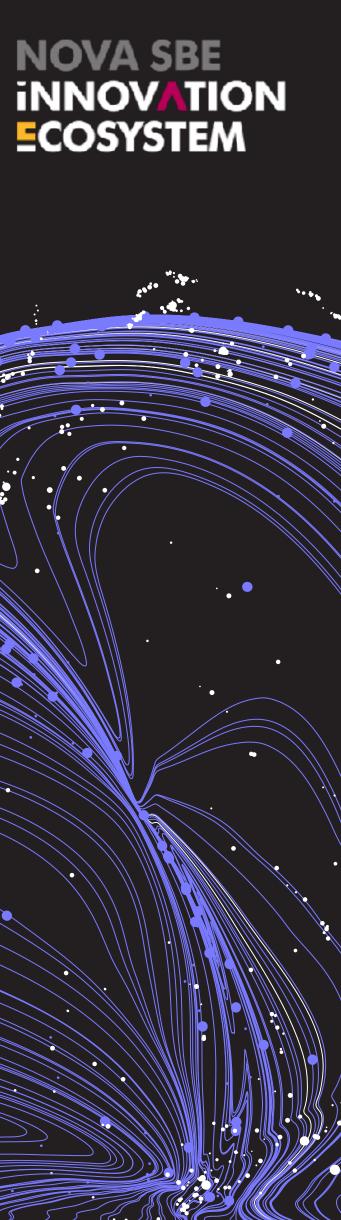
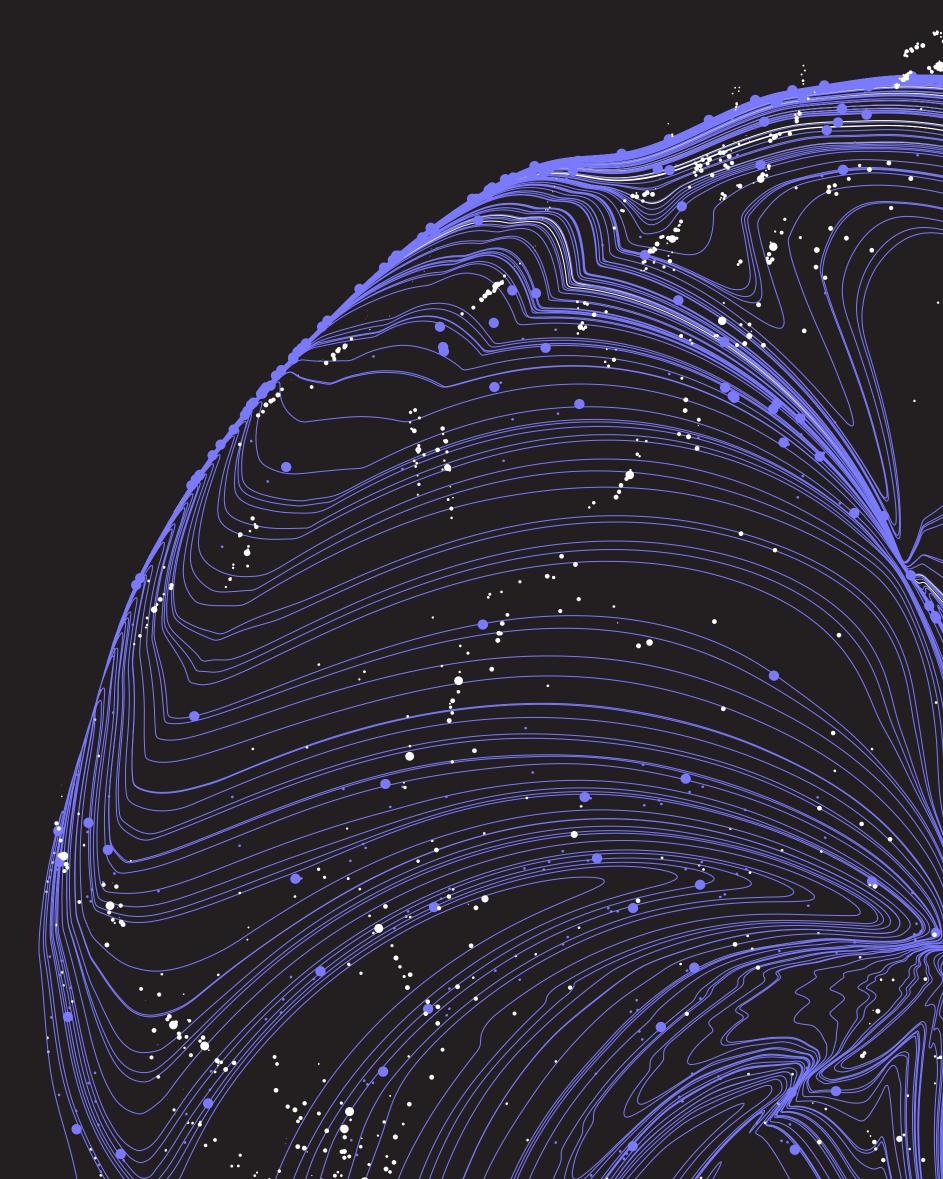


# INNOVATION PROJECT

MIEI | 2025.04.23 | Class 8 | Rui Coutinho, Leonor Neto







# TOPICS

# Guidelines Final Report

Mission #4

Group Work 3

2











# **GUIDELINES FINAL REPORT**

- We want you to journal the whole journey.
- Explain us the process, what you did in each step.
- We want to understand what decisions you made throughout the project, their rationale and the evidences/facts you used.
- We will not evaluate how good or how innovative is your solution. We want to evaluate how well you understood the innovation process and how you were able to think for yourselves, apply the principles, the concepts and the tools.
- Our opinion about the final solution is irrelevant and will not be part of the evaluation.
- You might not even reach a final solution and yet be very well evaluated (and viceversa)



