



LEAD YOUR FUTURE

The start of something new, between past and future: you

Program Highlights

- Intensive course in leadership, open-source technologies, and knowledge-sharing
- Connections with the H-FARM ecosystem
- A portfolio piece with concepts developed through design thinking methods and digital crafting tools
- Cultural immersion in the Venice Lagoon and Padua

TARGET AGE

13-14 y.o.

SCHEDULE

March 17th - 22nd, 2024

NUMBER OF PARTICIPANTS

28

FACULTY MEMBERS

2

LEARNING OUTCOMES

- Experiment an approach based on strategic thinking and problem solving;
- Develop a critical and constructive method of reflection on the design thinking process;
- Analyze an idea in a critical perspective;
- Actively take part in an idea designing process;
- Work on a project both as an individual and collaboratively in teams;
- Effectively communicate and negotiate with others;
- Learn how to cope with uncertainty, ambiguity and risk.

SKILLS

- Ability to set and analyze goals;
- Ability to learn form personal exchange and debate;
- Capacity of initiative identifying and implementing new business opportunities;
- Capacity to develop and work on social and relational skills in order to establish interpersonal relationships;
- Ability to work on persistence to face obstacles and reset strategies;
- Ability to work collectively with others;
- Ability to communicate and negotiate with others;
- Ability to learn using failure as a learning experience in a positive way.



FINAL OUTPUTS

- Elevator pitch
- Keynote / Google Slides
- Physical/virtual prototype

Working Language

- English

Local

- H-Farm

Treviso - Veneza – Itália

https://www.youtube.com/watch?v=U_low-AGNDY

Estimated value – 1.595,00 € (TI)

This figure is calculated for 28 students and 2 teachers and may be adjusted depending on changes in the cost of air travel at the time of booking.



WEEK					
Sunday 17th	Monday 18th	Tuesday 19th	Wednesday 20th	Thursday 21st	Friday 22nd
<p>Arrival</p> <p>Check-in & rooms</p> <p>Welcoming</p> <p>Get to know the other participants;</p> <p>Get involved in ice-breaking activities;</p> <p>Get to know the mentors (H-FARM team).</p>	<p>Campus Tour</p> <p>Welcome speech</p> <p>Design brief launch Organize the team in terms of roles and set the schedule;</p> <p>Set the initial point of view on the challenge.</p> <p>Identify a set of possible ideas through structured idea creation processes (e.g., brainstorming, idea mapping); Cluster, discuss and build ideas that emerged from the brainstorming process.</p> <p>Free time Board games and sports activities Relax & unwind</p>	<p> Trip out to Venice</p>	<p>Idea definition Define and understand the stakeholders and everyone who is involved and essential in realizing the idea; Build a realistic user profile that represents a larger group users in terms of needs and aspirations; Adopt a trial and error approach to get closer to the idea;</p> <p>Visualize how the users interact with the idea;</p> <p>Prototype the idea (physical or virtual models, services, apps, software, ...)</p> <p>Collect feedback and reflect upon them to improve the prototype.</p> <p>Free time Board games and sports activities Relax & unwind</p>	<p> Trip out to Padua</p> <p>Goodbye Dinner</p>	<p>Presentation Design and Elevator Pitch</p> <p>Create a valid and impressive presentation in terms of design;</p> <p>Write a successful pitch and how to deliver it to the audience;</p> <p>Enhance a presentation through the use of multimedia and visual support;</p> <p>Create and present organized and focused messages in public speaking settings.</p> <p>Check out & Departure</p>