

A1

START

The supervisor gives a brief introduction to the research field, the technology and the challenges ahead!

Feel free to ask follow-up questions such as:

- What is the main problem domain or concept?**
- What is the relation to societal challenges?**
- What is the current research question?**
- What is existing technology doing?**
- Who are the intended users?**

20 min

A2

MINI TUTORIAL

**Get more acquainted with the
technology or concept!**

**The supervisor has prepared a mini-tutorial/
walk-through that shows how to hack or
tinker with the system.**

30 min

A3

IDEA DUMP

From the brief tutorial - what could be done? Share your initial ideas on development, modifications or new tools!

What input could be connected to what output?

What kind of information would be interesting to have?

**What kind of information can be visualized?
How could it be “hacked” to do something completely different?**

15 min

B1

TAKE IT APART

Create a common language through taking a device (or concept) apart!

What are the specific parts and components?

How is it meant to be used?

What kind of information can be visualized?

How could it be “hacked” to do something completely different?

30 min

B2

MINI STUDY

**Choose an existing use-context
and study today's use situation!**

**Identify a specific interaction or situation
related to the theme of the station or the
citizen-perspective in general.**

**Supervisors can share pre-prepared research
material, or the group can search online to
find and study forums, channels in social
media, YouTube-clips or news articles.**

30 min

C1

NEW IDEAS

Based on the material from the mini-study, generate as many design ideas as possible in a short amount of time!

Share your ideas to the group and write it down on a post-it. No critique allowed - this is just a fun exercise!

Select two ideas to move forward; one conventional brilliant idea and one more “crazy” but brilliant idea.

30 min

C2

PROTOTYPE

Make quick conceptual mockups that captures the essence of your concept!

Build the mockup in any available material (paper, clay, glue) based on one or two ideas.

45 min

D1

STORYBOARD

Sketch out a story that illustrates the essence of how your concept unfolds in a use-scenario.

Use the empty storyboard templates and your best illustration skills!

30 min

D2

ONE-SHOT VIDEO

Make a short video that communicates the future use-scenario - using a smart phone!

Make use of your prototypes, props and people to convey the level of your work.

It does not have to be perfect, it is more important to just do!

30 min