

## D3.6. DESIGN FACTORY BOOTCAMP FOR TEACHERS, 2<sup>ND</sup> EDITION

*Organised during RUN-EU HAMK Super Week, including  
also the Pedagogical Development Programme*

*(Delivery Date: 19/12/2022)*

*(Partner responsible: HAMK)*

# Table of Contents

RUN-EU Design Factory Bootcamp .....	4
1.1 Programme .....	4
1.2 Objectives .....	6
1.3 List of attendees signed .....	6
1.4 Presentation materials.....	6
1.5 Photos and communications.....	7
2. Action .....	10
2.1 Day 1 .....	10
2.2 Day 2 .....	12
2.3 Day 3 .....	14
2.4 Day 4 .....	16
2.5. Day 5 .....	17
3. Questionnaires and conclusions .....	18

# Table of Images

Image 1 Design Factory Bootcamp and Pedagogical Development Programme programme....	4
Image 2 Instagram Posts .....	7
Image 3 Instagram feed .....	8
Image 4 Twitter analytics .....	8
Image 5 Top Tweets .....	9
Image 6 Opening the week .....	10
Image 7 Working session on Monday .....	11
Image 8 Sharing thoughts about learning.....	11
Image 9 A group presenting .....	12
Image 10 Presenting thoughts about future skills .....	13

Image 11 Group work..... 13

Image 12 A draft on future working life..... 14

Image 13 Design Factory tour ..... 15

Image 14 Cocktail party snacks ..... 15

Image 15 Prototyping session ..... 16

Image 16 Prototyping at its best ..... 17

Table of Tables

Table 1 ..... 18

Table 2 ..... 18

Table 3 ..... 19

# 1. RUN-EU Design Factory Bootcamp and Pedagogical Development Programme

## 1.1 Programme

RUN-EU Super Week consisted of the FASA Pedagogical Development Programme (PDP) and Design Factory Bootcamp (DFB) for RUN staff members. An intensive week for students participating in the SAP “Design Expedition – Arctic Super Food Challenge” was organised at HAMK during the same week, and the students joined the Superweek programme on Wednesday for the social event. Design Factory Bootcamp and Pedagogical Development Programme included joint programme from Monday 26.09.2022 to Thursday 30.09.2022. The programme of the week is summarised in Image 1.

Image 1 Design Factory Bootcamp and Pedagogical Development Programme programme

Pedagogical Development Programme & Design Factory Bootcamp Schedule									
MONDAY 26.09.		TUESDAY 27.09.		WEDNESDAY 28.09.		THURSDAY 29.09.		FRIDAY 30.09.	
LOCAL TIME	Pedagogical Development Programme	Design Factory Bootcamp	Pedagogical Development Programme	Design Factory Bootcamp	Pedagogical Development Programme	Design Factory Bootcamp	Pedagogical Development Programme	Design Factory Bootcamp	Pedagogical Development Programme
9h00	9h00-10h00		9h00-12h00		9h00-12h00		9h00-12h00		
9h30	Welcome & Orientation to the week		Presenting RUN-EU goals, deliverables and materials. Pedagogical framework of RUN-EU		Learning Future Skills at Work in Transforming Industries Skills Bulletins		Design Thinking in practice Group 1: Prototyping session Group 2: Free time		
10h00	10h00-12h00		Planning SAPs, programmes and Design Factory workshops						
10h30	Interactive lecture: Perspectives on good teaching, learning and wellbeing Group work 'Learning Environments and wellbeing'								10h00-13h00 Working session: My steps towards Education 5.0 Closing the week
11h00									
11h30									
12h00									
12h30	12h00-13h00 Lunch		12h00-14h00 Lunch & Walk in the forest		12h00-13h30 Lunch		12h00-13h00 Lunch		
13h00	13h00-14h00 Previous session continues						13h00-16h00 Design Thinking in practice Group 1: Free time Group 2: Prototyping session		
14h00	14h00-16h00 Preparing presentation on institutions pedagogical best practices and Design Factory implementation. Presenting the results.		14h00-16h00 How to integrate Future Skills in Curriculum Level		13h30-16h00 Building RUN-EU pedagogical culture and Design Factory culture				
14h30									
15h00									
15h30									
16h00									
16h30					16h00-> Social event and light dinner at Design Factory. Possibility to do a tour at Design Factory				
17h00									
17h30									

**MONDAY 26.09.**

9h00-10h00 Welcome & Orientation to the week

10h00-12h00 Interactive lecture: Perspectives on good teaching, learning and wellbeing.