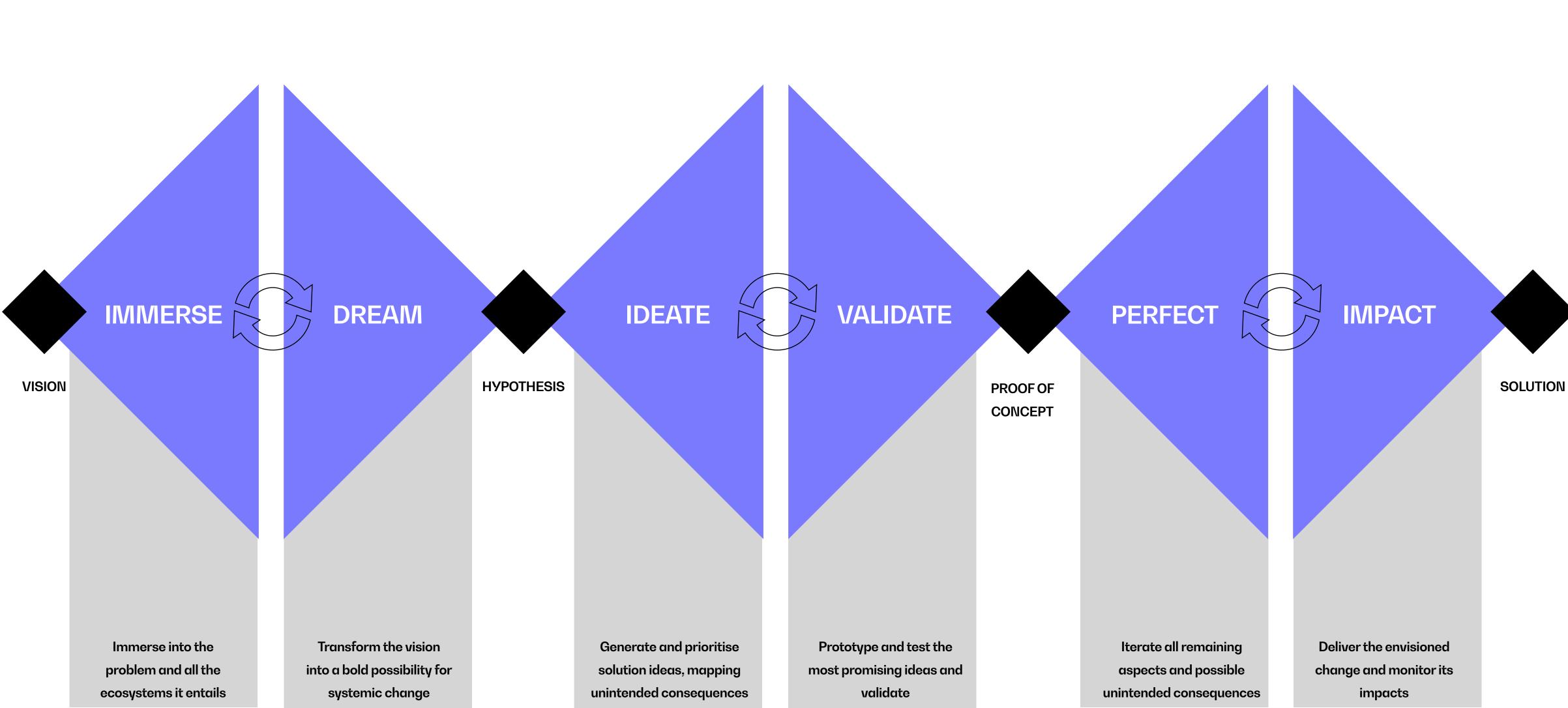


# MISSION #4





# Life-Centred Innovation





# Life-Centred Innovation

VALIDATE

Prototype and test the most promising ideas and validate

### Prototype

solutions.

One of the key aspects of prototyping is that it generates empathy for prospective users.

Choose your type of prototype and get your potential users/clients to interact with it. Observe behaviour, ask for feedback, collect insights.

## The process of prototyping bridges the gap between conceptual ideas and real, workable solutions. Prototyping allows you to answer questions and validate/invalidate assumptions leading to the iterative testing, learning, and refinement of components and complete



