



**POLITECNICO
DI TORINO**



CONTAMINATION LAB AND
INNOVATION KITCHEN

Is Education Enough?!

Entrepreneurship focus in new didactic methods demonstrated to have a strong impact on:

- Economic growth
- Better employability skills development
- Entrepreneurship willing and Innovation capability



Empirically, real projects and multi-skilled teams are needed to empower the effects

Contamination Lab Innovation Kitchen

*A place where students can experience and put in practice
competences learned in classroom in an informal environment which
promote a creative and collaborative spirit*

Contamination Lab Innovation Kitchen

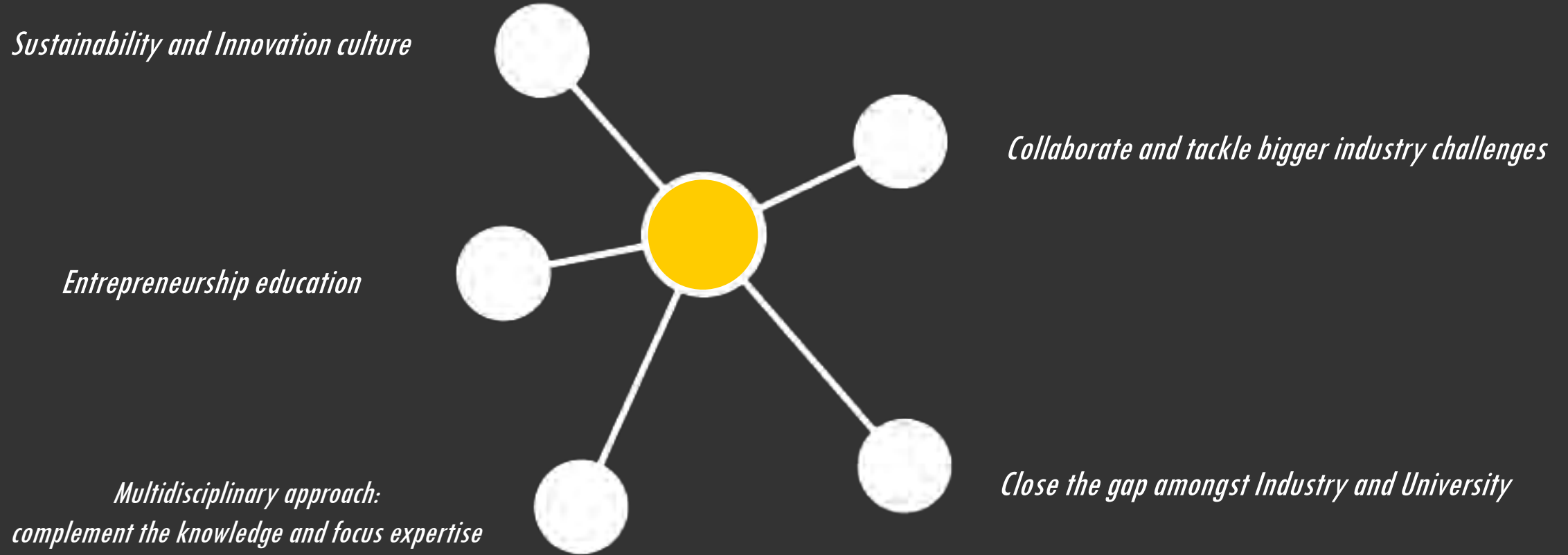
different knowledge's and experiences to exploit the strength of
interdisciplinarity

learning by doing approach allowing students to learn&try,
prototyping with a wide tech library while technically supported

challenge—based approach with idea creation and problem solving
working on real projects provided by Companies