Group work 'Learning Environments and wellbeing'

12h00-13h00 Lunch

13h00-14h00 Previous session continues

13h00-16h00 Preparing presentation on institutions pedagogical best practises and Design Factory implementations. Presenting the results

**TUESDAY 27.09.**

9h00-12h00 Presenting RUN-EU goals, deliverables and materials. Pedagogical framework of RUN-EU. Planning SAPs, programmes and Design Factory workshops

12h00-14h00 Lunch & Walk in the forest

14h00-16h00 How to Integrate Future Skills in Curriculum Level

**WEDNESDAY 28.09.**

9h00-12h00 Learning Future Skills at Work in Transforming Industries. Skills Bulletins

12h00-13h30 Lunch

13h30-16h00 Building RUN-EU pedagogical culture and Design Factory culture

16h00-19h00 Social event and light dinner at Design Factory. Possibility to do a tour at Design Factory

**THURSDAY 29.09.**

9h00-12h00 Design Thinking in practice. Group 1: Prototyping session. Group 2: Free time

12h00-13h00 Lunch

13h00-16h00 Design Thinking in practice. Group 1: Free time. Group 2: Prototyping session

**FRIDAY 29.10. Design Factory Bootcamp**

9h00-13h00 Working session: My steps towards Education 5.0. Closing the week

## *1.2 Objectives*

Objectives of the Design Factory Bootcamp are to promote the development of teachers' transdisciplinary competencies and to enable the RUN-EU partners to launch their own Design Factory as well as to become a member of Design Factory Global Network (DFGN).

The Central FASA promotes international Design Factory Bootcamps targeting 3 teachers of each RUN-EU partner (24 in total each edition) and supports further mobility opportunities for teachers. The objective is to also support organising transdisciplinary and transnational Design Factory Workshops for students between the Design Factories.

## *1.3 List of attendees signed*

Institution	Number of participants
Vorarlberg University of Applied Sciences	1
Széchenyi Istvan University	3
Häme University of Applied Sciences	2
Polytechnic of Cávado and Ave	6
NHL Stenden University of Applied Sciences	2

## *1.4 Presentation materials*

The presentation materials were shared with the participants on a joint Teams platform.

## 1.5 Photos and communications

Photos taken during the week were shared with HAMK Super Week participants so that they can utilize them.

During the week photos were also added to HAMK Design Factory (@hamkdf) Instagram and Twitter accounts.

**Instagram Stories (Tarinat) and Posts (Julkaisut) from September 26<sup>th</sup> to September 30<sup>th</sup>**

**Stories:** 21

**Posts:** Own post for each day as a summary of what happened during that day. Total of 6 posts including multiple photos.