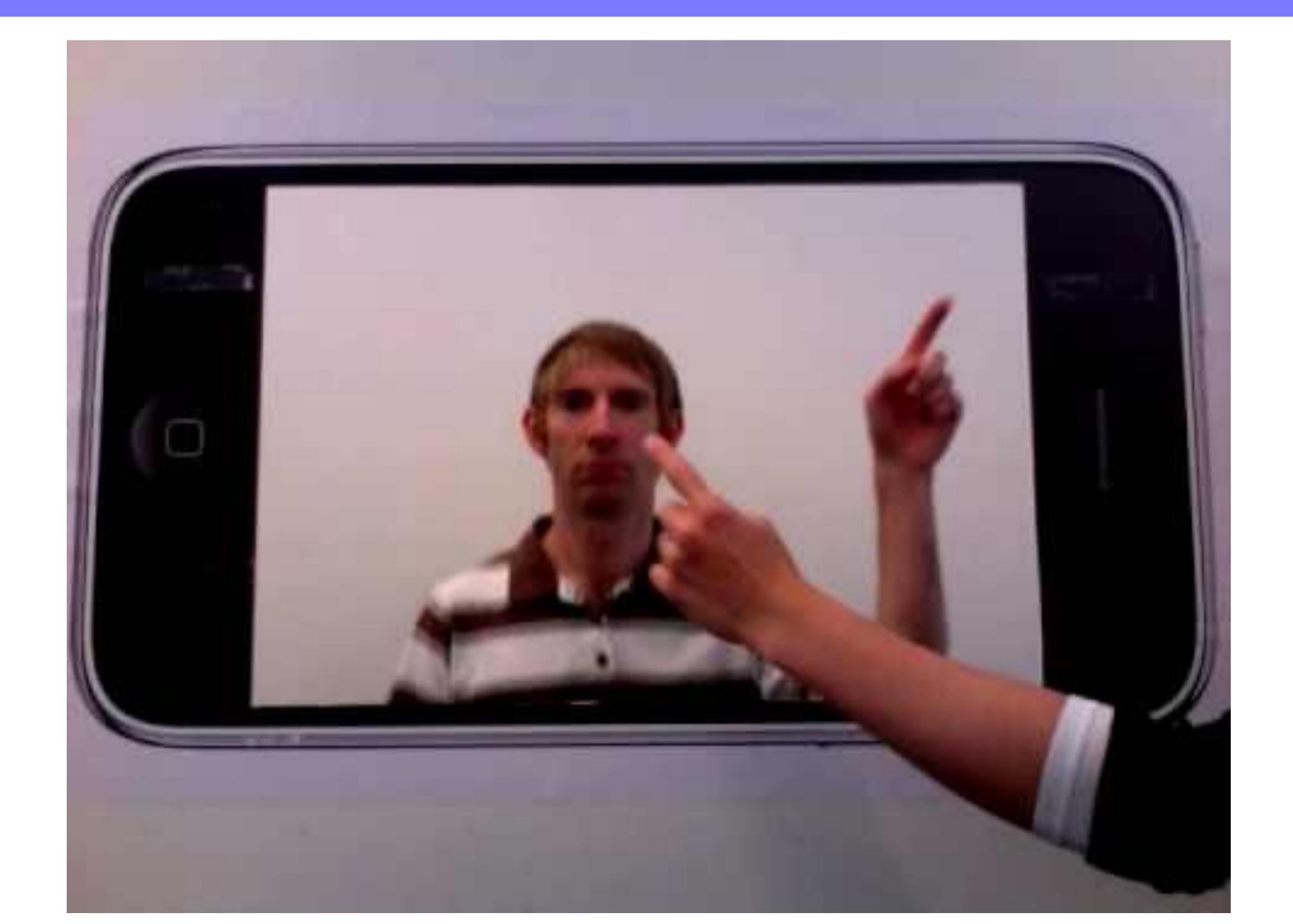
# Life-Centred Innovation

VALIDATE

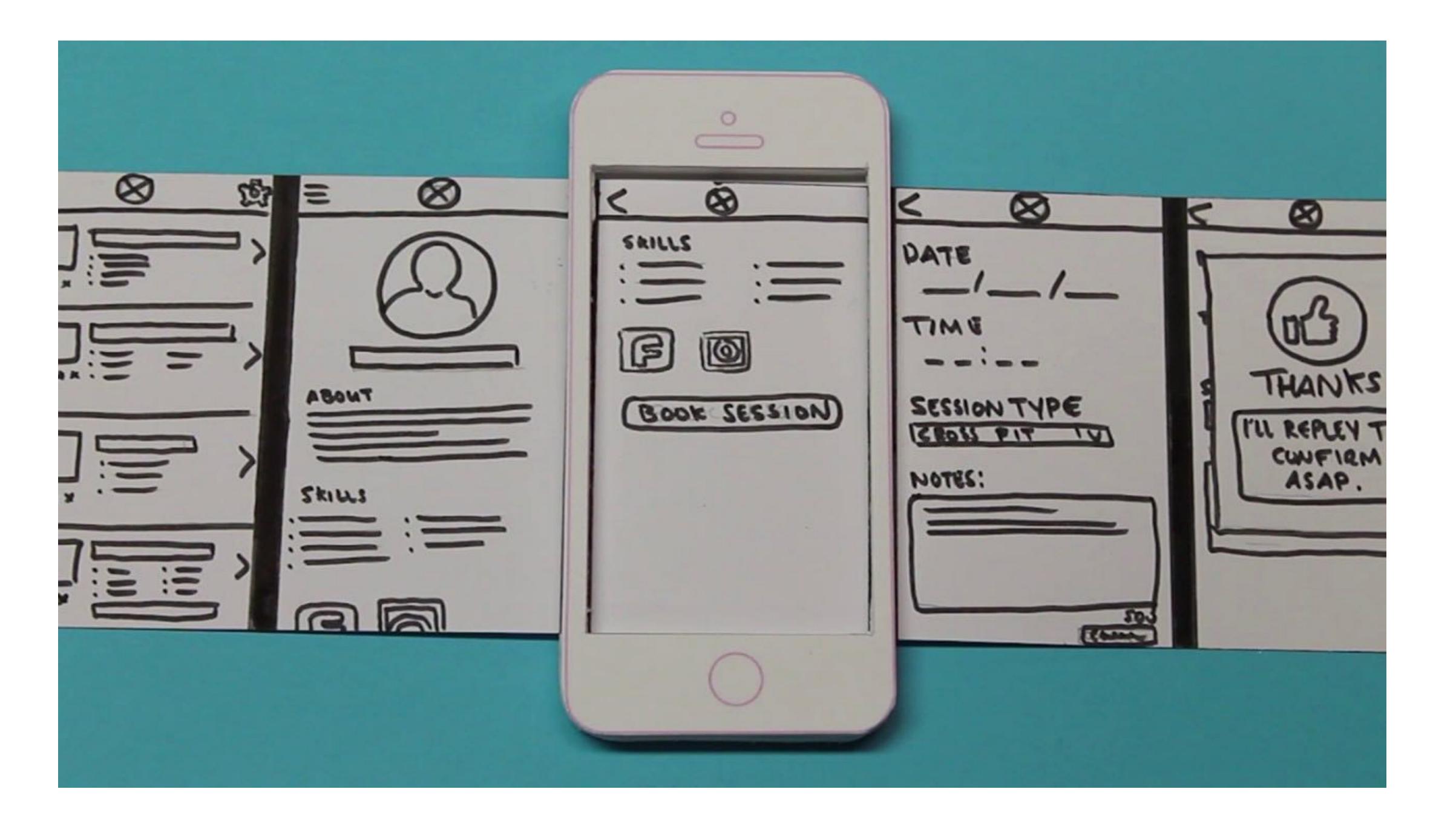
Prototype and test the most promising ideas and validate **Types of Prototypes** 

- Sketches and Diagrams
- Paper Interface
- Storyboards
- Role-Playing
- Physical Models
- Surveys (be careful)















# Life-Centred Visionary Innovation

## VALIDATE

Prototype and test the most promising ideas and validate

## **Final Outcome**

- Validate assumptions
- Validate features

 Collect additional insights about the problem and/or solution Generate validation (and move forward), iteration or pivot



What are the main assumptions that you need to test next? What are the main features that your experiments or prototype should have to test these assumptions?

What's worth showing to and testing with possible users? 💁

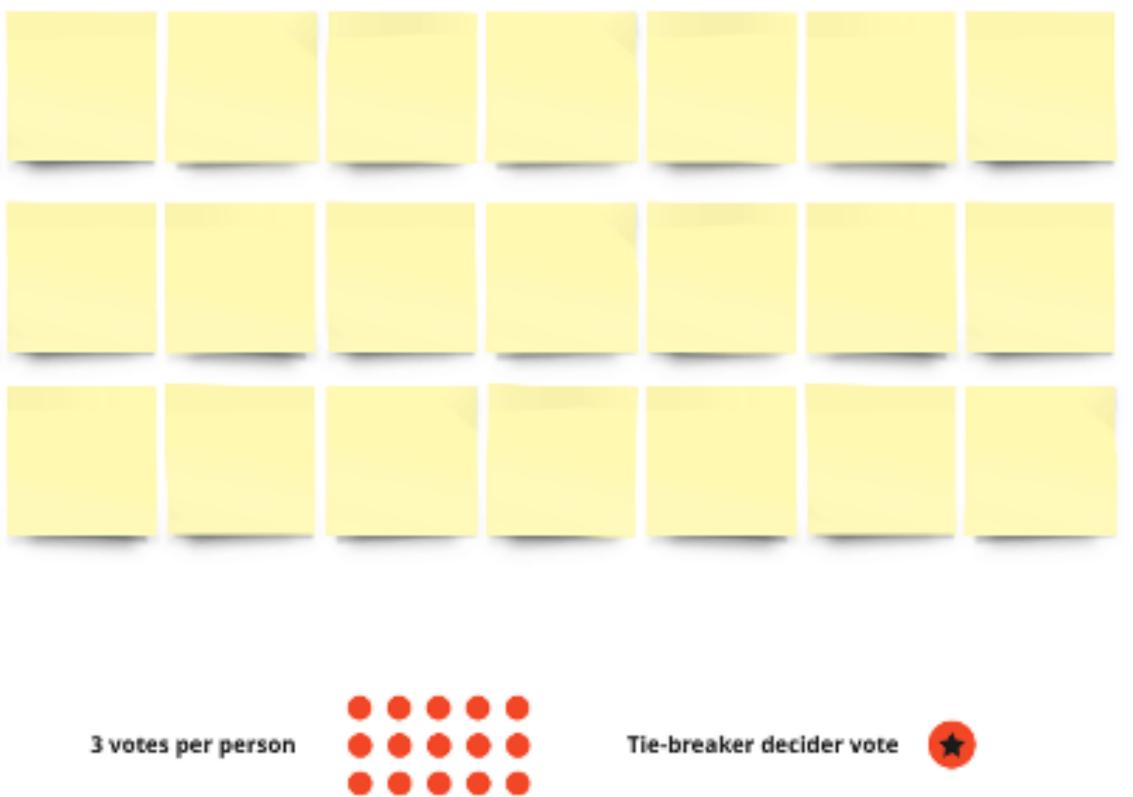
What makes explicit your idea's value proposition? 😁

In group, brainstorm what should be incorporated into your prototype or experiments.

After that, freely vote on the main features.

Pick the 3-6 best-voted features and move to the next step.







Ok, now you have an idea of the main features your prototype or experiment should showcase.

Next you need to define how this will be built into an actual prototype or experiment.

Remember, there are many different ways to prototype and experiment! It all depends on your idea and what you want to test with possible users.

Copy and paste the 3-6 best-voted features from above.

✓ Plan what and how you will test! Based on the main features identified, fill in the table: create one hypothesis for each feature you want to test and plan what's needed to successfully do so. 3-6 bestvoted features

#	We will test the feature	We believe that	To verify that, we will	To test this, we need to	We will test this with possible users	We will target this test at	The test will be successful if	Kill, Pivot or Persevere	
 1									ļ
2									
3									
4									
5									
6									



### Time to get dirty! Time for you build your prototype or experiment!

Now that you have everything planed, it's time for you to build your prototype - to start testing your solution with potential users.

### 🗹 Before you start building your prototype or experiment, take some time to reflect on your solution. Is it a:

- 1. Business Model
- 2. Physical solution
- 3. Digital Solution
- Service

### Discuss it with your mentor.

This will help you deciding on the best way to showcase your idea and its features and to test the hypothesis you want to validate.

### Explore different tools and options before

building your prototype or experiment. What are the main advantages of each one? Check some of the tools you can use to build your prototype.

V Together with your mentor, decide what your prototype or experiment will be! Explore 1 or 2 possibilities and evaluate which suits your purpose better.

🗹 Build the prototype or experiment to test your solution. Tell us what it is - and show it!