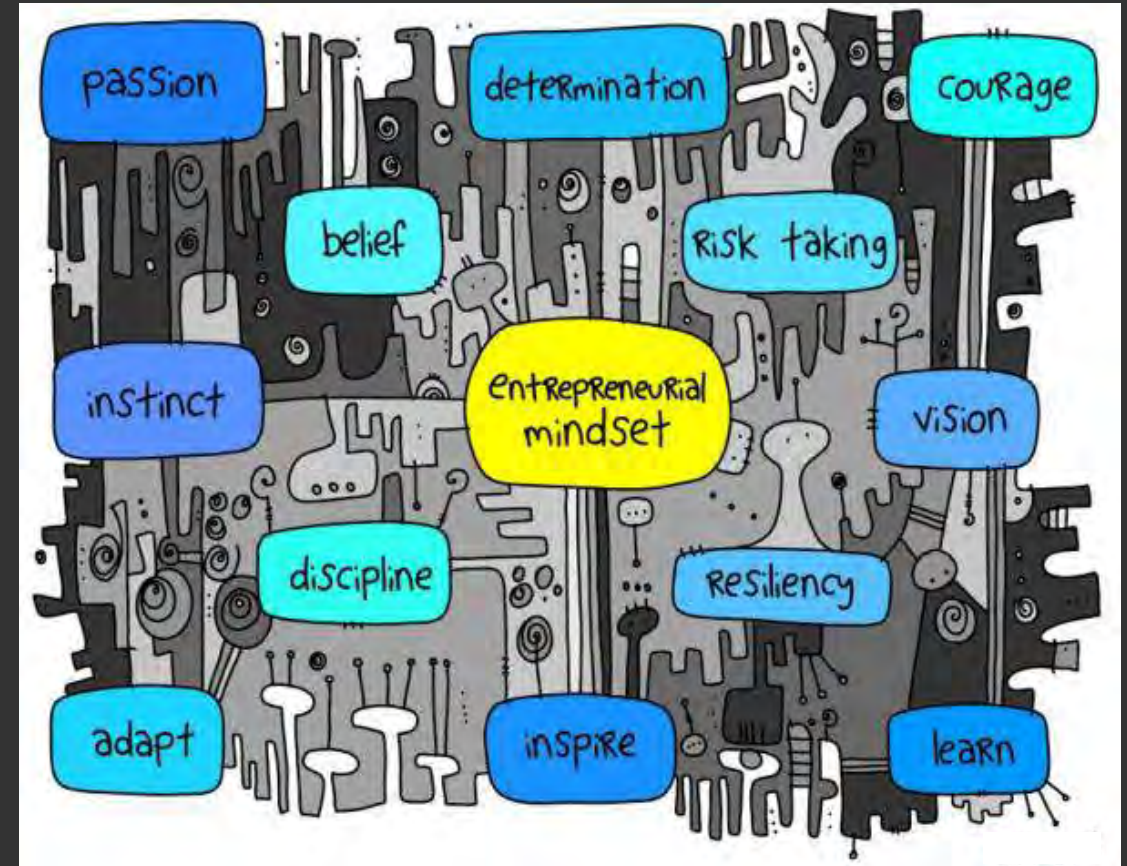
an informal place where students can relax, share their ideas and
receive specific mentoring

The Contamination Model



What students learn:

- Manage different approaches within the team
- Self evaluation of the work progress
- Deadline management
- Efficient use of the hardware available
- Market research & Business modelling



