical and theoretical perspectives. Readings will be uploaded to the course website for you to access them.

Week 1

Edmondson, A. C. (2011). Strategies for Learning from Failure. *Harvard Business Review*, 89 (4), 48-55.

Jones, G. R. & George, J. M. (1998). The experience and evolution of trust: Implications for cooperation and teamwork. *Academy of Management Review*, 23 (3), 531-546.

Week 2

Verganti, R. (2011). Designing Breakthrough Products. *Harvard Business Review*, 89 (10), 114-120.

Schwab, K. (2016). *The Fourth Industrial Revolution*. (only this part: http://www3.weforum.org/docs/Media/KSC_4IR.pdf - but you're more than welcome to read the whole book, if you are interested in the topic)

Week 3

Wired (2016). Noma's taste of tomorrow: creating the future of food.

(<http://www.wired.co.uk/article/inside-noma-copenhagen>)

Rude Food Malmö. (<http://www.rudefood.se/> - please check out their website and focus on points that interest you)

SCHEDULE

Date and time	Location	Topic	Key points
12 Sep, 9:00am to 1:00pm	Design Factory (DeFa), Stage	Introduction to the course	<ul style="list-style-type: none">• Introduction to the course• Failure CV• Team formation
13 Sep, 9:00am to 2:00pm	DeFa, Stage	Exercises on finding one's own way	<ul style="list-style-type: none">• Understanding your own experiences, strengths, and capabilities, and how this helps you in finding your own creative vision
14 Sep, 9:00am to 1:00pm	Aalto BIZ, main building, A401	Team exercises Design research methods	<ul style="list-style-type: none">• Building on previous session's exercises, here the focus is on teamwork, and how do individual competences influence teams• Also, an introduction to design research methods and how to employ those in the data collection phase
15 Sep, 9:00am to 1:00pm	Aalto BIZ, main building, A401	Panel discussion Revealing the project	<ul style="list-style-type: none">• Revealing the project you will be working on for the remainder of the course
16 Sep	NO CLASS, working in teams	Data collection	<ul style="list-style-type: none">• Utilizing the skills covered on 14 Sep, work in teams over the weekend to understand the target industry better
19 Sep, 9:00am to 2:00pm	DeFa, Stage	Sharing the team findings with the rest of the group, identifying key themes	<ul style="list-style-type: none">• Workshop on sharing your team's findings with the other teams• The point is to learn from the other teams as well as gaining additional depth into your own findings

			<ul style="list-style-type: none"> Based on the findings, identify key themes shaping the industry today and in the future
20 Sep, 10:00am to 12:00pm	DeFa, Stage	Panel discussion on the restaurant scene	<ul style="list-style-type: none"> Panel discussion on current trends in the yet unspecified industry
21 Sep, 9:00am to 1:00pm	DeFa, Stage	Individual team consultations – book your slot @ miikka.j.lehtonen@aalto.fi	One hour slots for your team to discuss teamwork, your team’s focus area, or anything else related to the course or your studies
22 Sep, 9:00am to 1:00pm	DeFa, Studio	Individual team consultations – book your slot @ miikka.j.lehtonen@aalto.fi	One hour slots for your team to discuss teamwork, your team’s focus area, or anything else related to the course or your studies
23 Sep	NO CLASS, working in teams	Realizing the plan in teams, part 1	<ul style="list-style-type: none"> No class, but work in teams to achieve your team’s as well as the whole group’s vision
24 Sep	Flavour Studio	First practice	<ul style="list-style-type: none"> Test your idea!
26 Sep	NO CLASS, working in teams	Realizing the plan in teams, part 2	<ul style="list-style-type: none"> Almost there, keep it up!
27 Sep	Flavour Studio	Grand day!	<ul style="list-style-type: none"> This is it!
28 Sep	Day off		
29 Sep, 9:00am to 1:00pm	Maria, Lapinlahdenkatu 16	Reflection session + sharing your team’s best practices with the whole group	<ul style="list-style-type: none"> What did we learn? Where do we go from here? What could have been done better in terms of structuring this course?
30 Sep, 9:00am to 12:00pm	Maria, Lapinlahdenkatu 16	Mini case	<ul style="list-style-type: none"> Mini case and presenting team ideas Cheers!

COURSE WORKLOAD

Classroom hours	30h
Class preparation	30h
Assignments	75h
Total	135h (5 ECTS)

ETHICAL RULES

We expect adherence to highest standards of scholastic honesty. Examples of scholastic dishonesty are answer sharing between students, presenting text or case answers downloaded from the internet as own work without proper citation (plagiarism) or sharing answers during the final exam.

All course assignments are to be done by the students that return the work, co-operation in preparing answers to home assignments is strictly prohibited. However, you are allowed to discuss the exercise problems with fellow students on a principal level: the definition of terms and concepts in the questions, and what issues are central to a particular question. Every student should proceed on his/her own from there.

Failure to adhere to these guidelines is subject to disciplinary action, such as cancellation of assignment credit, extra assignments, or removal from the course. Turning in class assignments is considered acknowledgement of these guidelines. Please read more in Intro:

<https://into.aalto.fi/display/enregulations/Aalto+University+Code+of+Academic+Integrity+and+Handling+Violations+Thereof>