Image 2 Instagram Posts

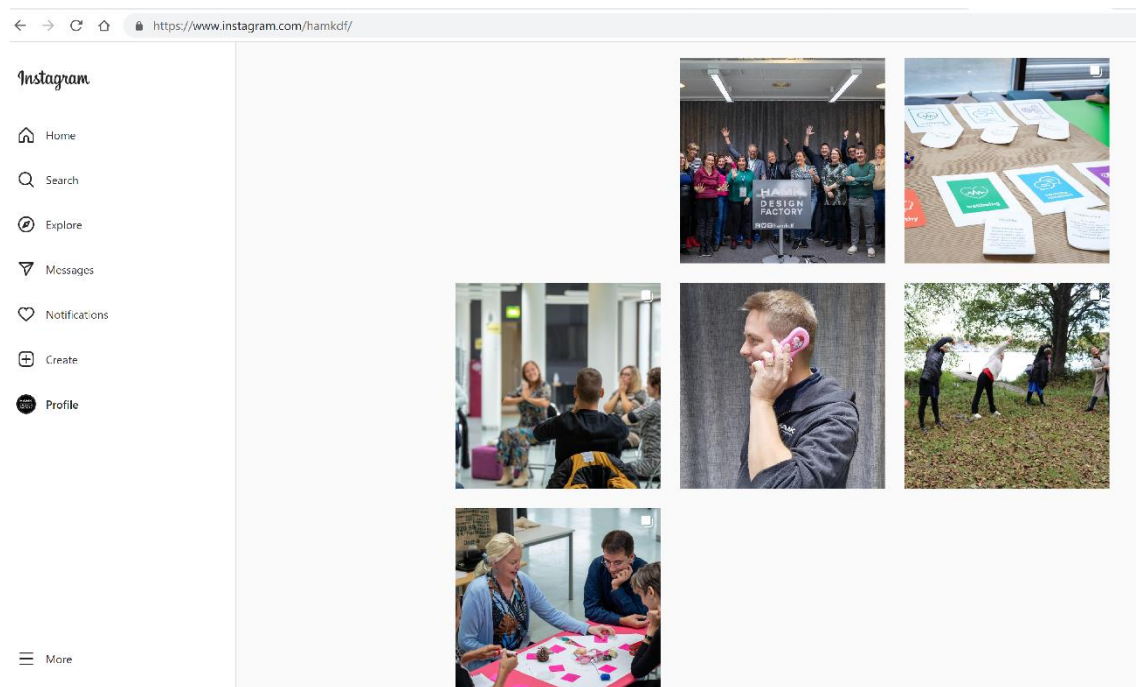
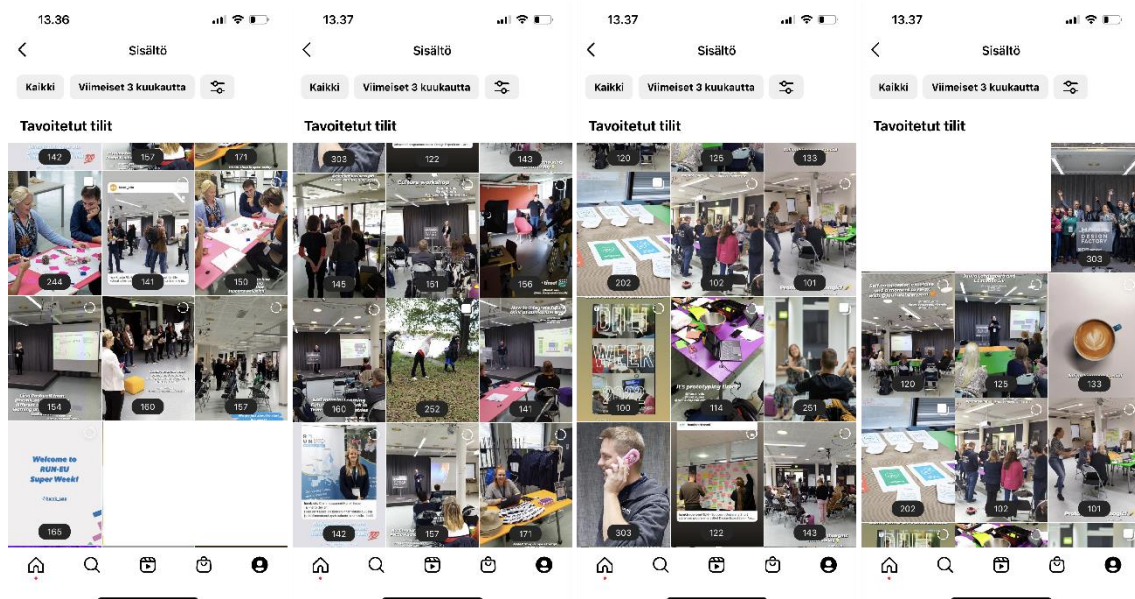


