



INNOVATION CAMP

VAERDIPARK - GROUP 12





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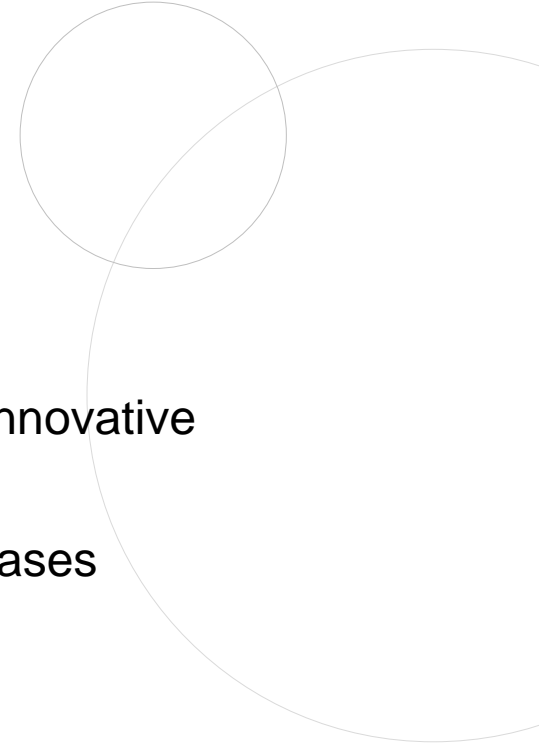


