

Engineering Day – Make your own controller

06. november kl. 08.30-15.30



Time	Activity	Location
08.30-09.00	Welcome to SDU Sønderborg. Tour of the university and engineering facilities.	Entrance, Alsion 2
09.00-09.15	Introduction to Innovation and Business.	M201
09.15-10.45	Ideation & Business Model Kick things off by unleashing your creativity in the Ideation phase! You will be guided through different steps to come up with a great idea. We are not stopping there—once your idea is formed, you will jump into creating a solid Business Model . With the help of the Business Model Canvas, you will shape your idea into a real product that can be sold in shops.	M201
10.45-11.45	Introduction to Software and coding.	M201
11.45-12.15	<i>Lunch. Students bring packed lunches or can buy lunch in Café Alsion.</i>	Café Alsion
12.15-12.30	Introduction to Mechatronics, Mechanical and Electronics.	M201
12.45-14.00	Prototyping Next, it's time to bring your idea to life in the Prototyping workshop. You will get hands-on experience in the mechatronics lab, where you will solder buttons onto a pre-made PCB. Then, head to the mechanical lab to laser-cut the acrylic casings for your controller. By the end, you will assemble your very own prototype - engineered from start to finish by you!	Mechatronic Lab
14.15-15.15	Testing & Reflecting Finally, test your prototype! In the Testing & Reflecting workshop, you will connect your self-made controller to your laptop and play a game.	M201
15.15-15.30	Evaluation.	M201
15.30	End of day.	

Remember to bring your own computer

Program may be subject to changes