Challenge @ CLIK – Structure

Where: CLIK Lab

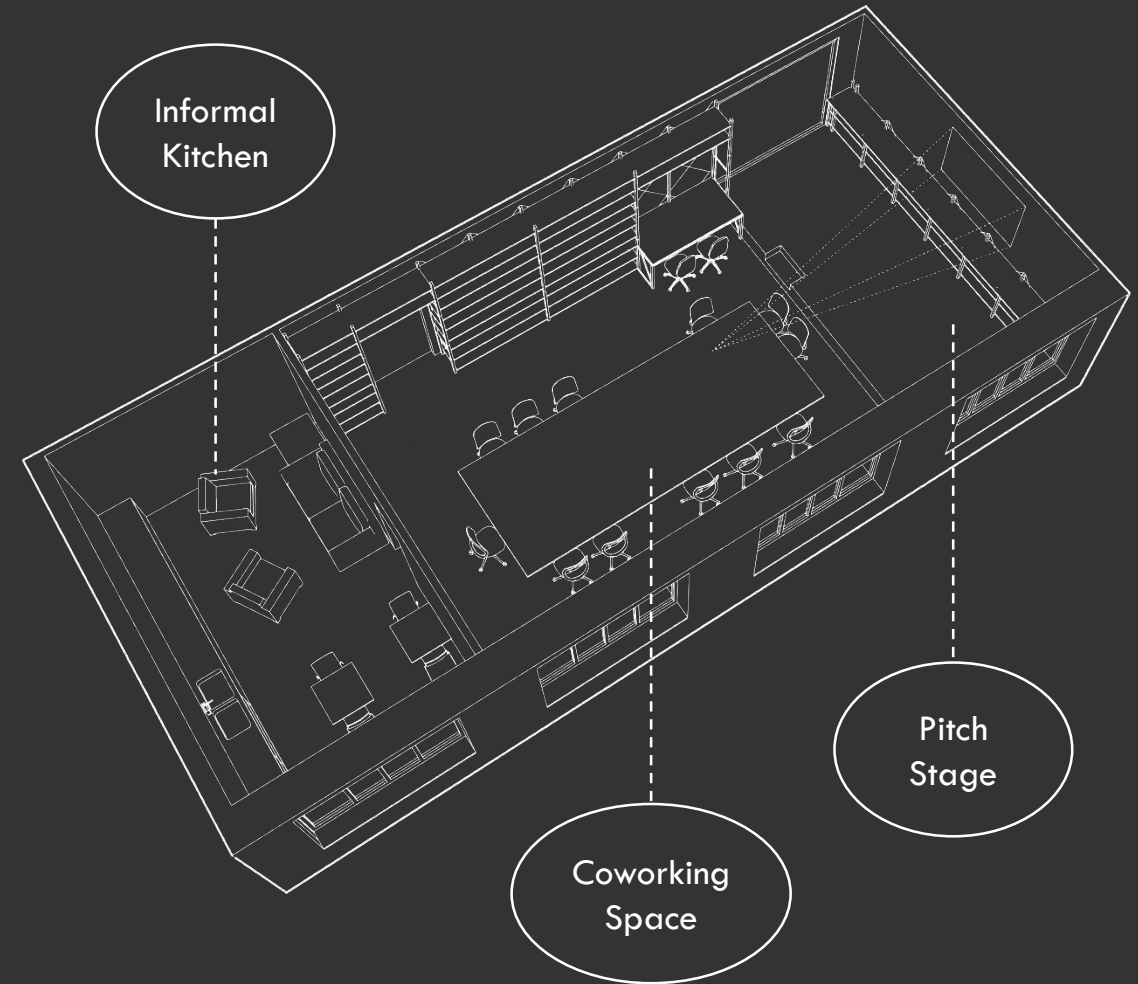
Duration: 14 weeks

Student Effort: 200 hours → 8 CFU

Student n°: 30 (5 team of 6 people)

Actors Involved:

- Professors
- Company
- Mentors
- CLIK Staff



Challenge @ CLIK

Kick Off &
Team Building



2 Days

Challenge @ CLIK

Kick Off &
Team Building

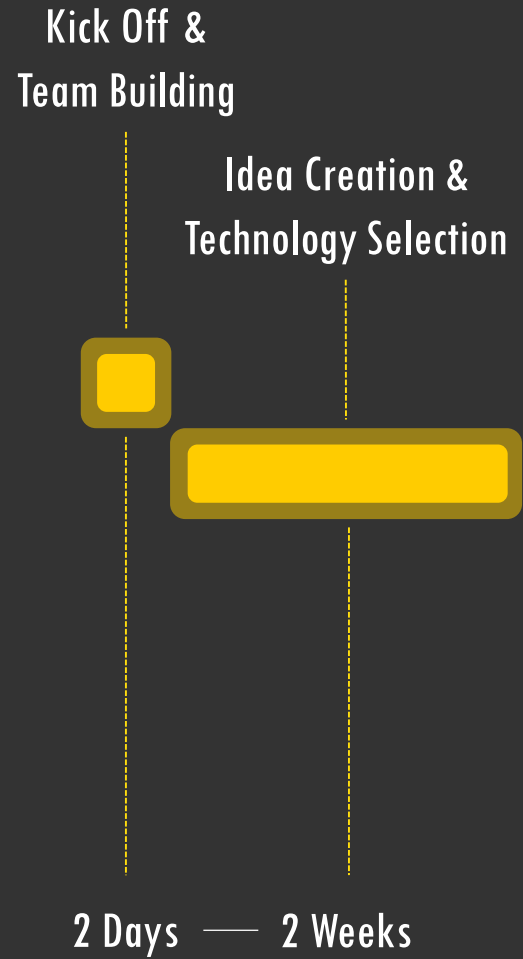


Two days in which we will present the Challenge, build the Teams and give some topic insight to make everybody up to speed and ready to start working.

The Agenda is structured to present all the actors involved in the Challenge, an informal team building session and some frontal lessons on specific arguments.

