

ED Workshop

Ideation Workshop



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School of Electrical
Engineering

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23.1.2019

Common Sessions

(tentative schedule)

ED Workshop (Wednesdays 10-12 @TU5)

1. Kick-off
2. Useful Games Workshop
3. Ideation Workshop
4. Gaming Workshop
5. Physical Forms Workshop
6. Concept Review
7. 3D Modelling Tutorial
8. Team Tutoring
9. Team Tutoring
10. Team Tutoring
11. Team Tutoring
12. Prototype Presentations

13. User Testing workshop



Sähköpaja (Mondays 10-12 @TU2) in FINNISH

1. Introductions
2. Teaming up, Arduino examples
3. Basics of Arduino programming
4. Sensors
5. 3D printing and OpenSCAD
6. Aalto Ventures Program (AVP)
7. Aaltonaut, prototyping
8. Arduino buses (SPI, I2C, UART)
9. Radio technology and Freakduino
10. Arduino radios
11. Laser cutting, PCB making
12. Basics of electronics
13. User interfaces, measuring tools

23.1.2019

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Learning Diary

- **Remember to keep writing your thoughts!**
- **Wiki can be done later, but you need to document carefully. Diary is a good way to document the process in your own point of view – with additional personal reflections and resources.**
- **Learning diary is your individual process & outcome whereas the Wiki is a team thing**

- **And keep track of time use with the hour sheet**

Today – Ideation Workshop

3 rounds of creative exercises á 30 min. facilitated by the teams

0 round:

Priming

1st round:

idea generation (Team 1), e.g. Brainstorming

2nd round:

idea analysis (Team 2), e.g. SWOT

3rd round:

idea evolution (Team 3), e.g. SCAMPER

(Keep in mind that we'll have a 'playing' workshop after next week)

Priming

What do we know about games?

What kinds of categories did we have?

Method toolboxes

Pick one method from here:

[https://www.mycoted.com/Category:Creativity Techniques](https://www.mycoted.com/Category:Creativity_Techniques)

<https://www.mindtools.com/fulltoolkit.htm>

Next Time

Gaming Workshop

- **Prepare a super rough mock-up of your game idea**
- **We shall be playing the mock-up games in mixed teams**
- **By Monday night you need to send to Salu your idea sketches**
 - How many players
 - What is the idea of the game
 - What are the rules