Sara Lolarga



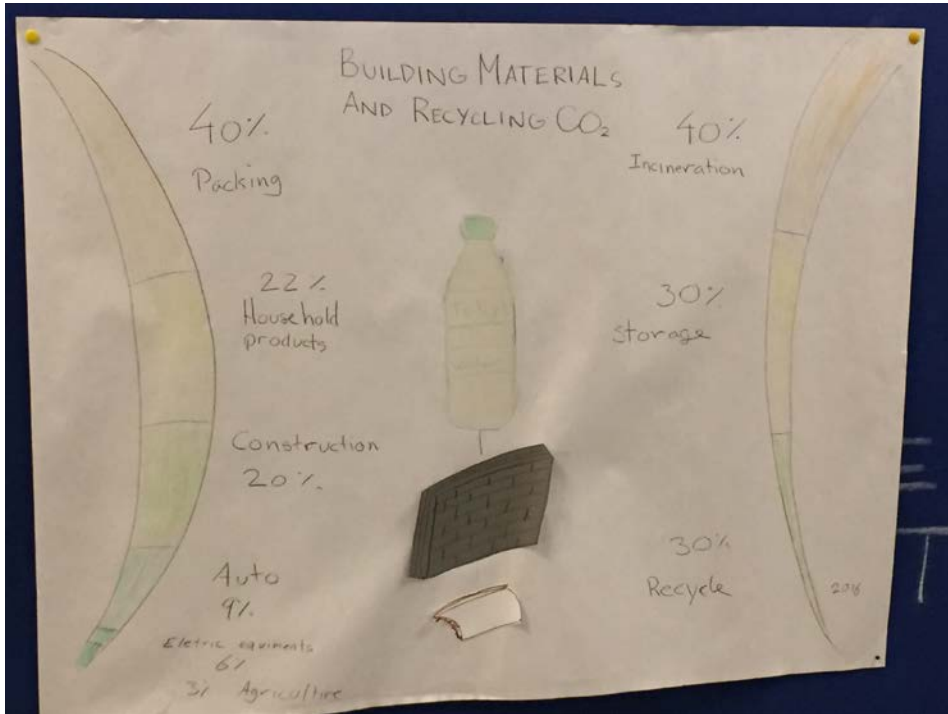
INTRODUCTION





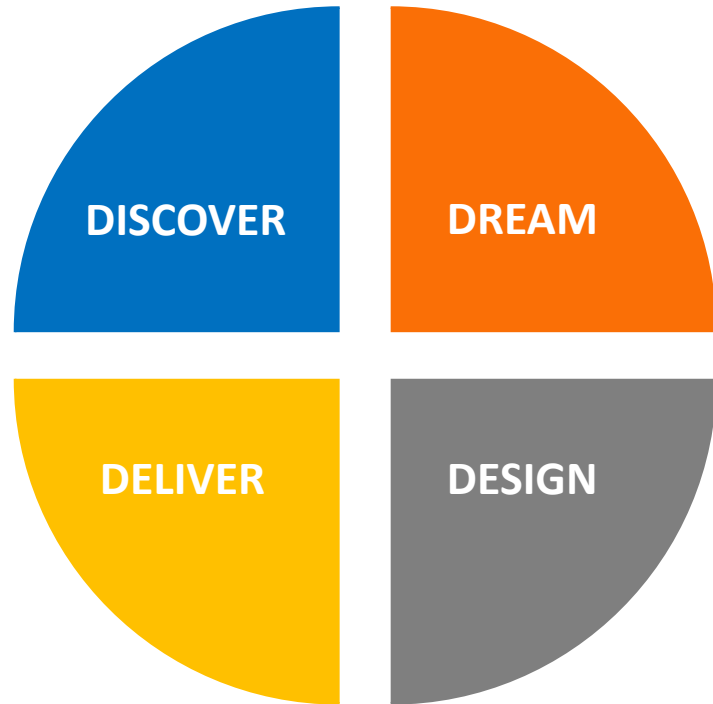
WATER BOTTLE CHALLENGE

- Group was challenged to think of innovative ways to reuse a water bottle
- Introduction to innovation week phases through a mini challenge
- Six tools for creativity
- 4D Model
- Idea matrix
- Results of water bottle challenge



