

# GO FOR A DIGITAL PRODUCT BIOSENSING HEALTH

**4.APR-13.MAY.2022**

+INFO: [www.run-eu.eu](http://www.run-eu.eu)

## PROGRAMME DESCRIPTION/OBJECTIVE

Featuring a design challenge for a digital product for advancing physical health, this Short Advanced Programme (SAP) brings together engineering and design students to improve people's lives. In this programme, you will explore possibilities of digital technology to advance physical health of students.

Students will learn how to apply design thinking in digital product development and how to run an innovation process in an international multidisciplinary team. You will gain knowledge of the specific technology used in the design challenge and learn critical elements in the nexus of technology and design.

The programme consists of two mobility weeks (one in Finland, another in Portugal) and online periods with teamwork.

**DATE** From **4 April to 13 May 2022**

Face-to-Face Contact Weeks: HAMK, Finland: 4-8 April  
IPCA, Portugal: 9-13 May

**MODE OF DELIVERY** Blended

**LANGUAGE OF INSTRUCTION** English

**ECTS CREDITS** 3

## ACADEMIC RECOGNITION

HAMK and IPCA will provide a transcript of records of 3 ECTS

## PROPOSED LEARNING OUTCOMES

At the end of this RUN-EU SAP students will be able to:

- Apply design thinking in digital product development;
- Run an innovation process in an international multidisciplinary team;
- Know the specific technology for collecting, transferring and analysing health data (such as sensors, microcontrollers to be used in the design challenge)
- Understand the critical elements in the nexus of technology and design.

## ELIGIBLE PARTICIPANTS

Bachelor's and Master's degree students in design, information technologies, and engineering.

## HOW TO APPLY

Fill in the application form ([QR](#) or [website](#))



## DEADLINE FOR APPLICATIONS

**28 February 2022**

## CONTACT DETAILS

SAP Organising Team, [SAPgo4digitalproduct@ipca.pt](mailto:SAPgo4digitalproduct@ipca.pt)



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## SELECTION CRITERIA

The student's motivation/expectations for participating. The selection aims to ensure a wide representation of subject areas/fields, gender balance and diversity, as well as balanced participation of RUN-EU member institutions. A maximum of 25 students will be selected for this programme.

## LEARNING AND TEACHING STRATEGY

Tutored learning, technology workshops, challenge-based teamwork, and learning.

## PREREQUISITES

Not required.

## COURSES LEADERS | LECTURERS

### Courses leaders

Timo Karppinen (HAMK)  
António Moreira (IPCA)

### Lecturers and coaches

Jan-Peter Nowak (HAMK)  
Jaakko Vasko (HAMK)  
Pirjo Seddiki (HAMK)  
Ville Siipola (HAMK)  
Cristina Coutinho Pereira (IPCA)  
João Pedro Borges Silva (IPCA)  
Mário Fonseca (IPCA)  
Miguel Terroso (IPCA)  
Fernando Veloso (IPCA)

## PHYSICAL MOBILITY | SCHOLARSHIPS AVAILABLE

To be managed by the home institution.  
Students' scholarships:  
Travel: €350/person | Subsistence: €400/week  
Because this SAP has two compulsory mobility periods, participants from other institutions than HAMK and IPCA should receive two travel grants and two subsistence weeks. The final decision on the scholarships to be awarded falls under the responsibility of the RUN-EU project leader at the student's home institution and compulsorily requires IRO involvement.

## MEANS AND CRITERIA FOR ASSESSMENT

Assignments related to the design innovation process, application of the given technology in the product design, prototype meeting the needs of the target group and other criteria of the design challenge.  
Assessment scales from satisfactory to excellent.

## CERTIFICATION

The participants who successfully complete this RUN-EU SAP will receive a Certificate of Participation and a Transcript of Records jointly issued by the organising institutions.

## REFERENCE READING

Communication on enabling the digital transformation of health and care in the Digital Single Market; empowering citizens and building a healthier society, COM (2018) 233 final, European Commission.  
Digital Health Europe website.  
Global strategy on digital health 2020-2025, World Health Organization 2021.



