

**A!**

Aalto University

**IDBM** International  
Design  
Business  
Management

# Discussion

What did these exercises made you realize?

What are your major challenges?

# Deliverables Part I

## **Project plan, deadline 9.12.2016**

- Outlining the objective, scope, key milestones, deliverables and timeline for the project
- Based on the current information of the project, 2nd iteration if possible
- Uploaded to MyCourses
- Presentation

## **Individual reflection paper I, deadline **Monday 19.12.2016****

- Expectations and personal learning goals, knowledge and skills
- Uploaded to MyCourses

## **Research paper, deadline 27.1.2017**

# Project plan

- Defining the task: Purpose and Goal
- Description about Background of the project
- About the client / organization to whom the project is done
- Project organization, Team members and their roles, Capabilities
- Scope of the project > Aims (preliminary aim, secondary aim)
- Projects steps: Setting up, I, II, III, IV, V, Final
- Aims of steps: Decisions and Deliverables of the projects
- Timetable, Target dates, Deadlines
- Steps, Tasks and Results on the timetable (who does what?)
- (Budget)

# Individual reflection papers

## **I ORIENTATION AND LEARNING TO KNOW YOUR TEAM'S ASSETS**

- My expectations and personal learning goals for the IDBM Industry Project course
- Reflecting one's own expertise: How can I contribute to the success of this project?
- Learning to know each team member's diverse knowledge backgrounds: What do we know as a team?
- Combining diverse knowledge: How do we work to leverage each members' expertise?

## **II APPLYING AND ACQUIRING KNOWLEDGE**

- Understanding what knowledge and expertise is needed in different phases of the project
- Using diverse team members' expertise in the right time during the project
- Identifying knowledge gaps and learning needs
- Acquiring new knowledge needed for a successful project implementation

# Individual reflection papers

## III REFLECTION OF DURING THE COURSE

- Analyzing and assessing what was learned during the industry project
- How did your expertise, knowledge and skills develop?
- What do you need to learn more as an expert and a team member?

REFERENCE MATERIAL Eija Leiviskä doctoral thesis Chapter 7 "Concluding discussions"  
Leiviskä, Eija. 2001. "CREATIVE INTERDISCIPLINARITY. Engineering, Business, and Art & Design Students' Collaboration and Learning in the International Design Business Management (IDBM) Program."

# Research paper

## Research paper (~5000 words)

- Field of the project (~3000 words)
  - Relevant academic and professional literature and other resources
  - Interviews, observations, understanding the operational context
- Key issues and challenges (~1000 words)
- Next steps (~1000 words)
- Deadline 27.1.2017

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**ACTION!**



# Team exercise 60 min

## **MAKE A VIDEO ABOUT YOUR TEAM AND THE PROJECT!**

60min video challenge

30 sek -1 min video

# IDBM Project Video

Make your video about one (or more) of these.

- Present your project, what makes you so excited about it?
- What makes your organisation/ client so interesting?
- Why are you so passionate about your project topic?
- Why your team is so unique and probably the best in IDBM:s history of teams?

Industry Project Bootcamp is over!

Thank you!