2 Days

Challenge @ CLIK



Challenge @ CLIK

Kick Off &
Team Building

Idea Creation &
Technology Selection

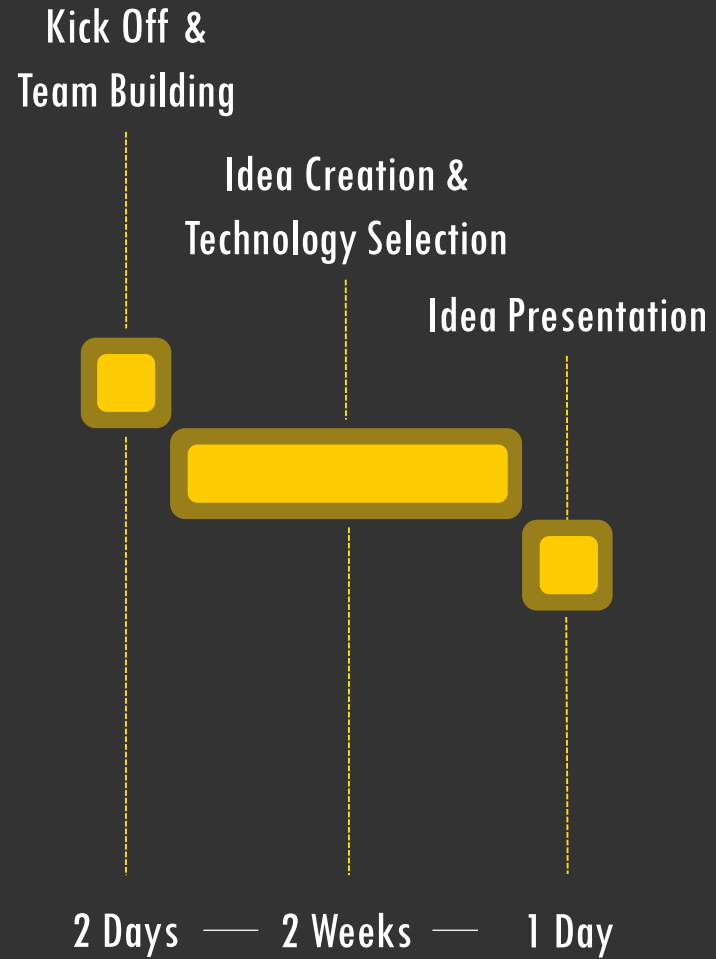


2 Days — 2 Weeks

Two weeks in which students will elaborate on the topic, dig into the problem and the current state of the art. Generate new ideas and select possible technologies to use for development & prototyping.

Mentors will assist students once a week in order to guide them on the principal tasks.

Challenge @ CLIK



Challenge @ CLIK

Kick Off &
Team Building

Idea Creation &
Technology Selection

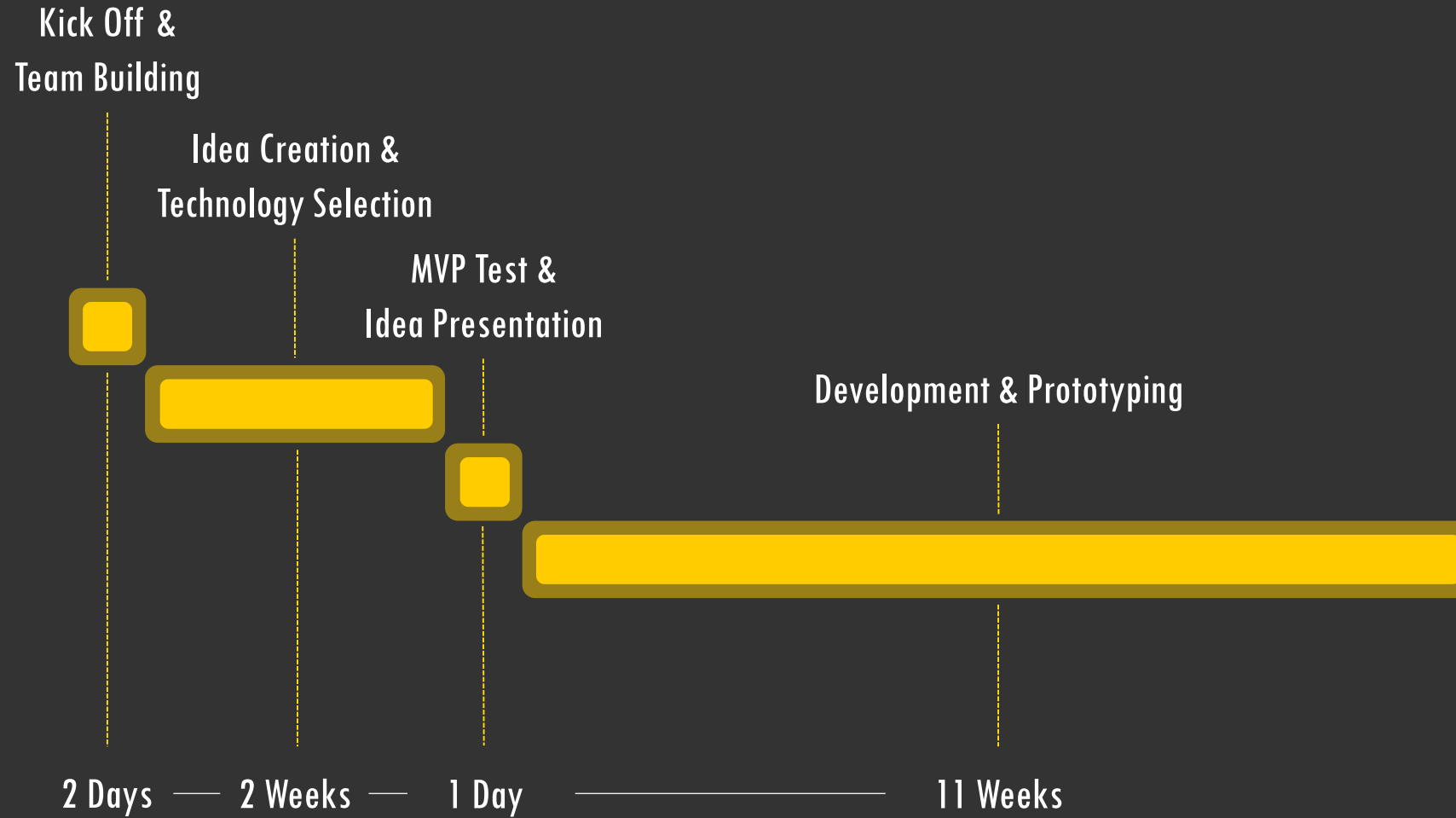
Idea Presentation



One day in which students will present their problem statement and the idea created.