SHORT  
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PROGRAMME

**RT  
UN** REGIONAL  
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# GO FOR A DIGITAL PRODUCT BIOSENSING HEALTH

4-8.APRIL.2022

## PROGRAMME AT A GLANCE

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	GMT+2	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
	GMT	7h00	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
<b>MONDAY</b> 4/4		WELCOME		TEAM BUILDING	NANO CHAL.		HW 101	DESIGN 1			CITY TOUR	
<b>TUESDAY</b> 5/4		HW SENSORS		HW ACTUATORS			DESIGN 2	SW LOWCODE 1			SPORT	
<b>WEDNESDAY</b> 6/4		HW CONNECTIVITY		SW LOWCODE 2			DESIGN 3	DESIGN 4				
<b>THURSDAY</b> 7/4		SW LOWCODE 3		DESIGN 5 TW			DESIGN 6 TW	TEAMWORK			DINNER	
<b>FRIDAY</b> 8/4		TEAMWORK		POSTER			Q&A	ASSESSMENT & CHALLENGE				



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# GO FOR A DIGITAL PRODUCT BIOSENSING HEALTH

11.APR-6.MAY.2022

## PROGRAMME AT A GLANCE

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	GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
	GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
<b>WEDNESDAY</b> 13/4										3D MODELLING	TEAMWORK	
<b>WEDNESDAY</b> 20/4										VISUAL DESIGN	FOCUS GROUPS	
<b>WEDNESDAY</b> 27/4										3D MODELLING	TEAMWORK	
<b>WEDNESDAY</b> 4/5										VISUAL DESIGN	TEAMWORK	



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9-13.MAY.2022

## PROGRAMME AT A GLANCE

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	GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
	GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
MONDAY 9/5			OUTDOORS ACTIVITY / ONLINE ACTIVITIES REVIEW / TEAM BUILDING									
TUESDAY 10/5			PEER PITCH		TW / 3D MODELLING				TW / HW & DESIGN		TEAMWORK	CITY TOUR
WEDNESDAY 11/5			TW / 3D & DESIGN		TW / HW & LOWCODE				TEAMWORK		TEAMWORK	
THURSDAY 12/5			TW / 3D & DESIGN		TW / DESIGN & LOWCODE				TEAMWORK		TEAMWORK	DINNER
FRIDAY 13/5			TEAMWORK		PITCH				PITCH		LEARNING REFLECTION	



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**4 APRIL**

**MONDAY 9h00-19h00 GMT**

	GMT+2	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
	GMT	7h00	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
<b>MONDAY</b> 4/4		<b>WELCOME</b>		<b>TEAM BUILDING</b>	<b>NANO CHAL.</b>			<b>HW 101</b>	<b>DESIGN 1</b>			<b>CITY TOUR</b>

## WELCOME

- 🕒 9h00-10h30
- 👥 Groupwork
- 👤 SAP leaders and lecturers

📄 Introduction to digital product development cyclen and. learning objectives

## TEAMBUILDING

- 🕒 11h00-12h00
- 👥 Groupwork
- 👤 SAP leaders and lecturers

📄 Teambuilding actions and social interaction.

## NANOCHALLENGE

- 🕒 12h00-12h30
- 👥 Groupwork
- 👤 SAP leaders and lecturers

📄 Presenting a digital product use-case as a guideline for the week.

## HW 101

- 🕒 13h30-14h30
- 👤 Individual work
- 👤 Timo Karppinen, António Moreira, João Pedro Borges Silva

📄 Overview of electronics devices, hardware/software tools with product contextualisation and integration. Basics of coding to interact with hardware devices.

## DESIGN 1

- 🕒 14h45-16h00
- 👥 Groupwork
- 👤 Cristina Coutinho Pereira, Pirjo Seddiki

📄 Introduction to the design goals for the SAP programme. Procedural methodologies in development, design thinking and phases in building a digital product.