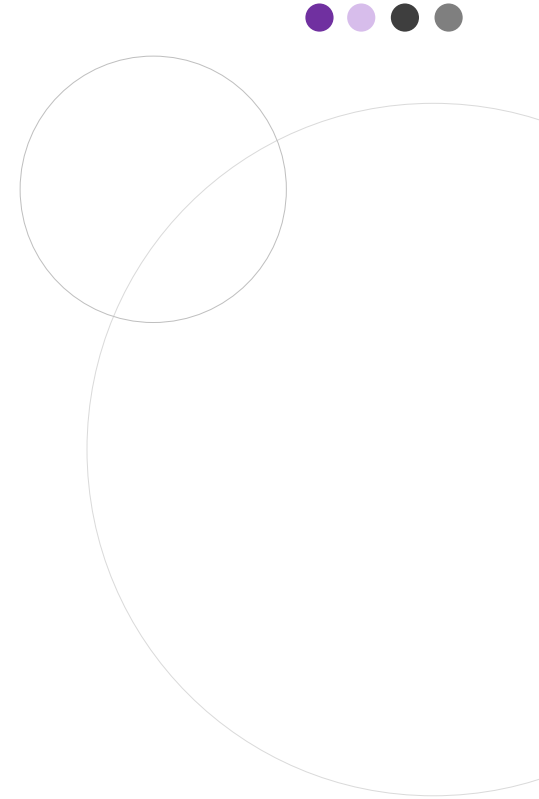
Water Bottle Presentation Poster





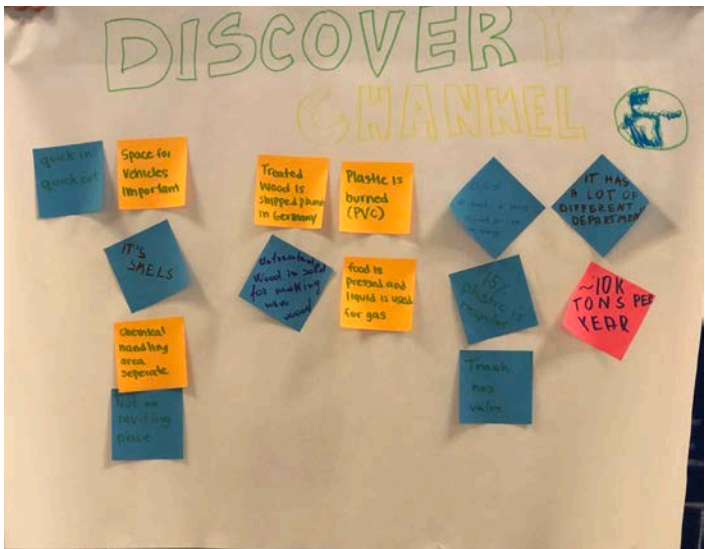
4D MODEL

- Discover
- Dream
- Design
- Deliver





Recycling park site visit



Results visualization poster

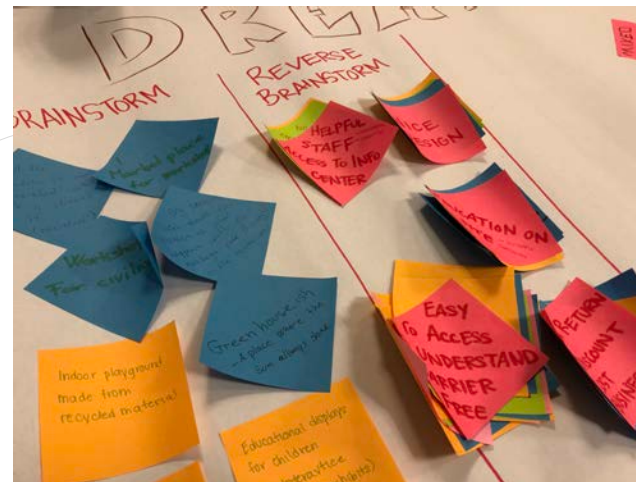
DISCOVER

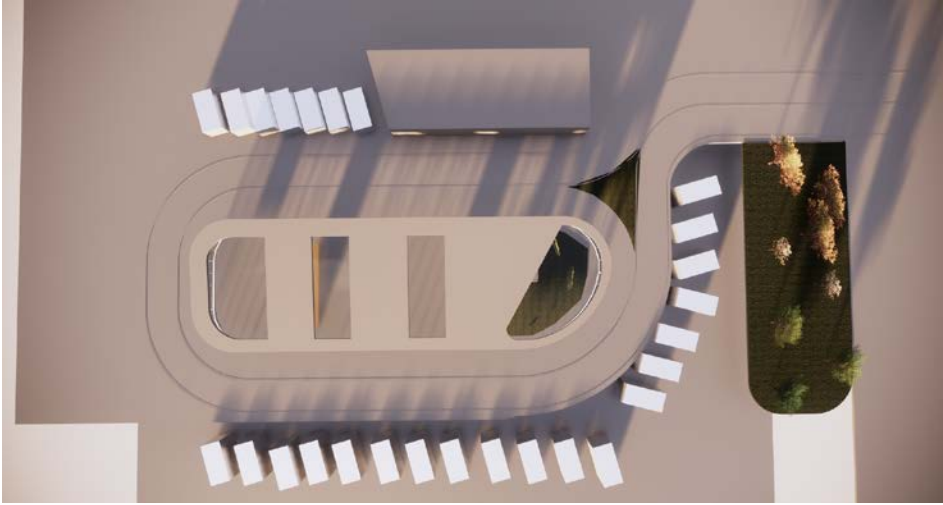
- Identifying problems in the challenge
- Research
 - Internet
 - Site visit
- Visualized our results by posting our findings on a poster with post-it notes



DREAM

- Brainstorming to develop ideas based on research
- Used creativity tools to developing ideas
 - Brainstorm
 - Reverse Brainstorm





DESIGN

- Bank of ideas
- Idea catalog
- Used idea matrix to combine and develop ideas further
- Break down of ideas and group voting
- Solution was identified

