

PENS-315

**SKIL Student Kreativity and Innovation Laboratory**

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Cursus	Sem.	Type
Projeter ensemble ENAC	BA6	Opt.

Language of teaching	English
Credits	4
Withdrawal	Unauthorized
Session	Summer
Semester	Spring
Exam	During the semester
Workload	120h
Weeks	12
<b>Hours</b>	<b>4 weekly</b>
Courses	1 weekly
Exercises	3 weekly

**Number of positions**

**It is not allowed to withdraw from this subject after the registration deadline.**

**Summary**

This course will allow students to engage in hands-on projects defined by themselves, in a dedicated workshop environment. Students work together in small groups on their own ideas, with access to a wide range of tools, materials, software, etc. - assisted by specialized coaches.

**Content**

There is no predefined task or assignment – students brain-storm, form groups, and decide between themselves what they want to do, how to start – then they do it. A lot of flexibility is provided for how the work should proceed, but the process typically includes: a brain-storming phase; a planning phase with definition of specific roles for each group member; an execution phase with continuous evaluation and adjustment of planning and strategy; and in the end a presentation of the project/results/products/methods developed - and the difficulties encountered. An interdisciplinary team of coaches - including students and faculty members - will provide guidance for the teams as needed.

**Keywords**

Workshop, creativity, hands-on, group work, interdisciplinarity

**Learning Prerequisites****Required courses**

There is no special course requirement.  
Anybody eligible for Projeter Ensemble can choose the SKIL experience.

**Recommended courses**

Other relevant EPFL courses include, for example, "Prototyping" (CdH) and "Design Thinking" (CdH & CdM).

**Learning Outcomes**

- Develop a project from idea to realization
- Specify the role of the team members and the team objective
- Make a physical or numerical prototype

- Define a planning to reach its goal

### **Transversal skills**

- Set objectives and design an action plan to reach those objectives.
- Demonstrate a capacity for creativity.
- Communicate effectively with professionals from other disciplines.
- Communicate effectively, being understood, including across different languages and cultures.
- Continue to work through difficulties or initial failure to find optimal solutions.

### **Teaching methods**

Personalized coaching in response to student needs and ideas.

### **Expected student activities**

Hands-on realization of own ideas, for example in the form of prototypes, models, or methods. Students are expected to explore project ideas that go beyond their discipline.

### **Assessment methods**

Each group will present the story of their project and its results.  
This presentation will be evaluated and graded at the end of the semester.