Agile prototype your dream!
July 1 – July 10, 2025

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Tuesday, July 1		
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*

Wednesday, July 2		
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*

Thursday, July 3		
Time	**Activity**	**Description**
9:00 – 12:00	*'Find your spark'*	*The basics of electronics, sensors and actuators*
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 4		
Time	**Activity**	**Description**
9:00 – 12:00	*Introduction Waterjet cutting / Milling*	*The basics of the waterjet and milling and instruction on how to use the machines*
12:00 – 13:00	*Lunch time*	
13:00 – 18:00	*Hands-on workshop*	*Use the knowledge of this morning and put the waterjet cutting / milling machine to work to manufacture your design + Guest lecture Sustainability*

Monday, July 7		
Time	**Activity**	**Description**
9:00 – 12:00	*Agile prototyping, the basics*	*Define the challenge that you want to address in this course* *Workshop ability to design*
12:00 – 13:00	*Lunch time*	
13:00 – 18:00	*First challenge*	*Work on your dream challenge, use design as a research method to understand and articulate your challenge.*

Tuesday, July 8		
Time	**Activity**	**Description**
9:00 – 12:00	*'Find your spark'*	*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	*Final challenge*	*Use the Arduino and write software to let the microcontroller do magical stuff*

Wednesday, July 9		
Time	**Activity**	**Description**
9:00 – 12:00	*Present first results*	*Prototyping*
12:00 – 13:00	*Lunch time*	
13:00 – 18:00	*Final challenge*	*Finishing version 1 of your prototype*

Thursday, July 10		
Time	**Activity**	**Description**
9:00 – 12:00	*Final challenge*	*This is the final stretch of your Agile prototyping challenge. You can put the dots on the I's.*
12:00 – 13:00	*Lunch time*	
13:00 – 18:00	*Present final results*	*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?*

For information about the Social Programme, please have a look at the last page
of this document or visit the <u>Utrecht Summer School website</u>!

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