A Business Model

A Physical Object

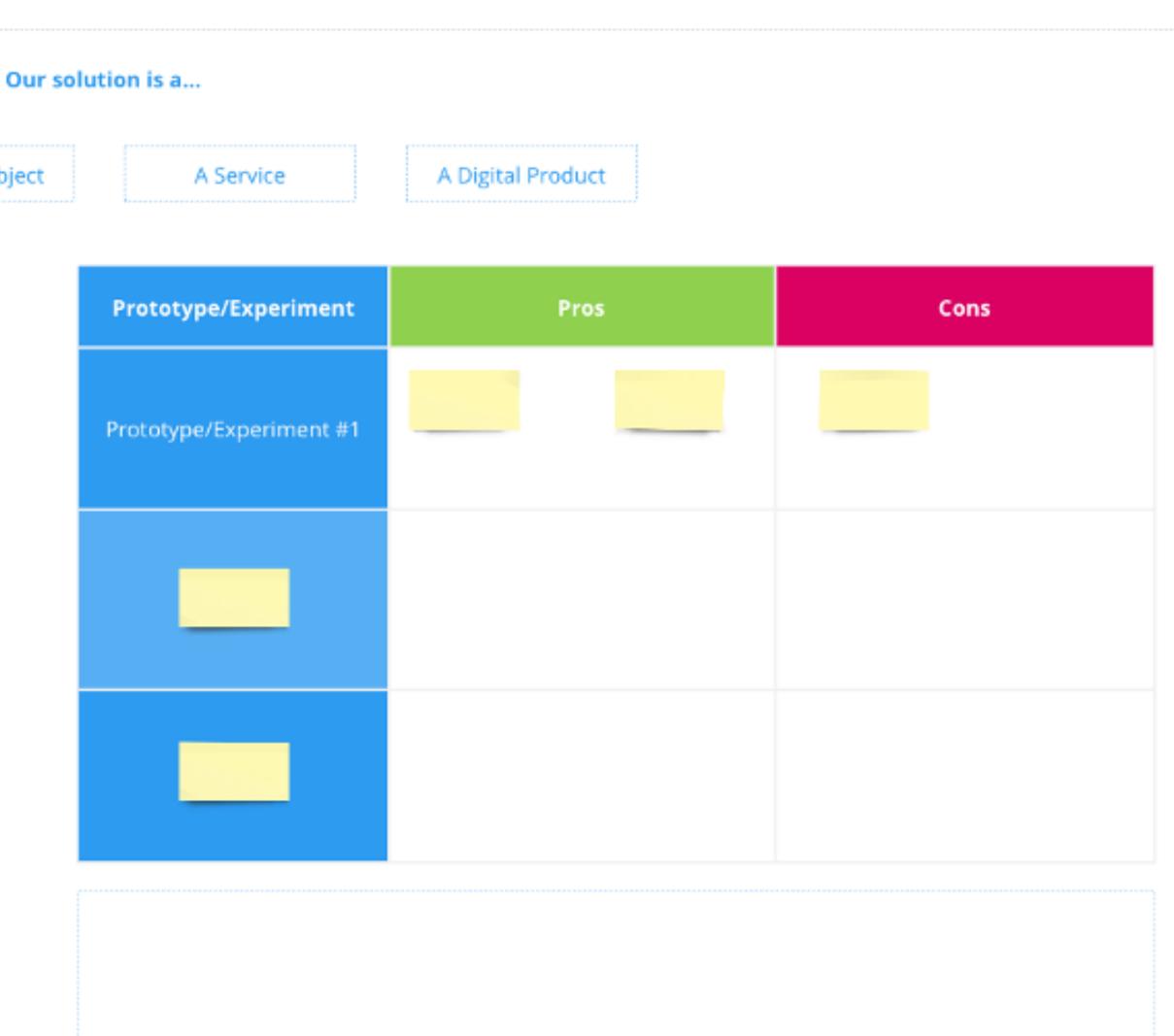
### Types of prototype or experiment

You can prototype your solution with:

- Paper interface
- If it's a service, do a role-playing or make a demo video
- Sketches and Diagrams
- If your product is on a screen, try tools like Keynote or PowerPoint and InVision or Marvel
- If it's an object, modify an existing object, 3D print a prototype, or prototype the marketing
- If it's on the web, design a landing page with Wix, Instapage, or Unbounce
- AI Tools
- Legos

A good prototype or experiment is

- Quick
- Cheap
- Minimal
- Testable
- Measurable



Paste your initial prototypes or experiment plans here! Remember: it can be an image, a video, a link to an external tool... be creative!



Now that you have a first prototype or experiment, it is time to start testing it!

🔽 Based on your planning, test your prototype or conduct your experiment with potential customers to validate the features you created.

Do different tests to validate your ideas and keep track of the results using the Learning Cards to your right.

Do as many tests as you need to test and validate your hypothesis.

VFine-tune your prototype or experiment. Based on the learnings from each cycle, make improvements and changes to it.

### Prototype/Experiment #1 report

Learning Card	<b>&amp;</b> Strategyzer			
Test Norro	Deadline			
Assigned to	Duration			
STEP 1: HYPOTHESIS				
We believed that				
STEP 2: OBSERVATION				
We observed				
STEP 3: LEARNINGS AND INSIGHTS				
From that we learned that				
STEP 4: DECISIONS AND ACTIONS				
Therefore we will				
Capacity N. Strategy and AG				

### Prototype/Experiment #2 report

Learning Card	<b>6</b> Strategyzer			
Test Namo	Deadline			
Assigned to	Duration			
STEP 1: HYPOTHESIS				
We believed that				
STEP 2: OBSERVATION				
We observed				
STEP 3: LEARNINGS AND INSIGHTS				
From that we learned that				
STEP 4: DECISIONS AND ACTIONS				
Therefore we will				
Capyright Strategymer AG				

An example

### **Prototype/Experiment #XX report**

Learning Card	<b>6</b> Strategyzer
Text Name	Deadline
Assigned to	Duration
STEP 1 HYPOTHESIS	
We believed that	
STEP 2: OBSERVATION	
We observed	
STEP 3: LEARNINGS AND INSIGHTS	
From that we learned that	
STEP 4: DECISIONS AND ACTIONS	
Therefore we will	
Copylight Stinstegyeer AG	



You have tested your prototype and conducted some experiments!

It is time for your final conclusions! Based on the tests done:

 Fill in the table to your right: identify all tested features, if your decision was to Kill, Pivot or Persevere, and main learnings.

Discuss and validate your learnings and conclusions with your mentor to prepare the final prototype.

Based on your value proposition, and on the final version of your prototype, think about situations that can express and explain this.

Create a storyboard for your prototype, in which you show how customers will use and interact with.

### You have now all you need to build your final prototype!

You experimented different tools and performed several validation tests. It is time to build your final prototype.

## Select the right prototype type, based on the experiments you did.

Tell us what your final prototype is and why.

What are the main features of your prototype.

Identify your prototype solution main goals.

Refine your prototype based on testing and feedback and finalize it.