Image 3 Instagram feed



## Analytics (all):

### Twitter analytics from September 26<sup>th</sup> to September 30<sup>th</sup>

Tweets: 20

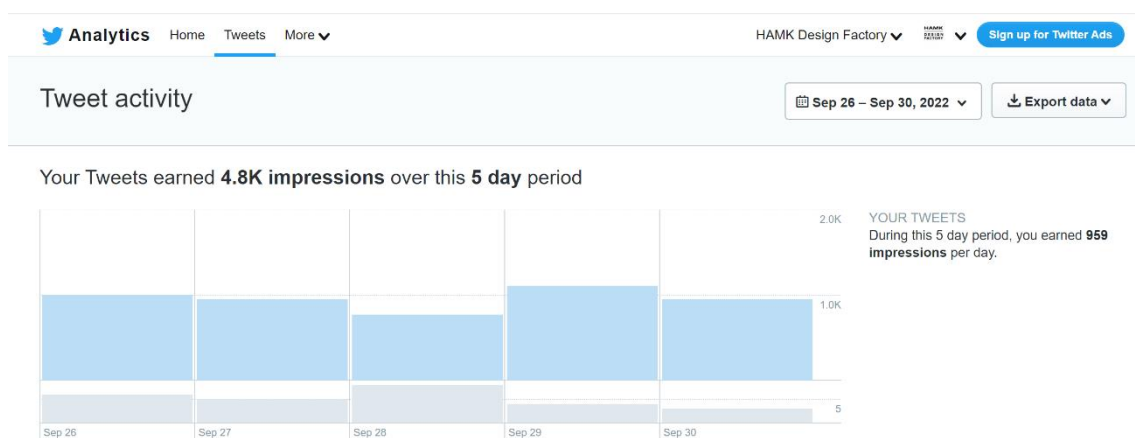
Tweets earned 4.8K impressions over this 5 day period

Engagement rate: 6.4%

Retweets without comments: 37

Likes: 175

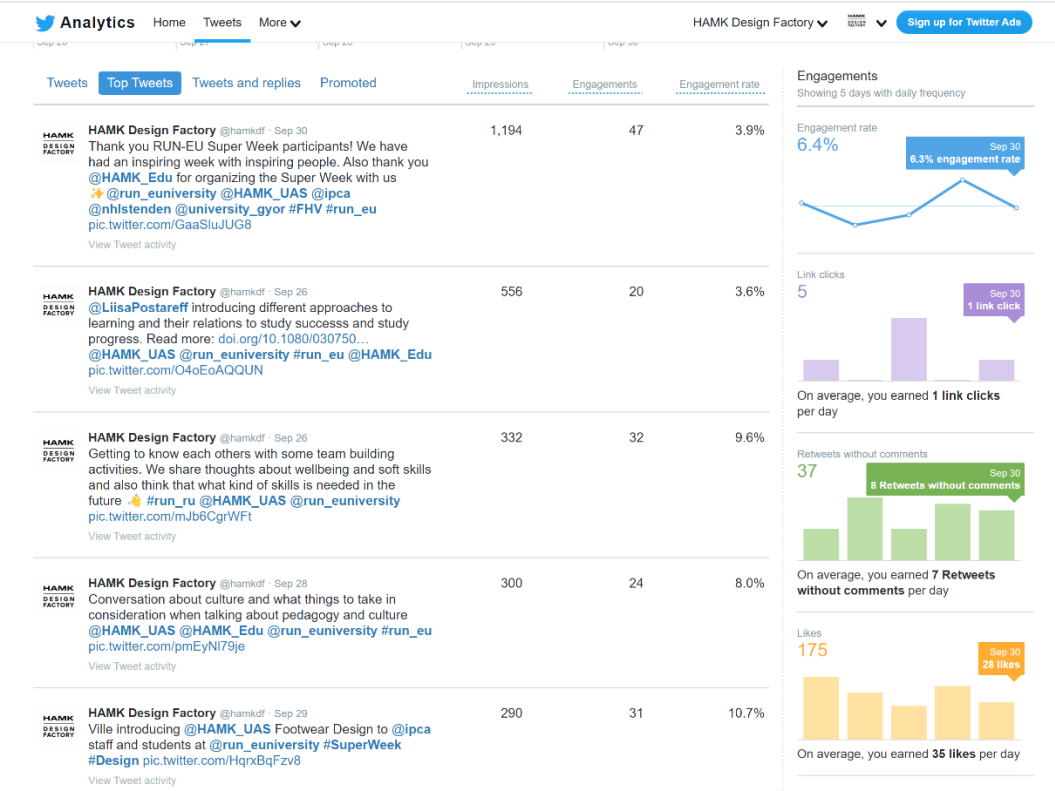
Image 4 Twitter analytics





Top Tweets:

Image 5 Top Tweets



## 2. Action

### *2.1 Day 1*

Day 1 was about getting to know each other and starting points of each Design Factory. There was a pre-task for each participant to prepare and present during the first day.

The week started with a welcome & orientation session followed by an interactive lecture. The goal for the lecture was to learn about different learning environments, well-being and RUN-EU institutions from pedagogical and Design Factory point of view. The participants prepared and presented presentations on institutions' pedagogical best practises and Design Factory implementation.

