



E3 /

Engagement in Collaborative Design Experimentations with users on site Entrepreneurship & Social Design

Monday January 10, we welcome you to the first day of what will be an intense, experimental, innovative and extremely exciting 3-weeks course in multidisciplinary design and innovation.

In the following, you will find information about the program for the three weeks, including a short brief on three central elements in the course: The Program - The Pitch - The Log

On Monday we will be meeting at 9.30am at The Royal Danish Academy of Fine Arts – School of Architecture in Copenhagen. We will meet in Auditorium 6. On the next pages you will find details on how to get there. On the day you will be given further information about the course as well as all the practical details.

If you have any questions, please do not hesitate to contact me.

We look forward to seeing you!

Pernille Skov & Malene Saksilde,
project coordinators

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Getting there: From Malmö the easiest is to get off the train at Kastrup airport, change to the Metro and get off at Christianshavns Torv. Then get Bus 66, getting off at stop Fabriksmestervej.

Alternative:

Walk: Metro to Christianshavns Torv. Then 15 min. walk.

Central Station: Bus 66 leaves every 12 minutes from the Central Station.

Kunstakademiets Arkitektskole

Royal Danish Academy of Fine Arts – School of Architecture
Philip de Langes Allé 10
1435 København K

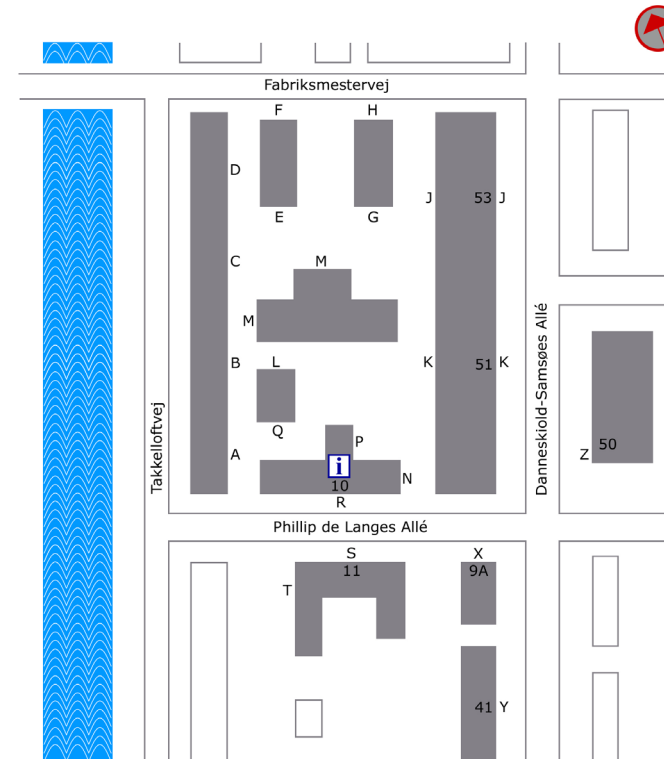


Auditorium 6

Building J - entrance on both sides.



Det Kongelige Danske Kunstakademi
Kunstakademiets Arkitektskole



New skills for the future!

ENGAGEMENT IN COLLABORATIVE DESIGN EXPERIMENTATIONS WITH USERS ON SITE ENTREPRENEURSHIP & SOCIAL DESIGN

In January 2011 (10th – 28th) you will work with the complexities of E3 during an intense multidisciplinary course hosted by Workshopscenen.

You will practice your professional skills in dialogue and collaboration with other students and local stakeholders. You will be working in groups with students from architecture, design, interaction design and informatics.

The base of the project will be a large studio at the School of Architecture in Copenhagen as well as one of two sites in either Malmö or Copenhagen (transport coverage will be provided).

Course definition

Duration:	January 2011 / Week 2 – 3 – 4
ECTS points:	5 ECTS points
Participants:	25
Language:	Primary language English, secondary languages Danish and Swedish
Partners:	Local governments (Copenhagen and Malmö)
Economy:	transport coverage available

THE E3_

ENTREPRENEURSHIP

An overall goal of the course is through lectures, exercises and practice to become more aware of entrepreneurial views/qualities of your work. You will be assessed on your collaborative skills and your ability to co-create in a social context. The final presentation in week 4 will be framed as a 'pitch' for the partners in the project.

EXPERIMENTATIONS & MEASURES WITH USERS ON SITE

You will be working with the current key challenges described above at one of the two sites Urbanplanen/ Copenhagen or Rosengård/Malmö. The key challenges have been identified by stakeholders daily engaged in the environment. The intention is to collaboratively work on site - observe, research and measure current practices and experiment with and develop proposals enhancing the social-cultural environment in the area.