2 Days — 2 Weeks — 1 Day

Challenge @ CLIK



Challenge @ CLIK

Kick Off &
Team Building

Idea Creation &
Technology Selection

MVP Test &
Idea Presentation

Development & Prototyping

2 Days

2 Weeks

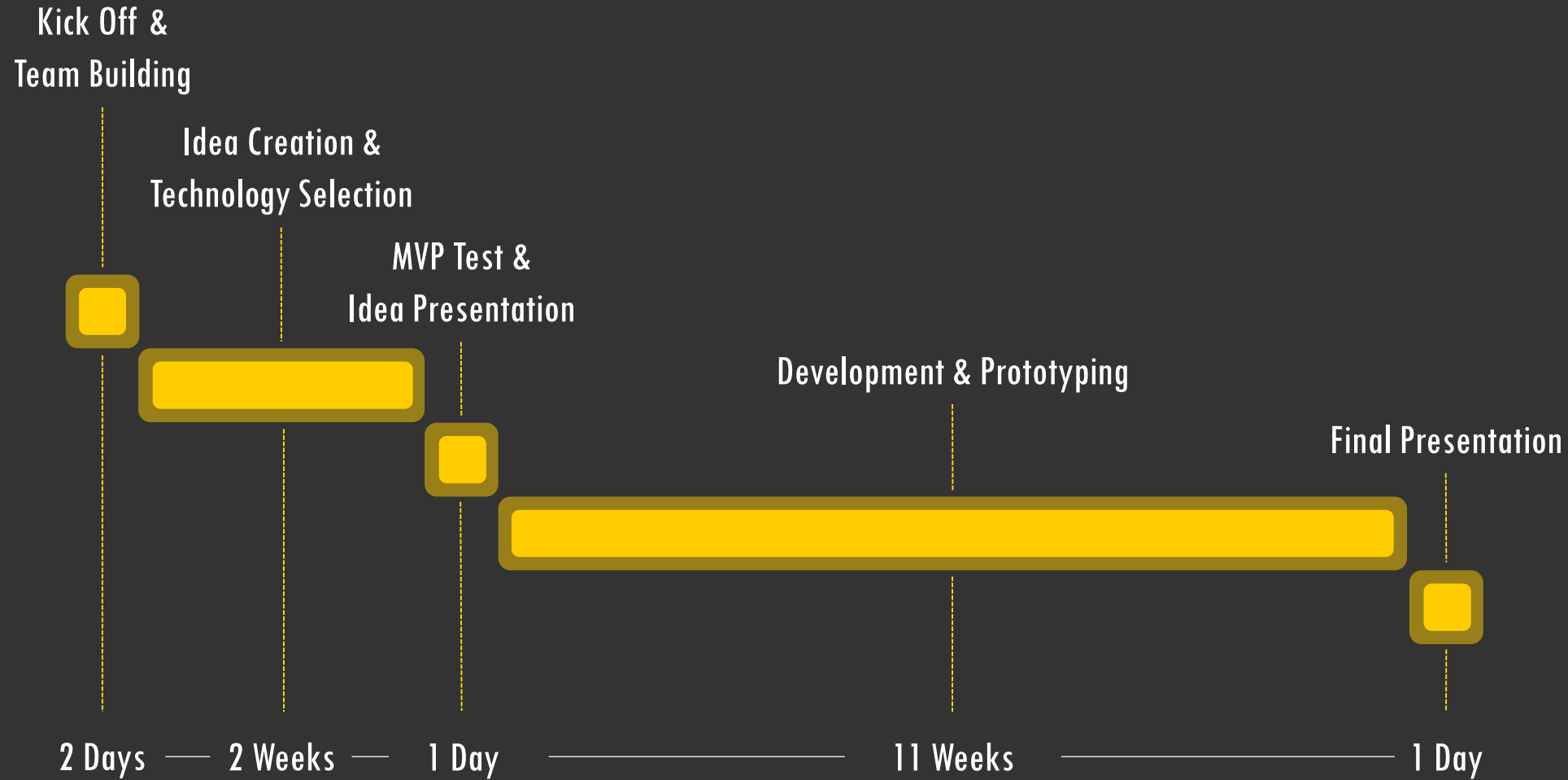
1 Day

