Course name	21UNI *SHIP Disruption Camp 2017
Type of course	Elective course
Field of study	Cross disciplinary. Embedded in the KOTKA UAS Engineering "Entrepreneurship & Innovation" programme. Please notice "Requirements" beneath!
Offered	Spring 2. quarter May
ECTS-credits	Up to 5 ECTS depending on work load.
Language	English
Teaching methods	Problem-based learning. Changing venues (Study spaces & Company venues). The project work is based on multidisciplinary collaboration with students from universities and design schools from Finland, Europe, Asia. Approximately 15% lectures and 85 % field- and teamwork.
Requirements	Students must have a background in Engineering, Human Technology/Product Psychology Development, Industrial Design/Service Design, Business, Architecture, Journalism etc. We prefer students close to last year of their BSC/MSc.
Selection Criteria	We select students according to relevant educational background and motivation, ctf. Application procedure below and programme marketing: https://www.facebook.com/SHIPDisruptionCamp
Application Procedure	https://docs.google.com/forms/d/e/1FAIpQLSdP8Xihdpo82KcPL_yFkz69_LxHoRtFKP89OznWvwxYW_dZ9g/viewform?c=0&w=1&usp=send_form

Motivation
This course is very untraditional. It is operated for two weeks at various venues in the city of Kotka, Finland.

Students are taken out of their conventional class-room environment with teacher-led learning and are instead placed in a dynamic study-, community- and business environment to be enrolled in problem-based learnings based on business briefs from 10 different businesses. Tasks are solved in multidisciplinary teams – and supported by team facilitators. And several days of working are out in the businesses partaking.

During the first week, focus is on how to proceed from an open idea for a new solution concept, to sketching relevant concepts – and to start designing a strong solution. You base your work on user- and business insights and design thinking methods. During the week 2 you focus on selecting the best conceptual ideas, bringing them to live as a final concept, which you codevelop with a specific company and finalize to pitch for a board of specialists. Here you verify your concept's attractiveness, feasibility and viability.

To do this, different disciplinary analyses must be conducted and, in particular, the interfaces between the different disciplines must be agreed upon and described.

Learning objectives
The overall goal of this course is to improve the student's ability to create business related value, to works as enterprisers/entrepreneurs and to collaborate across disciplinary boundaries in an innovative and design thinking driven way. At the end of this course, the student should be able to:

- Apply design thinking/process driven methods to your work approach, a.o.:
  - Understanding and utilizing user/customer/stakeholder needs and insights in your innovation process
  - Applying idea generation, concept testing and concept development to your work process.
- Apply personal disciplinary work methods to promote your team's joint actions.
- Demonstrate social skills to promote your team's development.

- Demonstrate abilities to collaborate across disciplines, cultures, national backgrounds and business boundaries.
- Conduct disciplinary analysis of a real-life industrial problem and design solutions relevant for your buddy industry.
- Propose and justify the value of your innovative solutions.
- Pitch disciplinary analysis to industry stakeholders from different disciplinary backgrounds.

Assessment	Oral
	Oral examination and compulsory teamwork participation.
Grading	Passed/not passed, Assessment by lecturers.

Last updated	01/03-2017