205079 - AMP - Agile Methodologies and Processes for the Creation of Innovative Solutions

Coordinating unit: 205 - ESEIAAT - Terrassa School of Industrial, Aerospace and Audiovisual Engineering
Teaching unit: 758 - EPC - Department of Project and Construction Engineering
Academic year: 2018
Degree: MASTER’S DEGREE IN INDUSTRIAL ENGINEERING (Syllabus 2013). (Teaching unit Optional)
MASTER’S DEGREE IN AERONAUTICAL ENGINEERING (Syllabus 2014). (Teaching unit Optional)
ECTS credits: 3
Teaching languages: English

Teaching staff
Coordinator: Marcel Macarulla Martí
Others: Jordina Arcal Cunillera
Marc Nicolau Martínez

Teaching methodology

The class combines the following teaching methodologies:
- In-class lectures: In these lectures the teacher will introduce the students to the basic concepts, methodologies, techniques & processes. These lectures will be highly engaging to motivate students to share related experiences & relevant examples

- Radical collaboration sessions: In these sessions the teacher will introduce the students to several team ideation techniques to provide the students with the creative confidence and tools to improve their collaboration skills and creativity.

- Team activities & homework: This course is based in learning by doing techniques, so students will unlock their creative potential & spur new ways of thinking through weekly activities that culminate in a motivating & fun challenge.

Learning objectives of the subject

In this course students will learn new cutting edge techniques to manage teams, projects and processes to deliver faster robust solutions to the market, boosting competitiveness & innovation based on Agile methodologies. By the use of User Centered Design students will practice how to guide teams into the unknown through the process of experimentation. They will get familiar with tools to help them understand user needs, generate innovative solutions, learn faster & reduce the risks of launching new ideas through Minimum Viable Products (MVPs). These solutions will be designed and developed for 3D printing production, solving a real challenge proposed by an innovative company.

Study load

<table>
<thead>
<tr>
<th>Total learning time: 75h</th>
<th>Hours large group: 16h 30m</th>
<th>22.00%</th>
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<tbody>
<tr>
<td></td>
<td>Hours medium group: 0h</td>
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<tr>
<td></td>
<td>Hours small group: 10h 30m</td>
<td>14.00%</td>
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<td>Guided activities: 0h</td>
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<td>Self study: 48h</td>
<td>64.00%</td>
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# Content

## Module 1: Introduction to Agile Management
**Learning time:** 11h  
Theory classes: 4h  
Self study: 7h

**Description:**  
In this module agile management process and tools will be exposed. In addition, it will be presented a set of team collaboration tools that can be used to work with agile methodologies.

## Module 2: Introduction to User Centered Design, a process for creative problem solving
**Learning time:** 11h  
Theory classes: 4h  
Self study: 7h

**Description:**  
In this module it will be explained what is User centered Design and it will be justified the importance of this discipline. The User centered Design process and tools will be presented focusing on:  
- Phases and outcomes (innovation and impact)  
- Research techniques to understand people and identify user needs  
- Empathy and interpreting reality (the environment, pain points & shortcuts)  
- Workflow, personas and their needs  
- Mapping user needs  
- Looking for patterns (Insights/opportunities)  
- Communicating research

## Module 3: Introduction to 3D printing design
**Learning time:** 14h  
Theory classes: 5h  
Self study: 9h

**Description:**  
In this module students will learn the 3D printing best practices for final part production. This knowledge will be delivered by HP’s engineers.

## Module 4: Deep dive into Agile Management and User Centered Design
**Learning time:** 28h  
Theory classes: 10h  
Self study: 18h

**Description:**  
In this module students will deep dive into Agile Management and User Centered Design using a case study. Students will develop in groups a product following the principals of Agile Management and User Centered Design. Finally the product will be produced using HP’s 3D printing technology (Multi Jet Fusion)
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<table>
<thead>
<tr>
<th>Module 5: Value proposition and lean canvas</th>
<th>Learning time: 11h</th>
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<tbody>
<tr>
<td></td>
<td>Theory classes: 4h</td>
</tr>
<tr>
<td></td>
<td>Self study: 7h</td>
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**Description:**
In this module students will learn how to assess the value of a new product and how to apply the lean canvas method. This module also will go in depth in how to analyze the costs of a product produced using the 3D printing technology. Students will apply the explained concepts in order to analyze the viability & feasibility of the created product during the course.

**Qualification system**

The final mark depends on two metrics, homework and continuous evaluation (50%) and the final presentation (50%).

**Bibliography**

**Basic:**

**Complementary:**

- Gothelf, Jeff. Lean vs. Agile vs. Design Thinking. ISBN 9780999476918.