INTERDISCIPLINARY MINOR EMERGING TECHNOLOGIES PLAYGROUND

This interdisciplinary minor Emerging Technologies Playground offers you the possibility of working in an agile team, tackling real problems from real clients in a commercial context.

You will do this using the commercial or innovative skills you have acquired during your studies, together with students who are specialised in technology. This means you will not only work on solutions for the problem at hand, but as part of a team of technicians and creative minds you will also develop the solution into a proof of concept (POC) or Minimum Viable Product (MVP).

You will work on innovative solutions in domains such as the Internet of Things, Smart City, gaming, robotics and VR. To make things even better, you will work in an external off-campus lab. Working closely together with government agencies and businesses, you will handle real assignments with actual impact. Some of these contacts will be provided, but you and your group will also establish new contacts.

So besides acquiring ECTS credits, you will be working on your personal branding, network and CV as well.

You will be part of a multidisciplinary team, in which every team member contributes to the solution based on their own professional fields and working styles.

Combining all these contributions will enhance your solution. This approach requires professionals with the ability to consider problems from different perspectives.

The minor does not consist of compulsory classes. Instead, you have a lot of time to work on the assignments with minimal ballast. Alternatively, there is an abundance of professional coaching and expertise available to you, combined with several supporting workshops. The team members address each other's professional attitude and individual responsibility.

You and your team members will collaborate intensively in order to produce a (partly) working prototype.

- The goal is to produce a prototype or proof of concept in several iterations, based on the client's open and broadly defined question.
- The prototype will be developed in a designing process starting with demand articulation, delineation through research among stakeholders and finally the testing and improving of the first prototypes.
- You will not work with the waterfall method or in a drawn-out project, but will get quick results instead.
- We reconsider the priorities after every iteration.
- At the end of every week the team discusses the results of the week and what this means for the next sprint.
- In short, we work as agile and flexible as possible.

THE UNIQUE OPPORTUNITIES THIS MINOR OFFERS

A. Be a true specialist in your field

- Your role is more important than it would be in a team of classmates with the same educational background.
- You approach the start of the process from your own professional field, share your thoughts, provide input and exercise influence. Your input is key in guiding and steering the project from your expertise.

B. Look beyond the boundaries of your field

- You work together with different students. Each of you brings their own working styles and knowledge, which creates a dynamic mix of expertise.
- A multidisciplinary team allows you to tackle more complex problems than a team of classmates would.

C. Receive professional guidance on parts that are necessary for a successful execution of the project

- You work on assignments from the real world: real problems that need real solutions.
- Everyone involved is motivated to find and build good solutions.
- There is a lot of room for your own input.

LEARNING GOALS

You work on a project for a client in a multidisciplinary team, so that you use your knowledge and skills to make a unique contribution to your team and to the solution to the problem.

ADMISSION REQUIREMENTS

A maximum of 40 students can participate in the minor. The participants are mainly technical and creative-minded students from the Engineering Management, Mechanical Engineering, Electrical Engineering, Computer Science, Computer Engineering and Communication & Multimedia Design study programmes. You add to the mix with your commercial or innovation-oriented study programme and interests. You have finished your third year at a university of applied sciences.

ASSESSMENT

There is a final assessment at the end of the minor. During the minor you will hold presentations and demonstrations for the clients, supervisors and stakeholders.

SCHEDULE

There is no fixed schedule. We expect you to work on the assignments as a professional with a (mostly) regular work week. The minor starts in September. It takes half a year and covers two terms. Supporting workshops will be organised when necessary.

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