11 Weeks

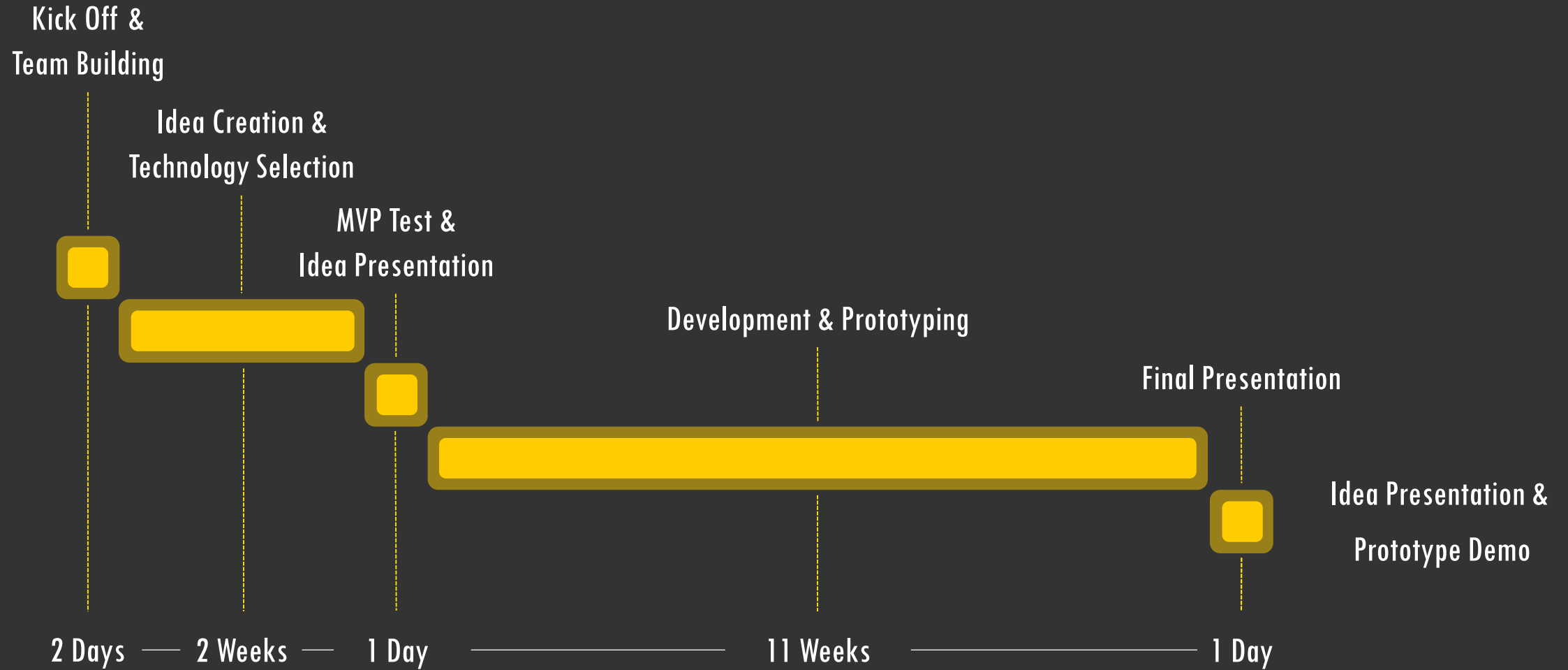
11 weeks in which students will develop their idea and prototype it with focus on feasibility and sustainability.

Mentors will assist students once a week in order to guide them on the principal tasks.

