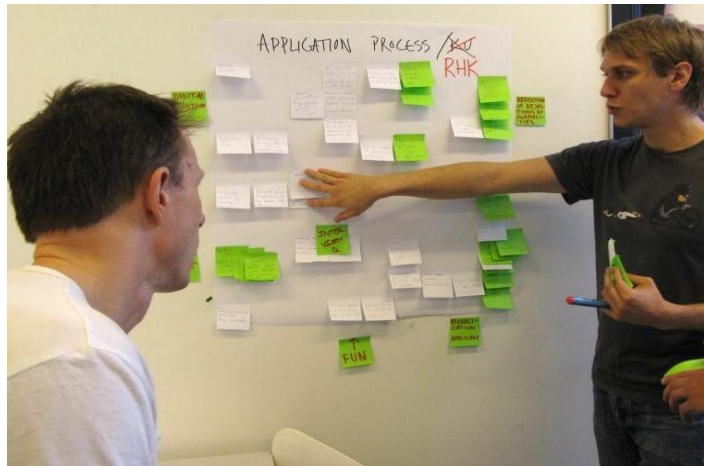SEPTEMER 2011

FROM IDEA TO PROTOTYPE IN A DAY

A workshop designed to help students progress from idea- to prototype - to user testing was integrated in the course 'Innovation and Change' at UCPH's Department of Computer Science. Katapult developed the workshop design in collaboration with instructors, and facilitated a one-day workshop during the course.

The aim of the workshop was to inspire students to develop their own innovation process by trying creative methods in practice and moving from idea to prototype.

THE RESULT

Students were divided into four groups. These groups consisted of students who had already established projects to develop user-oriented IT systems in cooperation with companies and organisations. The students were guided through an intensive dialogue-based development process. This included brainstorming, rapid prototyping and user involvement. Group results were presented throughout the plenary sessions in an on going manner. During the presentations, students also reflected on their experiences with individual methods and discussed how they might deploy them in future projects.

The students addressed project clarification, group dynamics and shared expectations. Furthermore, they gained practical experience with presentation skills. The workshop provided them with an appreciation of the information needed when examining user behaviour.

The result was that students were given tools for workshop/user-test development with actual users of the prototypes they developed during the course.

THE PROCESS

Katapult was contacted by the associate lecturer who was developing the course. They sought an innovation angle and contacted Katapult for professional sparring. Together, the instructors and Katapult agreed that a workshop was an appropriate format for the course. The course's aim was to develop students' theoretical and practical skills necessary to implement an it innovation project within an existing organization. Here, the students needed to analyse the interaction between it and social actors in an organisational context, and develop innovative it designs. The workshop was integrated into the course in order for students to gain experience with a range of practical methods.

FACTS

Course: IT Innovation and Change
Course Organiser: Department of Computer Science
Participants: Master's students from the Department of Computer Science, UCPH
Duration: 1-day workshop
Facilitator: Rikke Korsten (Katapult) and Nina Riis (Katapult)