## CITY TOUR

- 🕒 17h00-19h00
- 👥 Excursion
- 👤 HAMK personnel

📄 Get to know the local city and sights.



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**5 APRIL**

**TUESDAY 9h00-19h00 GMT**

GMT+2	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT	7h00	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
TUESDAY 5/4	HW SENSORS		HW ACTUATORS			DESIGN 2	SW LOWCODE 1			SPORT	

## HW SENSORS

- 🕒 9h00-10h30
- 👤 Individual work
- 👤 Timo Karppinen, Jan-Peter Nowak

📄 How does a device gather information from the world? Presenting different sensors.

## HW ACTUATORS

- 🕒 11h00-12h00
- 👤 Individual work
- 👤 Timo Karppinen, Jan-Peter Nowak

📄 How does a device interact with the world? Presenting different actuators.

## DESIGN 2

- 🕒 13h30-14h30
- 👤 Individual work
- 👤 Cristina Coutinho Pereira, Pirjo Seddiki

📄 What is design research? Basic principles of design research, how to gather qualitative information.

## SW LOWCODE 1

- 🕒 14h45-16h00
- 👤 Individual work
- 👤 António Moreira, João Pedro Borges Silva

📄 What is a digital application? Learn basic software development tools to receive information from hardware or users and to provide intelligent information to the UI.

## SPORT

- 🕒 17h00-19h00
- 👤 Fun together
- 👤 HAMK personnel

📄 Guided evening with a chance to move together.



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**6 APRIL**

**WEDNESDAY 9h00-19h00 GMT**

	GMT+2	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
	GMT	7h00	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
<b>WEDNESDAY 6/4</b>			<b>HW CONNECTIVITY</b>			<b>SW LOWCODE 2</b>			<b>DESIGN 3</b>	<b>DESIGN 4</b>		

## HW CONNECTIVITY

- 🕒 9h00-10h30
- 👤 Individual work
- 👤 António Moreira, João Pedro Borges Silva, Timo Karppinen

📄 How does a device gather information from the world? Presenting different sensors.

## SW LOWCODE 2

- 🕒 11h00-12h00
- 👤 Individual work
- 👤 António Moreira, João Pedro Borges Silva, Timo Karppinen

📄 How does a digital application connect with a hardware device? Learn how to gather and provide information from and to a device (i.e. Protopie Connect).

## DESIGN 3

- 🕒 13h30-14h30
- 👤 Individual work
- 👤 Cristina Coutinho Pereira, Pirjo Seddiki

📄 Problem definition and framework based on the information gathered during the design research phase. Learn the necessary tools to formulate a strategy and build.

## DESIGN 4

- 🕒 14h45-16h00
- 👤 Teamwork
- 👤 Cristina Coutinho Pereira, Pirjo Seddiki

📄 Hands-on class where students apply the knowledge learned. Gather information, build personas and usage scenarios, experience maps, low-fi diagrams, wireframes and wireflows.



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7 APRIL

THURSDAY 9h00-19h00 GMT

GMT+2	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT	7h00	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
THURSDAY 7/4		SW LOWCODE 3		DESIGN 5 TW			DESIGN 6 TW	TEAMWORK			DINNER

## SW LOWCODE 3

🕒 9h00-10h30

👤 Individual work

👤 António Moreira, João Pedro Borges Silva, Timo Karppinen

📄 How to add UX to a digital application? Learn how to implement real-time digital UI projects (i.e. Figma, ProtoPie) with practical examples.

## DESIGN 5 TW

🕒 11h00-12h00

👤 Teamwork

👤 Cristina Coutinho Pereira, Pirjo Seddiki

📄 What is a functional prototype? Learn the main advantages of developing a UI & UX prototype and how to build a functional prototype with existing tools.

## DESIGN 6 TW

🕒 13h30-14h30

👤 Teamwork

👤 Cristina Coutinho Pereira, Pirjo Seddiki

📄 Learn hands-on how to make a low-fi prototype based on the tools previously presented.

