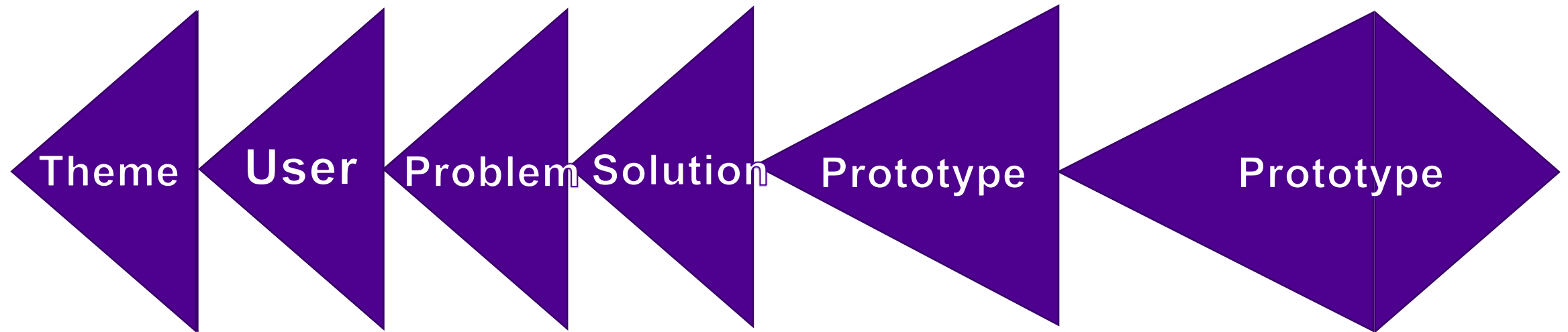


# CBI/tampere

# Short description of your course

- Multidisciplinary teams of 3 to 5 students from Tampere University solve a societal issue (based on an SDG) of their choosing with a functional technical prototype



# Key learnings throughout the years

- Let students decide what societal issue (SDG) they want to work on
- Not letting students even think about the solution or technicalities of their prototype when they are choosing what problem they want to solve
- Teambuilding is critical to get students to freely express their ideas
- Own space enables course (brain)work and sharing of ideas

# Key challenges

- Attracting more students
- Making connections with industry
- Systematically teaching prototyping methods
- Having student timetables fit together
- Building a technical solution in the course schedule

# Academic research

- Some data collected, but nothing used yet
- Plans for whitepapers made by students about their projects
- Possible more...

# Course impact on students

- Students have been able to use course ideas in their product development projects in future work
- Students have realized what type of work they want to do
- Students have had plans for entrepreneurship based on their coursework
- The creation of a multidisciplinary network of active alumni – access to different fields of knowledge

**”The only course more valuable  
than its credits”**

- Mikko (2019 alumnus)