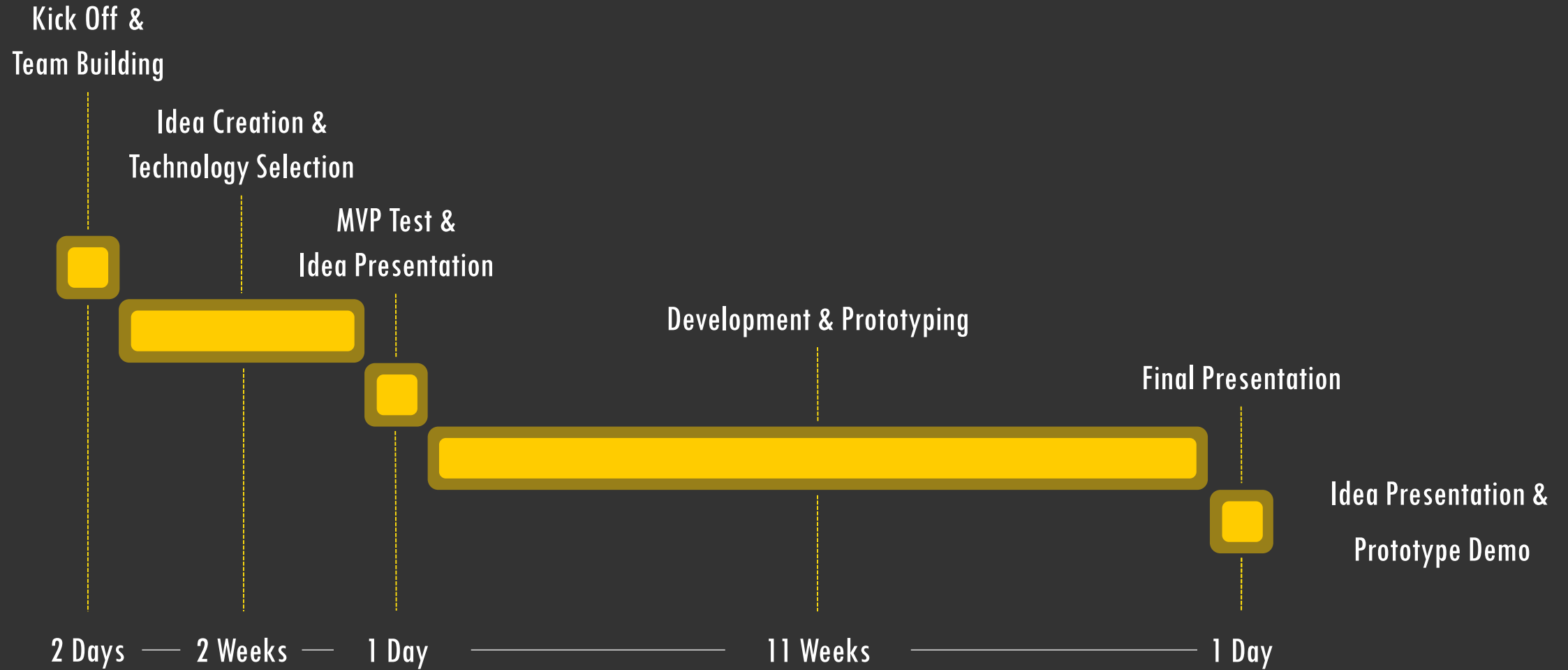
Challenge @ CLIK



Challenge @ CLIK



Challenge @ CLIK



3 months period



Challenge Insight



Workshops



Team Building



Prototyping

VISION



We see a world in which technology can help us
identifying and finding every object,
decreasing human error