## TEAMWORK

🕒 14h45-16h00

👤 Teamwork

👤 N/A

📄 Process your design together.

## DINNER

🕒 17h00-19h00

👤 Fun together

👤 HAMK personnel

📄 Dine out with your colleagues.



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8 APRIL		FRIDAY 9h00-19h00 GMT									
GMT+2	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00
GMT	7h00	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
FRIDAY 8/4	TEAMWORK		POSTER				Q&A	ASSESSMENT & CHALLENGE			

## TEAMWORK

- 🕒 9h00-10h30
- 👥 Teamwork
- 👤 N/A

📄 Process your design together.

## POSTER

- 🕒 11h00-12h00
- 👥 Teamwork
- 👤 SAP leaders and lecturers

📄 Create a poster of your work.

## Q&A

- 🕒 13h30-14h30
- 👥 Teamwork
- 👤 SAP leaders and lecturers

📄 Open Q&A session.

## ASSESSMENT & CHALLENGE

- 🕒 14h45-16h00
- 👥 Teamwork
- 👤 SAP leaders and lecturers

📄 Prepare for the programme's online phase.



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**13 APRIL**

**WEDNESDAY 14h00-18h00 GMT**

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
WEDNESDAY 13/4									3D MODELLING	TEAMWORK	

## 3D MODELLING

- 🕒 14h00-16h00
- 👥 Groupwork
- 👤 Jaakko Vasko

📄 Basic 2D and 3D concepts to build a functional prototype. Tools for 3D modelling.

## TEAMWORK

- 🕒 16h00-18h00
- 👥 Teamwork
- 👤 N/A

📄 Common time to progress your plans.

**20 APRIL**

**WEDNESDAY 14h00-18h00 GMT**

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
WEDNESDAY 20/4									VISUAL DESIGN	FOCUS GROUPS	

## VISUAL DESIGN

- 🕒 14h00-16h00
- 👥 Groupwork
- 👤 Cristina Coutinho Pereira, Pirjo Seddiki
- 📄 Intro to visual design, UI & UX

## FOCUS GROUPS

- 🕒 16h00-18h00
- 👥 Teamwork
- 👤 N/A
- 📄 End user research



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**27 APRIL**

**WEDNESDAY 14h00-18h00 GMT**

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
WEDNESDAY 13/4										3D MODELLING	TEAMWORK

## 3D MODELLING

- 🕒 14h00-16h00
- 👥 Groupwork
- 👤 Jaakko Vasko

📄 Basic 2D and 3D concepts to build a functional prototype. Tools for 3D modelling.

## TEAMWORK

- 🕒 16h00-18h00
- 👥 Teamwork
- 👤 N/A

📄 Common time to progress your plans.

**4 MAY**

**WEDNESDAY 14h00-18h00 GMT**

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
WEDNESDAY 20/4										VISUAL DESIGN	TEAMWORK

## VISUAL DESIGN

- 🕒 14h00-16h00
- 👥 Groupwork
- 👤 Cristina Coutinho Pereira, Pirjo Seddiki
- 📄 Intro to visual design, UI & UX

## TEAMWORK

- 🕒 16h00-18h00
- 👥 Teamwork
- 👤 N/A
- 📄 End user research



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9 MAY

MONDAY 9h00-19h00 GMT

GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00

MONDAY  
9/5

OUTDOORS ACTIVITY / ONLINE ACTIVITIES REVIEW / TEAM BUILDING

## OUTDOORS ACTIVITY / ONLINE ACTIVITIES REVIEW / TEAM BUILDING

🕒 9h00-18h00

👥 Groupwork

👤 SAP leaders and lecturers

📄 Outdoors excursion; reviewing the online week's activities; team building



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10 MAY		TUESDAY 9h00-19h00 GMT										
GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00	
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	
TUESDAY 10/5			PEER PITCH		TW / 3D MODELLING				TW / HW & DESIGN		TEAMWORK	CITY TOUR

## PEER PITCH

- 🕒 9h00-10h30
- 👥 Groupwork
- 👤 SAP leaders and lecturers
- 📄 Practice pitching.