Prototype/Experiment #	Features tested (list the features tested in each cycle)	Kill, Pivot or Persevere (list and identify the decision for each feature)	Main Learnings	
1				
2				
3				
Key Resources				

Post here the storyboard for your solution (a visual representation of your solution)

### Value proposition

Show us your final Protoype! (photo, video, external link, etc...) Channels



### / past projects

# LET ME TELL YOU A STORY





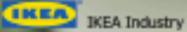


## turning waste into furniture...

**#future directions #IKEA Industry #fungi-based material #turning waste #into resources #into furniture #ME310** 

IKEA Industry





# expanding the låsa advantage...

#luture directions #IKEA Industry #one-step assembly Americanism #small scale #low price #great value #ME310

INSERT WIST LOCK





## Cities are going pedestrian.





# When cars can no longer access the center of cities, how can we move people from A to B?



# When cars can no longer access the center of cities, how can we move -people from A to B?

# When cars can no longer access the center of cities, how can we move **stuff** from A to B?







### Modern Delivery for the Busy City

In the future, crowded cities will become even more dense as a projected 67% of the worlds population move to urban areas. To make space for this surge in population density, cities are eliminating vehicles from entering the city core. While this restriction reduces the feasibility of current commercial delivery methods, it opens the market for a new delivery device. Meet CarGo. More packages, delivered faster, with less effort.

INTUITIVE INTERFACE. SEAMLESS INTEGRATION INTO FORD TRANSIT. LOW PROFILE STORAGE. VERSATILE CONFIGURATIONS. REDUCED LOADING EFFORT.

### ONE CART. THREE CONFIGURATIONS

CarGo is a delivery vehicle built with the user in mind; three cart configurations allow the user to use the cart according to his or her preference.







### INTUITIVE DRIVING

CarGo features an ergonomic handle with haptic direction control, for easy and intuitive maneuvering with one hand or two.

### MOTORIZED

CarGo allows for stress-free, reduced effort transportation of heavy loads





### FORD TRANSIT EXTENSION

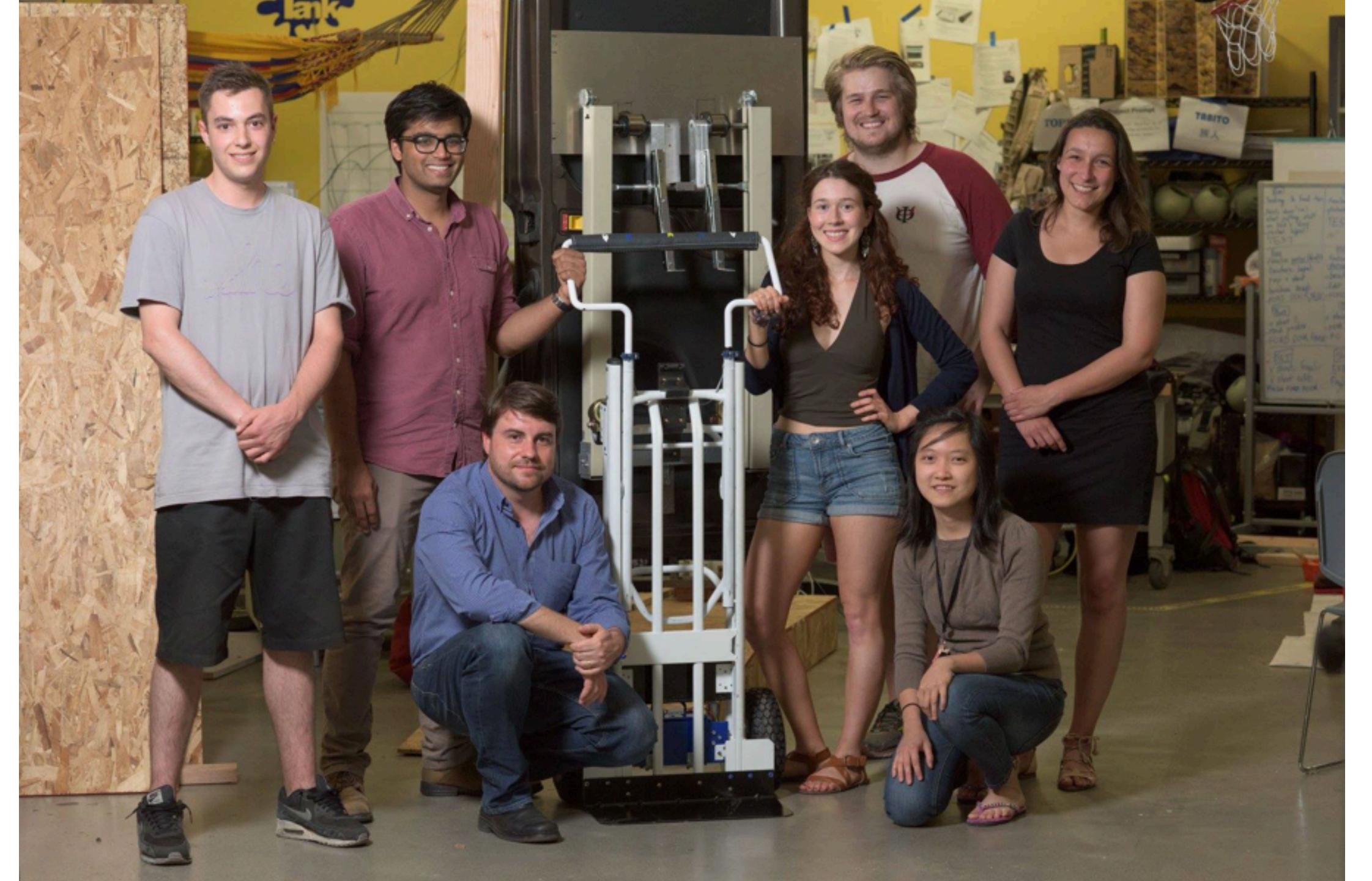
Storage is a minimal effort endeavor for the user; CarGo slides seamlessly into the back of the Ford Transit.

