

COURSE STRUCTURE

SYLLABUS

- 1. Life-Centric Innovation Framework**
- 2. Innovation 4 Impact Project**
- 3. Innovation Methodologies and Tools for an Innovation Project**
 - 3.1 Generative AI for Innovation**
 - 3.2 Scenarios & Foresight for Innovation**
 - 3.3 Business Model Innovation**
 - 3.4 Impact-Driven Innovation**
 - 3.5 Impact Metrics for Innovation**

TIMELINE

TOPIC	PROJECT	05/02	12/02	26/02	28/02	17/03	02/04	04/04	09/04	23/04	30/04	07/05	09/05	14/05	22/05
	INTRO / PROJECTS PRESENTATION EXPRESSION OF INTEREST LIFE-CENTRIC INNOVATION														
MISSION 1: IMMERSE	PROJECT KICK-OFF TEAM DYNAMICS														
GEN AI. FOR INNOVATION	GROUP WORK TOUCHBASE														
MISSION 2: DREAM	GROUP WORK TOUCHBASE														
MISSION 3: IDEATE	GROUP WORK TOUCHBASE														
	SCENARIOS & FORESIGHT GENERATION BATTLE WITH “JOSÉ DE MELLO”														
	BUSINESS MODEL INNOVATION														
	HALFWAY SHOW														
MISSION 4: VALIDATE	GROUP WORK TOUCHBASE														
	IMPACT-DRIVEN INNOVATION														
MISSION 5: PERFECT	GROUP WORK TOUCHBASE														
	IMPACT METRICS FOR INNOVATION														
MISSION 6: IMPACT	GROUP WORK TOUCHBASE														
	FINAL PRESENTATIONS														

CHANGES IN ORIGINAL SCHEDULE:

05/03 is now 28/02 (18h30 to 21h30)

12/03 is now 04/04 (18h30 to 21h30)

17/03 is now 09/05 (18h30 to 21h30)

TIMELINE

TOPIC	PROJECT	05/02	12/02	26/02	28/02	17/03	02/04	04/04	09/04	23/04	30/04	07/05	09/05	14/05	22/05
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	MISSION 6: IMPACT														
	FINAL PRESENTATIONS														

+ 1H MENTORING PER WEEK

+ 1H MEETING WITH CORPORATE EVERY TWO WEEKS

+ 1 HALFWAY TOUCHPOINT WITH TEACHING TEAM

PROJECT DETAILS

1. Mission Based

- i. **Every two weeks (+-), a new mission;**
- ii. **One halfway elevator pitch;**
- iii. **One final presentation;**
- iv. **One final report.**

2. Support

- i. **1 hour per week with mentor;**
- ii. **4 mandatory touchpoints with corporate liaison;**
- iii. **1 mandatory touchpoint with Teaching Team**
- iv. **Touchpoint with Rui every two weeks, in class;**

DELIVERABLES

Individual Reflection

- i. **Two-pager with individual reflection about innovation methodologies applicability, team dynamics and lessons learned**
- ii. **Guidelines to be communicated on Moodle.**

Final Presentation (Group)

- iii. **To be delivered on May 22nd.**
- iv. **Guidelines to be communicated on May 5th.**

Final report (Group)

- i. **Maximum 25 pages (plus annexes);**
- ii. **Must include the documentation of all 6 missions, including decision rationale, methodologies used, ;**
- iii. **To be delivered until May 25th.**

EVALUATION

Team grade:

- 1. Team commitment throughout the project (informed by corporates and mentors) (20%)**
- 2. Quality of final deliverable (40%)**
- 3. Quality of final presentation (20%)**

Individual grade:

- 1. Peer assessment (10%)**
- 2. Individual reflection (10%)**

MOODLE

Course ENROLMENT key:

Innov_2425_S2