

Agile prototype your dream! July 3 – July 14, 2023

Course Director: Tim Idzenga
E-mail: tim.idzenga@hu.nl

Monday, July 3		
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 4		
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 5		
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 6		
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 7		
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 10

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 11

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 12

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 13

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 14

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>