### With CarGo, distribution of goods is simply more efficient. CarGo empowers workers to "Go Further"!



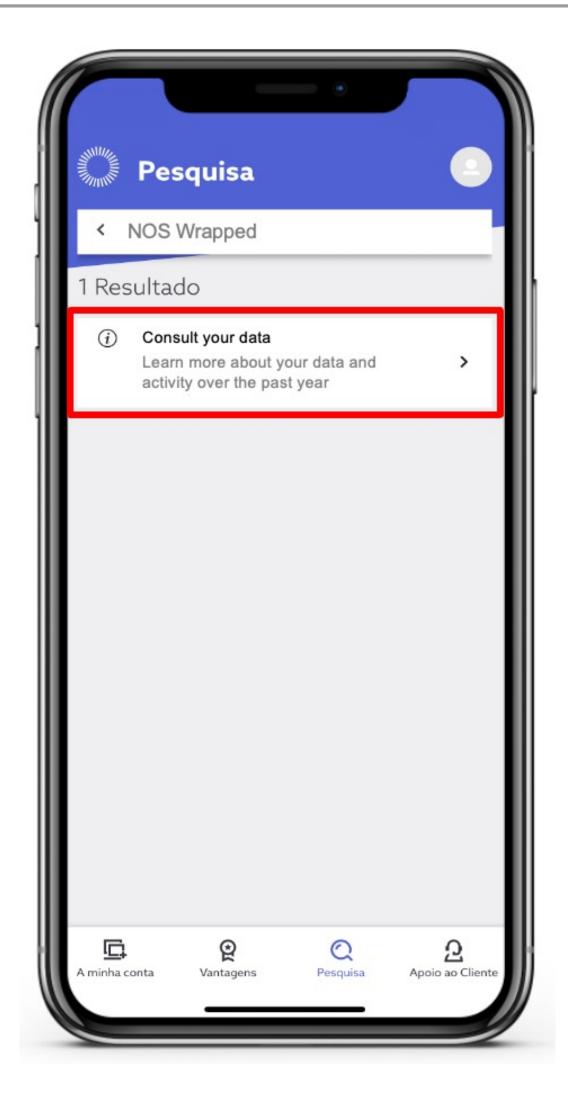




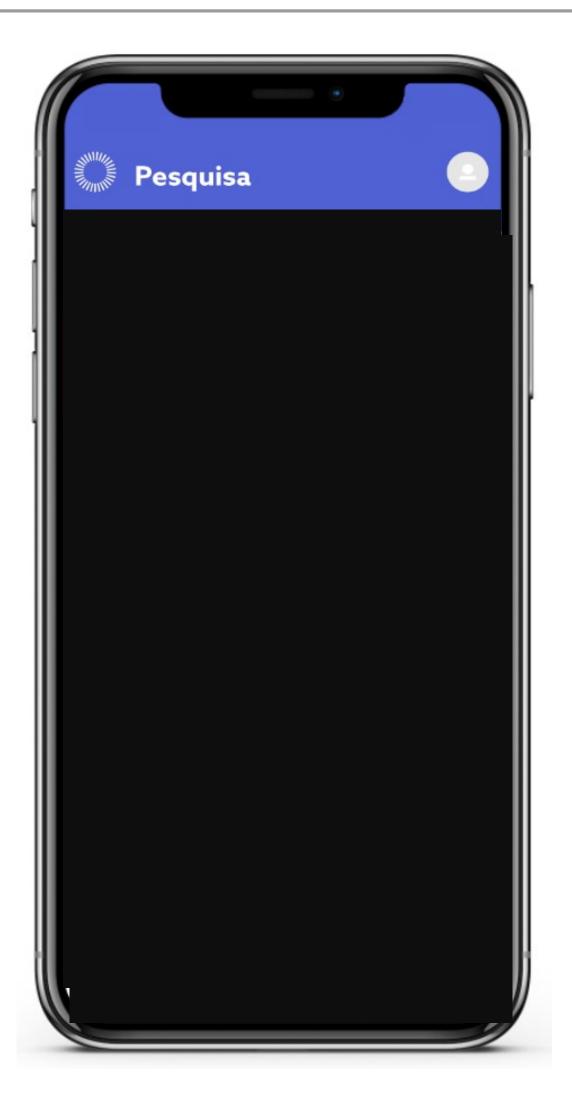




# PROTOTYPE







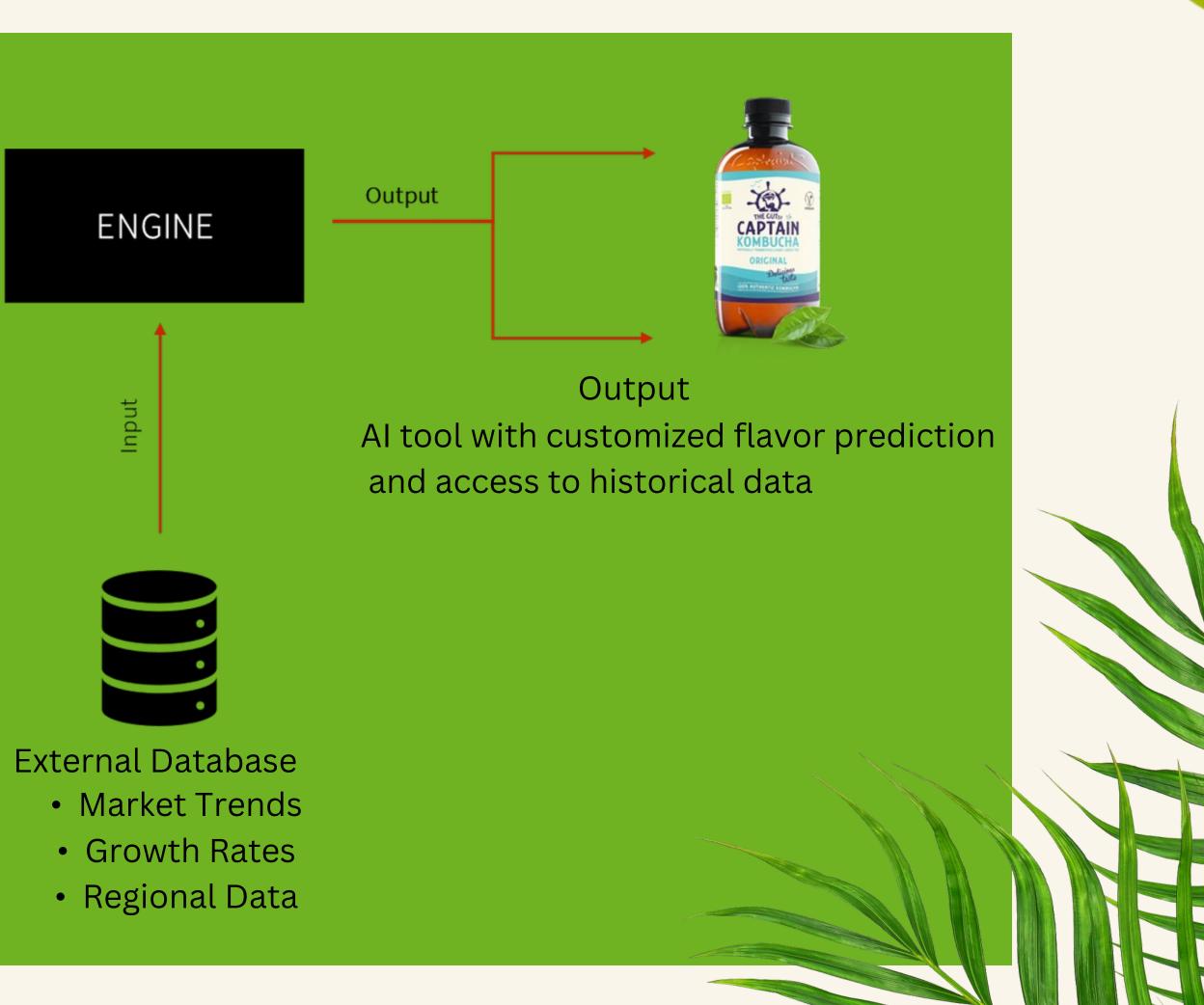
# CompalCulator



Input

### S+C Database

- Flavor Profiles of Ingredients
- Customer Feedback
- Sourcing Data
- Taste Profile
- Compatibility
- Costs & Substitutes







••• • •

Home

## Welcome back, SipSip!

Home is where the heart is, and in our case, it's also where the blender hums, concocting delightful beverages that make every sip feel like a warm welcome! 😵 🏠



Since your last visit, our mixologists have been busy as bees:

+1.3 K **New Consumers** Embrace the diversity of taste with each new consumer joining our flavor journey.

+14

New Flavor Trends Stay ahead with our real-time

count of emerging and exciting flavor trends.

### Your Profile

Name: SipSip Industry: Beverage Specialty: Artisanal Teas and Fruit-Infused Drinks Target Market: Health-conscious young adults and millennials Geographical Focus: Urban areas in North America and Europe

Edit Data 🔹

+4 New personalized Flavors Celebrate each unique, user-

created flavor concoction added to our vibrant palette.