For the practical work a 'toolbox' will be provided at the beginning of the project, including a diversity of materials and data to start from – for example architectural drawings, various kinds of data from previous studies of the environment, Arduino-kits, mobile-phone registration applications, etc. In the studio you will also have access to various other technologies. Coaches will be able to assist you during the course period (coaches are teachers from the institutions as well as other experts).

Additionally a thematic perspective is to work with the concepts of 'flow' and 'nodes' – e.g. through acknowledging and collaboratively experiment with the importance of creating overlaps and meeting points operating in time. Working with light and sound in this context is an example of one of many possibilities.

ENGAGEMENT IN MULTIDISCIPLINARY COLLABORATIVE DESIGN

Another aim of the course is to gain experiences and reflect upon your professional role, when engaging in intense multidisciplinary collaborative design work. We do this through learning-by-doing in a real-world project setup, closely intertwining with developing proposals with various stakeholders.

Through lectures, exercises and guidance, Workshopscenen and various other invited coaches will assist you in these often complex, sometimes challenging and always prolific processes.

The Sites



URBANPLANEN

Urbanplanen, a housing estate from the 1960s placed in the northern part of Amager. Part of the area, Hørgården, is now listed on the new listing of ghettos in Denmark.

The project partner in Urbanplanen is Partnerskabet, who's challenges are health, youth and unemployment.



ROSENGÅRDEN

Area and housing estate in the southern part of Malmoe. Known for its multicultural image. The estate was built in the 1960s and 70s.

There lives approx 23.000 citizens in the area and the average incomes is 71.700 SEK per year. The main challenge is its reputation – the images in the public in general.

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Please note: Be prepared for possible minor changes to this schedule during the course

Phase 1 / Week 2: January 10 - 16 / Methods, Registrations Process and Analysis

Monday 10/1	Tuesday 11/1	Wednesday 12/1	Thursday 13/1	Friday 14/1
<p>Place: CPH Participants: All Hour: 9.30 – 12.30 am</p> <p>LOCATION:</p> <p>Kunstakademiets Arkitektskole / Royal Danish Academy of Fine Arts – School of Architecture</p> <p>Auditorium 6</p> <p>Introduction: 9.45 – 11.15</p> <p>Presentation of program and practical information</p> <p>Multidisciplinary teams announced: Division into groups</p> <p>Presentation of sites and cases:</p> <p>Presentation of tool box and archive Questions</p> <p>Talk: 11.30 – 12.15 Entrepreneurship in the creative disciplines /Julie Hjort, The Entrepreneurship Foundation</p> <p>Questions</p> <p><i>(Continues next page)</i></p>	<p>Place: MALMÖ / CPH Participants: Division in groups Time: 9.30 – 12 am</p> <p>LOCATION:</p> <p>Groups goes to either:</p> <p>Malmö: address will be announced on Monday) (In Rosengården it starts at 10:00)</p> <p>CPH: Partnerskabet Urbanplanen Solvang Centret, Remisevej 15, 2300 København S</p> <p>On location</p> <p>Guided tour, local contacts and discussion</p> <p>Observation, registration and sketching on site</p> <p><i>(Continues next page)</i></p>	<p>Place: CPH Participants: All Time: 9 – 12am</p> <p>LOCATION:</p> <p>Kunstakademiets Arkitektskole / Royal Danish Academy of Fine Arts – School of Architecture</p> <p>Workshopscenen</p> <p>Workshop: 9.00 – 10.30 On cross disciplinary team work /WSc (Malene)</p> <p>Workshop: 10.30 – 11.30 Presentation of Arduino * /K3 (Tony Olsson)</p> <p>Tutoring: 11.30 – 13.00 Possibility of feed back from teachers</p> <p><i>(Continues next page)</i></p>	<p>Place: CPH / MALMÖ Participants: Division in groups Time: 9 – 12am</p> <p>LOCATION:</p> <p>On location or at base</p> <p>Group work</p> <p>Task Analysis of project site, based on visits (registrations and sketching)</p> <p>Identification of key social/spatial issues/problems</p> <p>Thematic choices and interpretations according to the student's individual discipline</p> <p>Delimitation of project and formulation of specific hypothesis and aims - about possibilities and decision making)</p> <p><i>(Continues next page)</i></p>	<p>Place: CPH / MALMÖ Participants: Division in groups Time: 9 – 12am</p> <p>LOCATION:</p> <p>On location or at base</p> <p>Group work</p> <p><i>(Continues next page)</i></p>