## TW / 3D MODELLING

- 🕒 11h00-12h30
- 👥 Groupwork
- 👤 Jaakko Vasko
- 📄 3D modelling.

## TW / HW & DESIGN

- 🕒 14h00-15h30
- 👥 Groupwork
- 👤 Timo Karppinen, António Moreira, João Pedro Borges Silva, Cristina Coutinho Pereira, Pirjo Seddiki
- 📄 The laboratory facilities for the hardware development. The sensor - actuator - controller - design model interaction.

## TEAMWORK

- 🕒 16h00-17h00
- 👥 Teamwork
- 👤 N/A
- 📄 Process your design together.

## CITY TOUR

- 🕒 17h00-18h00
- 👥 Excursion
- 👤 IPCA personnel
- 📄 Get to know the local city and sights.



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11 MAY		WEDNESDAY 9h00-19h00 GMT									
GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
WEDNESDAY 11/5			TW / 3D & DESIGN		TW / HW & LOWCODE				TEAMWORK		TEAMWORK

## TW / 3D & DESIGN

- 🕒 9h00-10h30
- 👥 Groupwork
- 👤 Jaakko Vasko, Cristina Coutinho Pereira, Pirjo Seddiki

📄 3D & design.

## TW / HW & LOWCODE

- 🕒 11h00-12h30
- 👥 Groupwork
- 👤 Timo Karppinen, António Moreira, João Pedro Borges Silva

📄 The sensor - actuator - controller - design model interaction.

## TEAMWORK

- 🕒 14h00-15h30
- 👥 Teamwork
- 👤 N/A

📄 Process your design together.

## TEAMWORK

- 🕒 16h00-17h00
- 👥 Teamwork
- 👤 N/A

📄 Process your design together.



# GO FOR A DIGITAL PRODUCT BIOSENSING HEALTH

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12 MAY		THURSDAY 9h00-19h00 GMT										
GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00	
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	
THURSDAY 12/5			TW / 3D & DESIGN		TW / DESIGN & LOWCODE				TEAMWORK		TEAMWORK	DINNER

## TW / 3D & DESIGN

- 🕒 9h00-10h30
- 👥 Groupwork
- 👤 Jaakko Vasko, Cristina Coutinho Pereira, Pirjo Seddiki

📄 Practice pitching.

## TW / DESIGN & LOWCODE

- 🕒 11h00-12h30
- 👥 Groupwork
- 👤 António Moreira, João Pedro Borges Silva, Cristina Coutinho Pereira, Pirjo Seddiki

📄 3D modelling.

## TEAMWORK

- 🕒 14h00-15h30
- 👥 Teamwork
- 👤 N/A

📄 Process your design together.

## TEAMWORK

- 🕒 16h00-17h00
- 👥 Teamwork
- 👤 N/A

📄 Process your design together.

## DINNER

- 🕒 17h00-18h00
- 👥 Fun together
- 👤 IPCA personnel

📄 Dine out with your colleagues.



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13 MAY			FRIDAY 9h00-19h00 GMT								
GMT+2	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00	19h00	20h00
GMT	8h00	9h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00	18h00
FRIDAY 13/5		TEAMWORK		PITCH				PITCH		LEARNING REFLECTION	

## TEAMWORK

🕒 9h00-10h30

👥 Teamwork

👤 N/A

📄 Process your design together.

## PITCH

🕒 11h00-12h30

👥 Groupwork

👤 SAP leaders and lecturers

📄 Pitch your final product.

## PITCH

🕒 14h00-15h30

👥 Teamwork

👤 SAP leaders and lecturers

📄 Pitch your final product.

## LEARNING REFLECTION

🕒 16h00-17h00

👥 Teamwork

👤 SAP leaders and lecturers

📄 What did you learn? How to implement these learnings in the future?