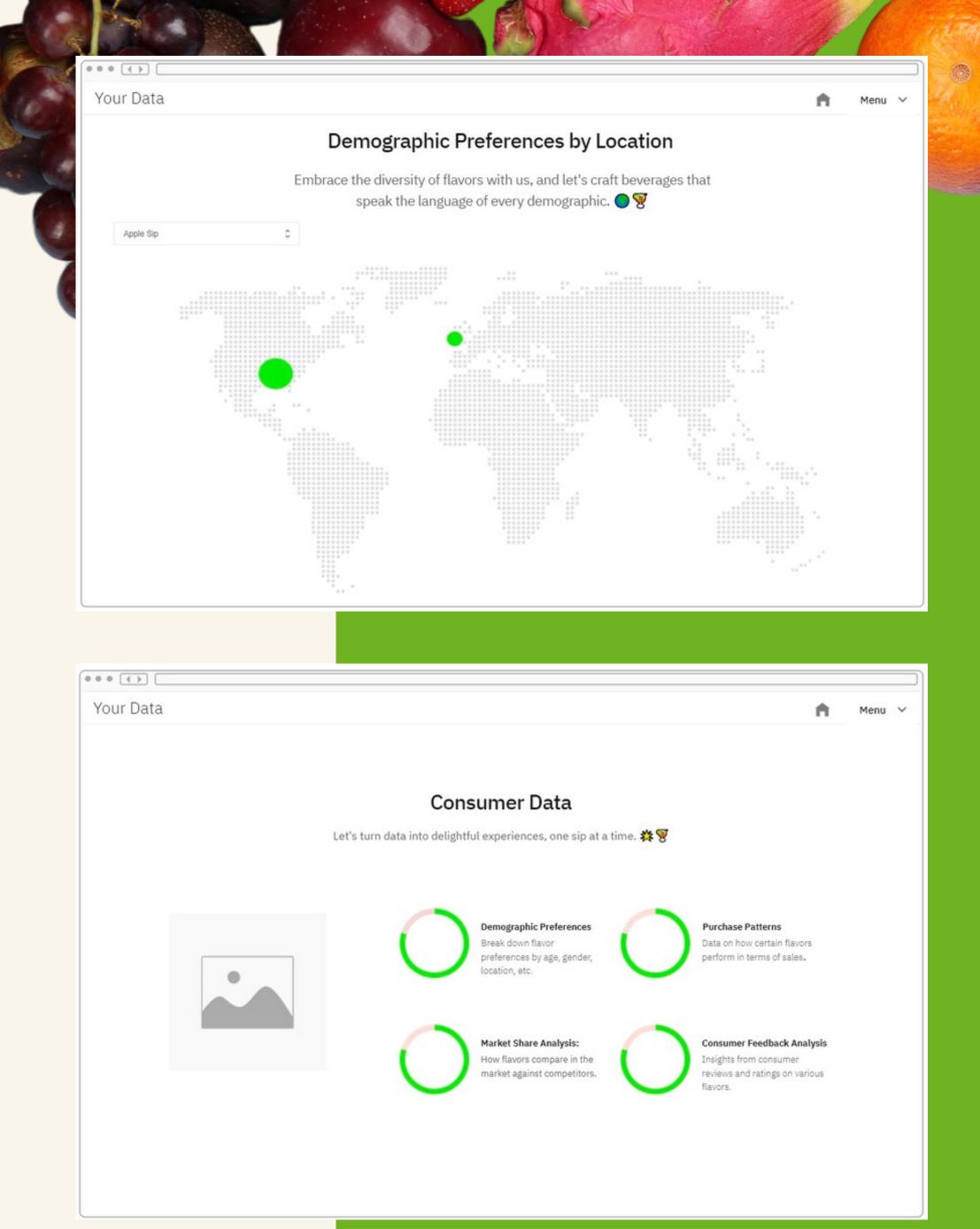
+5 **New Locations identified** 

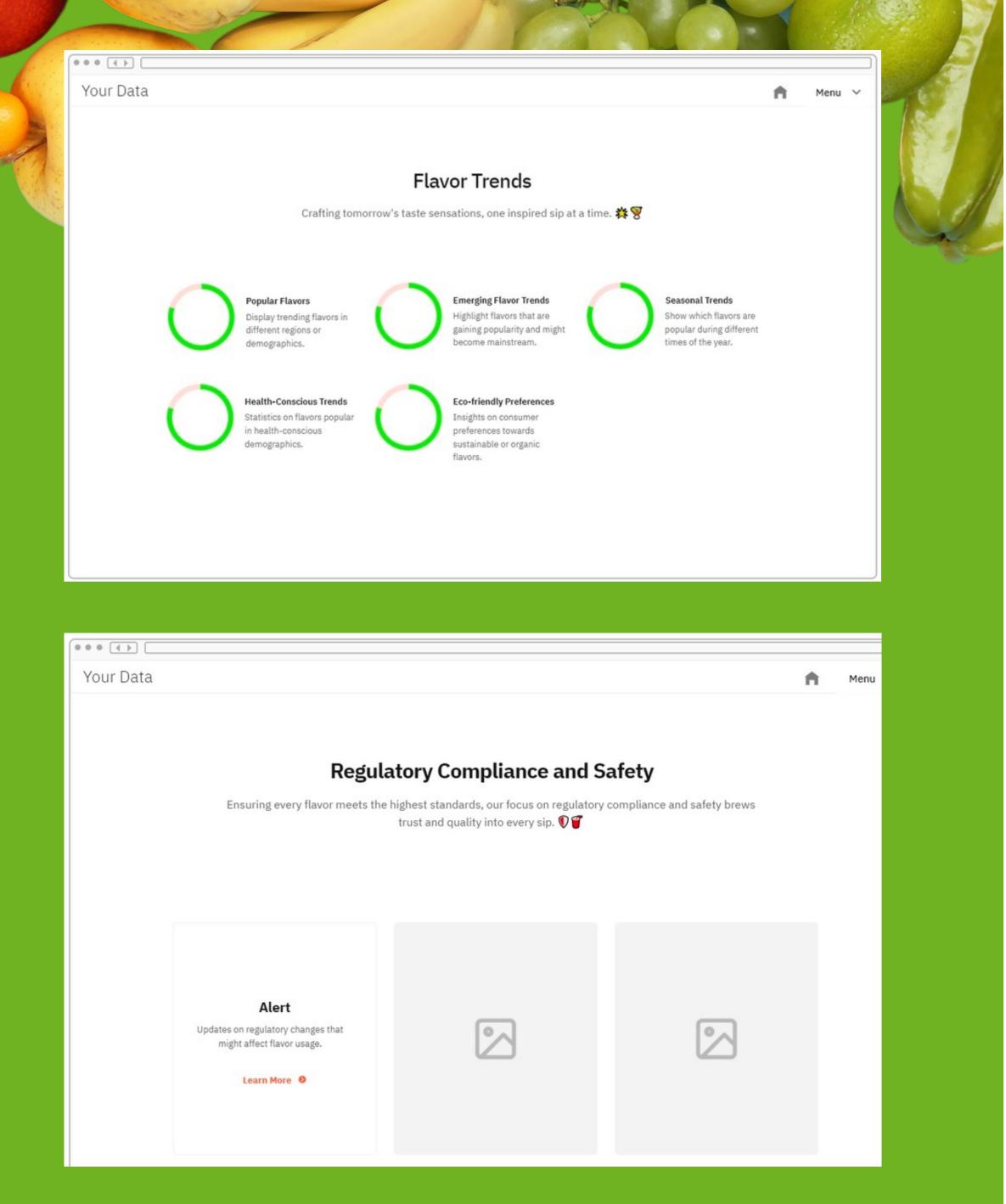
Witness our growth with every new location that welcomes our world of flavors.

n

Menu 🗸







Your Data			ń
		atory Compliance and S e highest standards, our focus on regulatory trust and quality into every sip. <b>() ()</b>	
	<b>Alert</b> Updates on regulatory changes that might affect flavor usage. Learn More		

### CompalCulator AI - Your Precise Flavor Architect

Let's create not just beverages, but experiences that linger on the tongue and in the memory. 😔 😵

### Option 1

### Herbal Wellness Blend:

A caffeine-free herbal tea blend incorporating stress-relieving ingredients like lavender and chamomile, catering to the wellness trend.