Image 6 Opening the week



Image 7 Working session on Monday



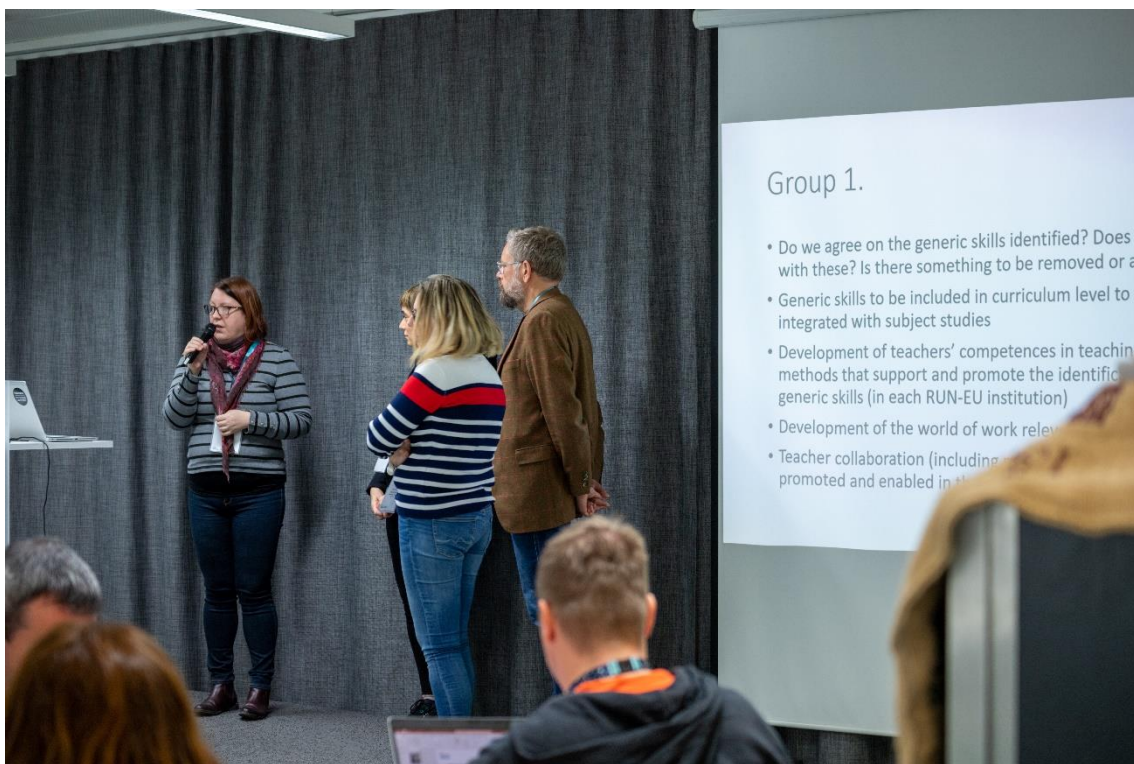
Image 8 Sharing thoughts about learning



## 2.2 Day 2

Tuesday's sessions were about planning Design Factory SAP's and the pedagogical framework of RUN-EU. The participants got to learn the elements of innovative teaching, but also about effective and creative workshops. After lunch there was a chance to go for a walk in the forest before the afternoon's session about integrating future skills in curriculum level.

Image 9 A group presenting





**Image 10 Presenting thoughts about future skills**



**Image 11 Group work**



## 2.3 Day 3

On day number 3 the sessions focused on future skills in transforming industries and on how to build RUN-EU's and Design Factory's cultures. The participants got to do a tour at Design Factory at the end of the day. After the sessions were over there was a social event with snacks and activities.