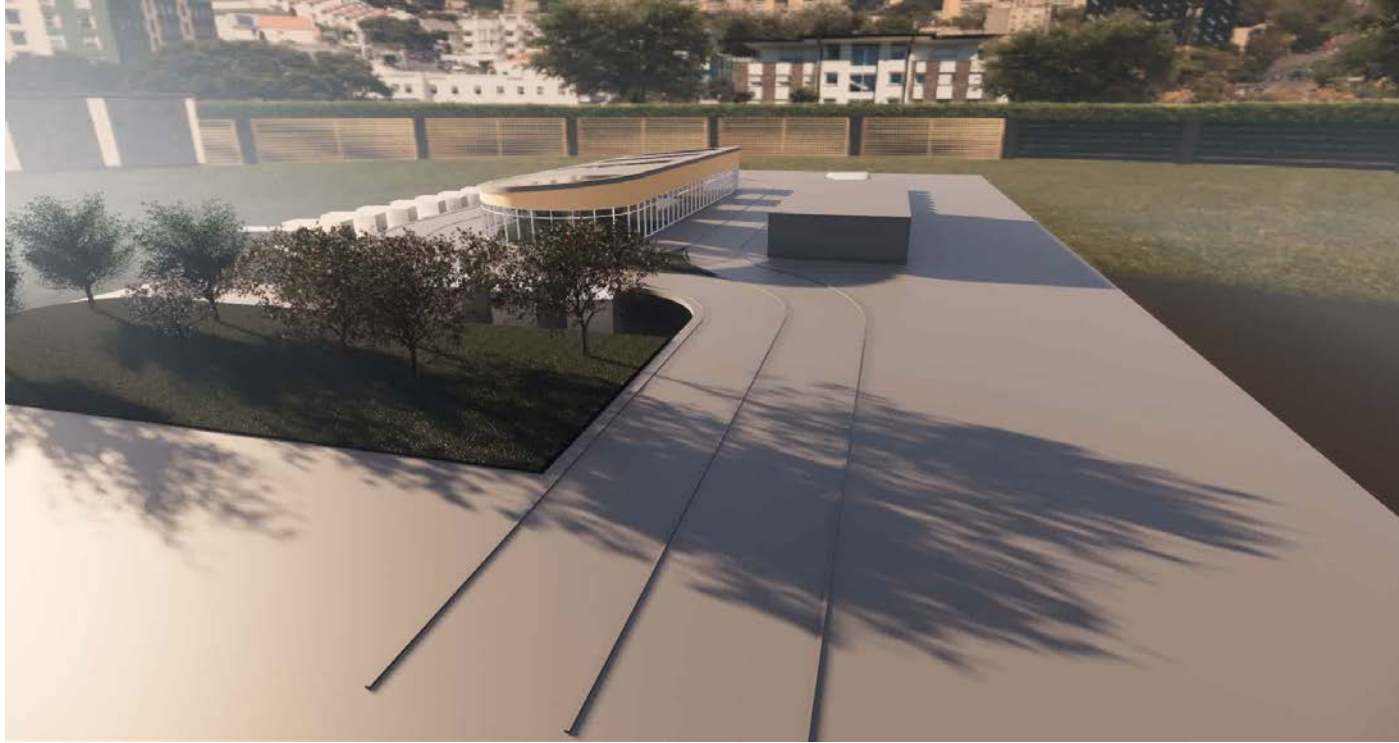
	BUSINESS	DESIGN	CHILD-FRIENDLY	CONVENIENCE	STAFF
Keywords	• Workshop • Store • Recycling • Selling material • Cost	• Recycled materials • Greenhouse • Awareness • Inorganic vitals • City environment	• Education • Playground • Safety • Interactive	• Accessible • Efficient • Customer-friendly • Good facility • Sign/Information • App	• Maintenance • Encouraging (helpful) • Educator/Assistant • Knowledgeable • Polite
Pros	• Well-situated • Cost-effective	• Attracts regular city • Good looking container • Encourages responsible • Behaviour • Carbon concept	• Encourages healthy • Behaviour • Develops responsible • Behaviour • Early executive thinking	• Inclusive, low entrance • Easy-to-use • Space-friendly • Time-efficient	• Better maintenance • Better education • Job creation
Cons	• Cost may fluctuate over • Better method of supply • Sell	• Cost • Maintenance, long • Term	• Safety to danger • Expensive	• Cost • Maintenance of assets • Technology @Risky	• Expensive • Staff support needed
Value	• Networking • Environmental contribution	• Learning • Organized • Encourages creativity	• Environmental responsibility • Early experiences • High achievement • Encouraging environment	• Higher attendance	• Create an environment • That encourages people • To "come back"



DELIVER

- Development of presentation material
 - 3D Model in Revit
 - Model





PRESENTATION VIDEO





THANK YOU