### Ingredients

**Primary Ingredients:** Lavender, Chamomile Supporting Flavors: Lemon balm, Mint, Rose petals Sweeteners (Optional): Stevia or Honey (for natural sweetness) Base: Rooibos or Green Tea (Caffeine-free options)

### Costs

Production Cost per Unit: Estimated \$1.50 (includes sourcing of organic herbs, sustainable packaging )Retail Price per Unit: Suggested \$3.99 (competitive pricing considering the organic and wellness market)

sweeteners) sweeteners) properties

Option 2

### Option 3

### Nutritional Information

Calories: 0 kcal (without Sugar: 0 g (without added Caffeine: 0 mg Other: Rich in antioxidants, naturally soothing and calming

### Taste Profile

Flavor: A delicate, floral taste with notes of lavender and chamomile, balanced by the freshness of mint and a subtle hint of citrus from lemon balm. Aroma: Calming and aromatic, Aftertaste: Smooth and slightly sweet, leaving a refreshing and soothing sensation.

### Market Value

Target Demographic: Healthconscious consumers, particularly those interested in stress relief, relaxation, and wellness.

A

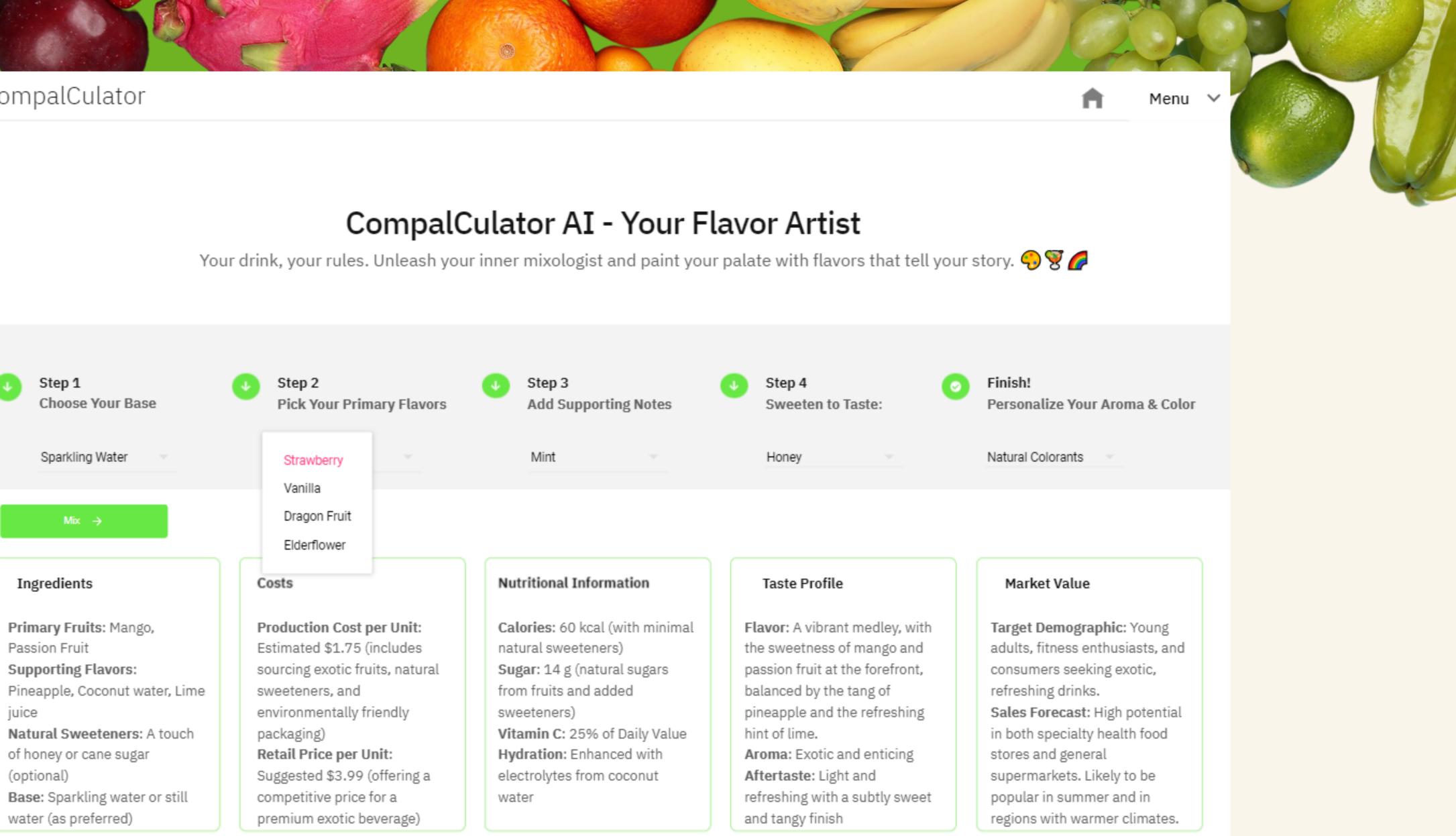
Menu 🗸

Sales Forecast: High potential in urban markets and online wellness communities. Expected to appeal to a wide range of consumers.





### CompalCulator





# GROUP WORK

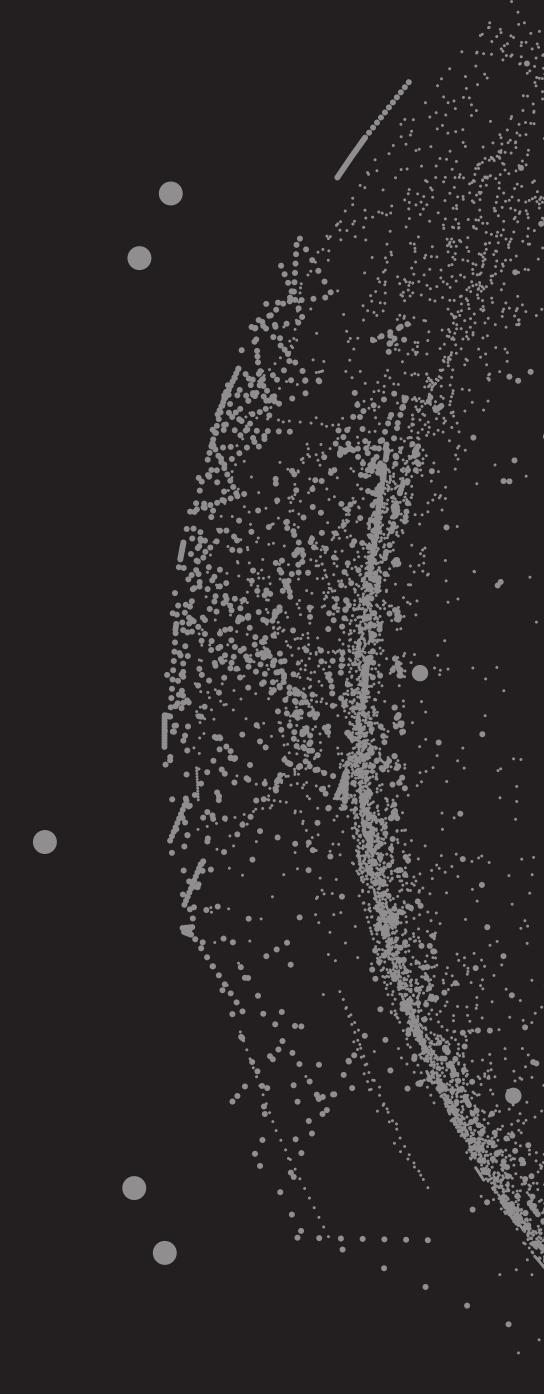






## /thank you.





NOVA SBE INNOVATION ECOSYSTEM