Image 12 A draft on future working life

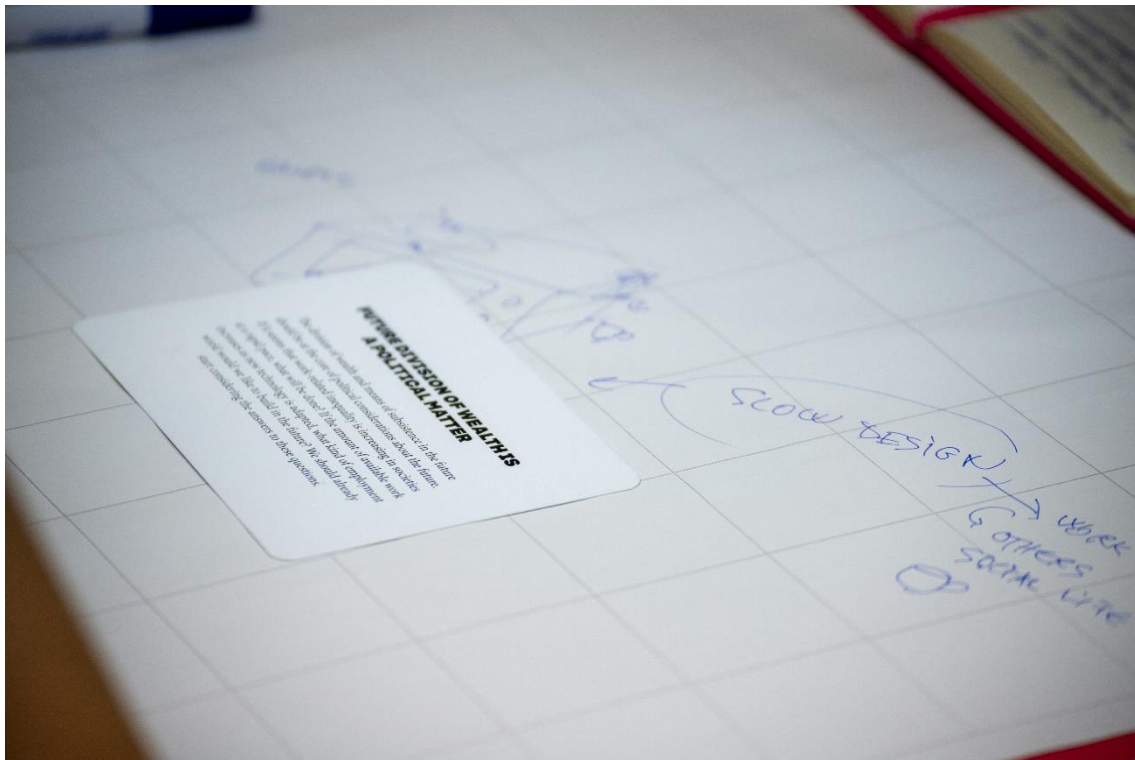




Image 13 Design Factory tour



Image 14 Cocktail party snacks



## 2.4 Day 4

During the day 4 the participants were divided into two groups. The day's theme was design thinking in practice, and it involved working with a smaller group and having a prototyping session during the morning or the afternoon.

**Image 15 Prototyping session**





Image 16 Prototyping at its best



### *2.5. Day 5*

On Friday the week's sessions were wrapped up with a working session concerning Education 5.0. The week altogether was closed together, and feedback got collected about the working sessions but also the practicalities.

### 3. Table: Questionnaires and conclusions

Anonymous feedback was collected from the participants at the end of the week.

The mean of lectures and group work were 4,1 (on a scale from 1 to 5). The mean of over-all experience was 4.0. Free time activities received the mean score of 3.3. The participants were asked to provide qualitative feedback of what they enjoyed the most, what were the most significant learning experiences and what did not reach their expectations. The responses are collected to the following tables:

#### 3.1 Table 1: Participants enjoyed the most

Table 1

Working and collaborating with RUN-EU colleagues, improving connections and getting in contact	Sharing ideas
Teamwork	Finnish culture and people
Prototyping	Hands-on
Self-experiencing in design teaching method	

#### 3.2 Table 2: Most significant learning experiences

Table 2

From ego to eco -thinking	Different kinds of workshops and implementing them to own teaching
The complexity of the new pedagogical methodology	Being able to grasp participatory teaching

Improvement of social competences	Self-compassion
Learning to develop teamwork activities	Design factory
Addressing wellbeing	DF workshop for participatory workshop planning

### 3.3 Table 3: Did not reach expectations

Table 3

More hands-on experience	More practical workshops
More good examples of good practice in Design Factory	The reduced number of participants
Social and cultural programme after the sessions	A clearer aim or end for the project

The feedback provided by the participants will be considered when planning the next Supeweek, taking place at NHL Stenden on May 22-26, 2023.



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