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Monday 10/1, continued	Tuesday 11/1, continued	Wednesday 12/1, continued	Thursday 13/1, continued	Friday 14/1, continued
<p>Place: CPH Participants: All Time: 1 – 5 pm</p> <p>3 disciplinary perspectives</p> <p>Lecture KA / 13 – 14.15 The program (notes and flows, sites for important social interactions, inherent architectural/urban qualities) <i>/Lecturer: JC Pasgaard</i></p> <p>Lecture K3 / 14.30 – 15.15 On K3 – Interaction Design/MEDEA Living Labs: engaging with stakeholders/users in the design process + various examples. <i>/Lecturer: Per A Hillgren</i></p> <p>Lecture DTU / 15.30 – 16.00 On DTU Informatics Mobile phones as tool for gathering information and brief introduction to data analysis. <i>/Lecturer: Jan Larsen</i></p> <p>16.00 – 16.45 End of day status and questions</p>	<p>Place: CPH / MALMÖ Participants: Division in groups Time: 1 – 5 pm</p> <p>LOCATION:</p> <p>On location or at base</p> <p>Group work</p> <p>Task: Each group will be given the assignment.</p>	<p>Place: CPH Participants: All Time: 1 – 5 pm</p> <p>LOCATION:</p> <p>On location or at base</p> <p>Group work</p> <p>Introduction to group work: Planning of tasks Structure, process and planning in the groups <i>/WSc</i></p>	<p>Place: CPH Participants: Groups Time: 1 – 5 pm</p> <p>LOCATION:</p> <p>On location or at base</p> <p>Group work</p> <p>Further project planning in dialogue with teachers</p> <p>Tutoring: 14.00 – 16.00 Possibility of feed back from tutors</p>	<p>Place: CPH / MALMÖ Participants: Division in groups Time: 12 – 5pm</p> <p>LOCATION:</p> <p>On location or at base</p> <p>Group work</p>

* Arduino is a tool for making computers that can sense and control more of the physical world than your desktop computer. It's an open-source physical computing platform based on a simple microcontroller board, and a development environment for writing software for the board. Arduino can be used to develop interactive objects, taking inputs from a variety of switches or sensors, and controlling a variety of lights, motors, and other physical outputs. Arduino projects can be stand-alone, or they can be communicate with software running on your computer (e.g. Flash, Processing, MaxMSP.) The boards can be assembled by hand or purchased preassembled; the open-source IDE can be downloaded for free. The Arduino programming language is an implementation of Wiring, a similar physical computing platform, which is based on the Processing multimedia programming environment.

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2 Phase / Week 3: January 17 - 23 / Strategy, Design & Experiments – for ex. on site with stakeholders

Monday 17/1	Tuesday 18/1	Wednesday 19/1	Thursday 20/1	Friday 21/1
Place: CPH Participants: All Time: 9 – 12 am LOCATION: Kunstakademiets Arkitektskole / Workshopscenen Midway critique/ presentations You are expected to present rich key fieldwork insights and data analysis supporting your aims and hypothesis /your program as well as three possible ways/ideas to possibly proceed within your specified program. You are expected to have summarized your presentation in: One A4 page describing your program version 1 + One A4 page per possible way to proceed (both available in print-out for tutors). 40 minutes per group: 20 min. presentation (digital documentation) 20 min. feed back	Place: CPH / MALMÖ Participants: Division in groups Time: 9 – 12 am LOCATION: On location or at base Group work Planning, preparing and doing initial experiments on site Local Mock-up Dialogue with local actors (Possibility for assistance/tutoring in Arduino)	Place: CPH / MALMÖ Participants: Division in groups Time: 9 – 12 am LOCATION: On location or at base Group work Planning, preparing and doing initial experiments on site Local Mock-up Dialogue with local actors (Possibility for assistance/tutoring in Arduino)	Place: CPH / MALMÖ Participants: Division in groups Time: 9 – 12 am LOCATION: On location or at base Group work Planning, preparing and doing initial experiments on site Local Mock-up Dialogue with local actors	Place: CPH Participants: All Time: 9 -12 am LOCATION: Kunstakademiets Arkitektskole / Royal Danish Academy of Fine Arts – School of Architecture Workshopscenen Workshop: pitching 9.00 – 10.30 Group work 10.30 – 11.30 Continued in base / CPH Lunch Lecture 11.30 – 12.15 Guest Lecturer (tba)
Place: CPH Participants: All Time: 1 -5 pm Midway critique/ presentations	Place: CPH / MALMÖ Participants: Division in groups Time: 1-5 pm Group work, Continued	Place: CPH / MALMÖ Participants: Division in groups Time: 1-5 pm Group work, Continued	Place: CPH / MALMÖ Participants: Division in groups Time: 1-5 pm Group work, Continued	Place: CPH Participants: Division in groups Time: 1-5 pm Group tutoring 13.00 – 17.00 30 min. pr. group (Strategy & Design Entrepreneurial values of the project + program v2)

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Please note: Be prepared for possible minor changes to this schedule during the course

