

Agile prototype your dream! July 4 – July 15, 2022

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| Monday, July 4 | | |
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| Time | Activity | Description |
| 9:00 – 12:00 | Introduction Digital manufacturing | 2D/3D drawing and 3D printing, the basics |
| 12:00 – 13:00 | Lunch time | |
| 13:00 – 18:00 | Hands-on workshop | Put the basics of 3D drawing and printing to work |

| Tuesday, July 5 | | |
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| Time | Activity | Description |
| 9:00 – 12:00 | Introduction lasercutting | The basics of lasercutting and instruction on how to use the lasercutting machine |
| 12:00 – 13:00 | Lunch time | |
| 13:00 – 18:00 | Hands-on workshop | Use the knowledge of this morning and put the lasercutter to work |

| Wednesday, July 6 | | |
|-------------------|--------------------------|---|
| Time | Activity | Description |
| 9:00 – 12:00 | Introduction CNC milling | The basics of milling and instruction on how to use the milling machine |
| 12:00 – 13:00 | Lunch time | |
| 13:00 – 18:00 | Hands-on workshop | Use the knowledge of this morning and put the milling machine to work to manufacture your 3D design |

| Thursday, July 7 | | |
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| Time | Activity | Description |
| 9:00 – 12:00 | Introduction Arduino programming | The basics of the Arduino Microcontroller and how to write software and use the Arduino |
| 12:00 – 13:00 | Lunch time | |
| 13:00 – 18:00 | Hands-on workshop | Use the Arduino and write software to let the microcontroller do magical stuff |

| Friday, July 8 | | |
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| Time | Activity | Description |
| 9:00 – 12:00 | Introduction Waterjet cutting | The basics of the waterjet and instruction on how to use the machine |
| 12:00 – 13:00 | Lunch time | |
| 13:00 – 18:00 | Hands-on workshop | Use the knowledge of this morning and put the waterjet cutting machine to work to manufacture your design |

Monday, July 11

| Time | Activity | Description |
|---------------|--------------------------------------|---|
| 9:00 – 12:00 | <i>Agile prototyping, the basics</i> | <i>Get acquainted with the Customer journey, Design Thinking and methodologies. Start with your dream as a small challenge.</i> |
| 12:00 – 13:00 | <i>Lunch time</i> | |
| 13:00 – 18:00 | <i>First challenge</i> | <i>Work on your dream challenge, use design as a research method to understand and articulate your challenge.</i> |

Tuesday, July 12

| Time | Activity | Description |
|---------------|------------------------|--|
| 9:00 – 12:00 | <i>Final challenge</i> | <i>Define the challenge that you want to address in this course Workshop ability to design</i> |
| 12:00 – 13:00 | <i>Lunch time</i> | |
| 13:00 – 18:00 | <i>Final challenge</i> | <i>Work on your own challenge Design solutions for your challenge</i> |

Wednesday, July 13

| Time | Activity | Description |
|---------------|---------------------------------|--|
| 9:00 – 12:00 | <i>Service design challenge</i> | <i>Prototyping</i> |
| 12:00 – 13:00 | <i>Lunch time</i> | |
| 13:00 – 18:00 | <i>Service design challenge</i> | <i>Finishing version 1 of your prototype</i> |

Thursday, July 14

| Time | Activity | Description |
|---------------|------------------------------|--|
| 9:00 – 12:00 | <i>Present first results</i> | <i>Present the results of the first iteration of your final challenge. In this presentation there is the opportunity to gather feedback from fellow students to improve your design.</i> |
| 12:00 – 13:00 | <i>Lunch time</i> | |
| 13:00 – 18:00 | <i>Final challenge</i> | <i>Work on your own challenge. Apply feedback to your design.</i> |

Friday, July 15

| Time | Activity | Description |
|---------------|------------------------------|--|
| 9:00 – 12:00 | <i>Final challenge</i> | <i>This is the final stretch of your Agile prototyping challenge. You can put the dots on the I's.</i> |
| 12:00 – 13:00 | <i>Lunch time</i> | |
| 13:00 – 18:00 | <i>Present final results</i> | <i>Now it's time to present the results of the hard work of the past two weeks and show what you're capable of. It is time to shine. Remember though, designing is a never ending process, how are you going to improve your prototype next?</i> |