Summer Innovation School 2015

Day	Date	Activity	Sub-Activity
Children Workshop			
Day-1	May 21	[1] Learning to (Un)Learn	
			[1.1] Orientation
			a. What, Why, How? b. Does curiosity get stifled with growth? c. Can children teach us the art of immersion? d. Getting lost in the location?"
			[1.2] Field Visit
			a. Visit in groups to 10 sites in and around Ahmedabad b. 30 children, 30 summer school participants forming 10 teams, 3 per team
			[1.3] Problem Definition
			Identify problems and formulate cases based on that.
Day-2	May 22		**[1.4] Presentation of Cases**
			[1.5] Brainstorming for ideas and solutions
			[1.6] Presentation
Summer School 2015			
Day-3	May 23	[2] Orientation	
			[2.1] Objectives and Processes of summer school
			[2.2] Team Formation
			[2.3] Listing and Presentation of Problems
Day-4	May 24	[3] Learning to	**[3.1] Steps of benchmarking**

		benchmark	**[3.2] Building on problems based on benchmarking and literature review**
			[3.3] Final case presentations
Day-5 & Day-6	May 25	[4] Defining the boundaries	**[4.1] Field Visit**
	May 26		a. To incorporate user needs and getting feedback
Day-7	May 27	[5] Concretization of Problem statement	
			[5.1]Presentation: redefine problem statement
			[5.2] Finalizing Problem statement
Day-8 & Day 9	May 28	[6] Ideation	**[6.1] Listing down all the possible solutions within groups** a. Mind Mapping of ideas
	May 29		**[6.2] Feasibility study**
			a. Evaluating ideas: technical, economical, manufacturing, market study
Day-10	May 30	[7] Presentation to Jury	**[7.1] Presentation of ideas to Mentors and getting their feedback**
Day-11	May 31	[8] Planning for building Proof-of-concept	**[8.1] Orientation** a. how to translate idea into proof of concept
			b. Reducing the processes looking at the functionality, design of the ideas
			[8.2] Interactions of mentors for building proof of concept with each team
Day-12 & Day-13	June 1	[9] putting proof-of-concept to a document	**[9.1] Listing the design requirements, making sketches**
	June 2		**[9.2] Cost estimation, visualization**
			[9.3] Detailed planning for prototyping
Day-14 & 15	June 3	[10] Conceptualizing Proof-of-Concept	**[10.1] Raw material procurement**
	June 4		**[10.2] Financial Planning**
			[10.3] Interaction with Fabricators and visit to workshop

Day-16 band Day 17	June 5	[11] Fabrication of proof-of-concept	**[11.1] Mock version of solutions, components and full scale version**
	June 6		a. Which standard components available off the shelf can be used and which ones need to be fabricated; tradeoffs needed to improve ease of manufacture and reduce cost of small scale production
			b. Real scale functional prototype through collaborative design (or separately if not possible for some reason but still through iterative dialogue about emergent design)
Day-18	June 7	[12] Presentation	**[12.1]Presentation of proof of concept to jury**
Day-19	June 8	[13] Feedback from user	**[13.1] Incorporating user feedback for making prototypes**
Day-20, Day-21, Day-22	June 9-11	[14] Prototyping	**[14.1] Value addition based on mentor and user feedback**
Day-23	June 12	[15] Give prototype to user for feedback	
Day-24	June 13	[16] Concluding the summer school	**[16.1] Final Presentation**
			[16.2] Concluding session