3 Phase / Week 4: January 24 - 28 / Communication and Presentation

Monday 24/1	Tuesday 25/1	Wednesday 26/1	Thursday 27/1	Friday 28/1
Place: CPH/MALM Participants: Division in groups Time 9-12am Group work	Place: CPH/ MALMÖ Participants: Division in groups Time 9-12am Group work	Place: CPH/ MALMÖ Participants: Division in groups Time 9-12am Group work DEADLINE: 10am: Log book	Place: MALMÖ Participants: All Time: 9 -12 am Presentation (pitch) Presentation for the local stakeholders: MALM	Place: CPH Participants: All Time: 9 -12am Evaluation of multidisciplinary collaboration 30 min. pr. group (all groups) (The contents of your log book will be the basis for discussion here)
Place: CPH Participants: All Time: 12 am – 1pm Group work Continued Tutoring: 13.00 – 16.00 Possibility of feed back from tutors	Place: CPH / MALMÖ Participants: Division in groups Time: 1-5 pm Group work Continued	Place: CPH / MALMÖ Participants: Division in groups Time: 1-5 pm Group work Continued	Place: CPH Participants: All Time: 2-5 pm Presentation (pitch) Presentation for the local stakeholders: CPH	Place: CPH Participants: All Time: 13-15am Evaluation of multidisciplinary collaboration 30 min. pr. group (all groups) (The contents of your log book will be the basis for discussion here) Plenum 15 -16 Burning questions and internal evaluation 4 pm: Drinks

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During the course, each group will work on three basic generic elements in digital formats:

The Program, The Pitch and The Log

The Program

Each group will write and visualize an individual programme for the desired output of the process. The program is expected to develop and change during the course, as the groups further develop their knowledge on the local sites and situations as well as decide on their responds to the actual challenge.

When making the programme, the groups are expected to focus on three main points:

- | | |
|---------------|---|
| 1/ Challenge: | Which local challenge/problem does the group wish to address? |
| 2/ Plan: | How will the group approach the challenge/problem?
Including a short description of the desired work process as well as an activity plan: analysis, conception, construction (if possible) and presentations (midway presentations, pitch and final presentation). |
| 3/ Direction | Analysing the challenge, what does the group estimate to be the best qualitative responds? What are the aims of the response? In week one, the group will suggest three potential responses, which in beginning of week two will be narrowed down to one. |

The Pitch

In the final week of the course, each group will pitch their output to the local stakeholders. The pitch will last no more than 15 minutes. During the development of your ideas, you have been expected to be in dialogue with local stakeholders. The aim of the final pitch is to convince the local stakeholders that the idea should be actualised in the respective area. At the same time the pitch can unfold a potential discussion/debate in the feedback that will follow.

The presentation consist of visual elements – video, sound, power point etc. and will take place Thursday 28th of January from 9 till 5 pm.

The Log

During the three weeks of the course, each group will keep a simple log book. A template for the log will be provided. The log book should be an ongoing registration of the internal processes of the group, including how the process of decision making has taken place and brief reflections on working in multidisciplinary teams. The material from the log book should all be in digital formats so that it can be part of the final presentation and evaluation. The materials in the log book can be in a variety of media, such as text, drawing or footage, with a reflective layer of short comments. The log should be used as a shared reference in the group on the process of collaborating and will be a part of the tutoring of the group.

The log book will have to be handed in on Wednesday 26th of January at 10.00am.

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Further course details:

ATTENDANCE

Confirmation to the course is binding and attendance is compulsory. The student can miss maximum of 2 days in order to pass the course. In case of illness, it is the student's responsibility to inform her/his colleagues within the group as well as the project coordinator.

ASSESSMENT/GRADES

The students will be evaluated on the following parameters:

- Ability to work from a site specific or place centric perspective, accounting for social, cultural and material structuring conditions of place.
- Ability to apply an experimental approach to design where a number of live experiments are carried out.
- Ability to reflect on the design process, acknowledging experience gained and identifying new learning goals, take responsibility for the individual learning process with in the group.
- Capabilities to communicate hers or his ideas and thoughts in a language which can match the multidisciplinary context of the group

The student must demonstrate:

- Sensitivity and good judgement in designing in order not to compromise any ethical issues
- Sensitivity and good judgement in working in a multidisciplinary context

The project is given a qualitative evaluation of the analytical interpretation.

The groups must carry out a well-founded delimitation of the project and formulate specific hypotheses and aims

The strategy and/or the specific design actions are evaluated in relation to the analytical interpretation.

In the presentations, the students must reflect upon the entrepreneurial value of their project, i.e. can they transform their innovations into economic goods?

Grades: fail or pass. There is no possibility afterwards to re-do (parts of) the course to get a pass.

TRANSPORT

Transport between Sweden and Denmark will be reimbursed by your local course coordinator.