

Implementation plan Finished

Study unit	Digital Wellbeing Sprint (R0430), 5.0
Implementation	CCV1721: 2/2017-2018 (28.05.2018 - 01.06.2018)
Type	OTHER COMPLEMENTARY COMPETENCES (R020)
Groups	Primary: CCV17SY Others :
Involved in the project	
Lecturers	
Number of participants	Minimum: Maximum:
Enrolment period	01.02.2018 08:00 - 11.04.2018
Main timing for implementation	As intensive week(s)
Applicability	For exchange students: Yes For elective studies: Yes Open UAS student: Yes Suitable for virtual UAS: Yes
Teachers	Mantere Päivi (Teacher in charge)
Campus	Laurea Tikkurila
Main location for implementation	Outside Laurea
Implementation method	Other method of implementation, Project/venture/R&D, Web/virtual Language: English Virtuality: 2 cr Integration of R&D: 5 cr
Implementation class	LbD based on regional RDI project
Focus areas	Ensuring welfare (FUAS), Expertise in nursing and coping at home, Service business, Student entrepreneurship, Technological competence and entrepreneurship (FUAS)
Evaluation at the latest	15.07.2018 Storing of graded material ends.: 15.06.2019
Exam days	
Having completed the study unit the student is able to	The student is be able to • understand the role of the service innovation process • have the knowledge and the skills to design customer oriented service innovations within an entrepreneurial environment • know and understand the main drivers and trends in wellbeing and health business • act in multicultural and multi-professional teams • apply design thinking approach and basic tools in innovation processes • build a digital, forward-looking service-oriented business model
Previous studies	
Previous studies, more information	The selection will be done based on the pre-assignments: - Video Trends in Digital Health 2017 -Literature review- Personal portfolio + motivation letter
Learning objectives	• understand the role of the service innovation process • have the knowledge and the skills to design customer oriented service innovations within an entrepreneurial environment • know and understand the main drivers and trends in wellbeing and health business • act in multicultural and multi-professional teams • apply design thinking approach and basic tools in innovation processes • build a digital, forward-looking service-oriented business model
Contents	Digital Wellbeing Sprint is an open innovation and co-creation sprint where multidisciplinary and multicultural teams work on developing, prototyping and testing user-centered digital solutions in real-life challenge.
Tutoring and communication	Working in co-creation workshops will be intensive and it includes constant guidance and facilitation by coaches.
Project (name)	Teams will work with real-life cases together with the organisations from public and private sector. Teams will create digital services for the wellbeing business for the future users.

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R&D methods	Several Service Design methods will be utilized: methods to gain information about the customer, environment, service and client (for example interviews, observation, customer journey, personas, and stakeholder analyses). To be able to ideate and foresight the future needs teams will practice different kind of innovation and ideation tools. In order to create concrete service concepts teams will apply service business model canvas and other tools to visualize and conceptualize the idea.
Work strain	Pre-assignment Design Sprint (5 full days) Documentation and field work
Other arrangements	During the Sprint, participants will have an opportunity to innovate together with students, companies, the public sector and the third sector in Finland.