RFID on each item



AR in the warehouse



Pitching



Prototyping

Outcome

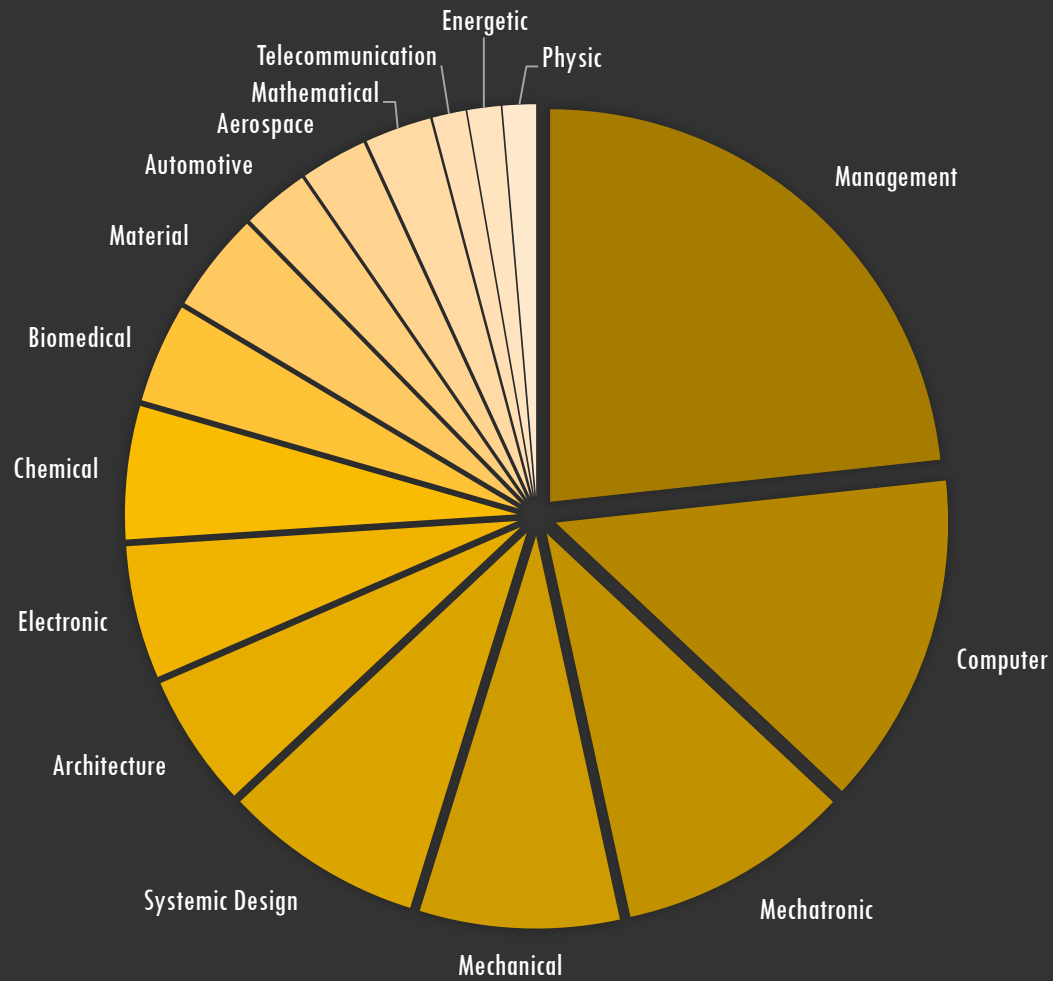


Blogging



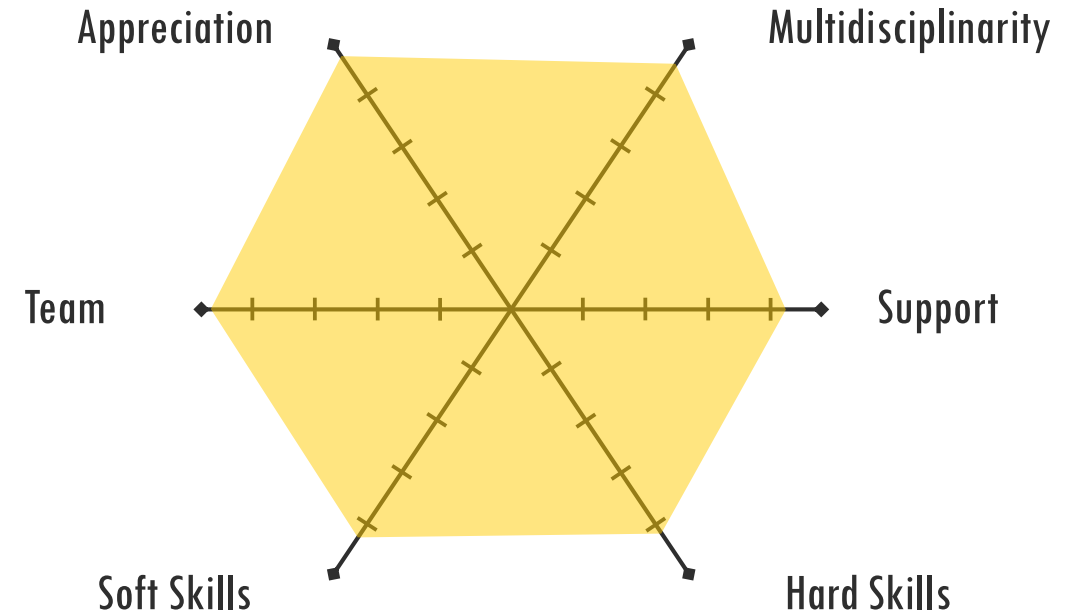
Social Media
Traffic

Composition



150 Students

Feedbacks



“With the Challenge I had a paradigm of what it is to work in an innovative company. I have improved the skills in team building and in the management and cooperation of a team with heterogeneous skills”

“It is a window that simulates the way we will work in the future. We did small what startups and companies do big and better”

“An experience that shows how fundamental are relationships with other people and networking”

Scheme & Pricing



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Challenge Customization

Preliminary discussion with the partner Company in order to identify the needs, analyze the scenario and set goals and results expected from the program.

Perimeter setting, didactic themes identification and technology evaluation.
Definition of the problem tailored on the Challenge scheme in order to make it “solvable” in an challenge format. Setting of solutions envisioned in order to fulfill stakeholders’ expectation.

Challenge team creation with the identification of the most appropriate lecturers, professionals and mentors to be involved based on the specific topic and areas of expertise.

Challenge Scheme



The scheme represent CLIK standard solution.

Duration and costs can vary based on company's customization needs.

Challenge Prices

Prices and conditions will be agreed based on
Company dimension
(Revenues and n° of Employees)

Intellectual Property

Moral rights always belongs to the inventor (students)



Economic rights always belongs to Politecnico



Assignment to companies through



Spin-Off

TBD

Transfer

10.000 €



Different

Funny

Inspirational

Educational

Intense

Market oriented

Thanks!