TDX – Kick-Off

Kick-Off of a new TECH2X course

18. März 2026

TECH2X

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Practicalities

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Y

Technologies to be Exploited

(Nr. of Technologies to TBD)

X

Interdisciplinary Master's Students

(Nr. of Students to TBD)

15

Project Weeks

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TECH DRIVEN INNOVATION (TDX)

TDX is an interdisciplinary, challenge-based course. The main learning happens through solving a real-life innovation challenge as a team through an experimental, prototype- based process. It will be your responsibility to navigate through the innovation process by yourself, with the guidance of coaches, both from inno.space and external.

TDX aims to identify disruptive applications and business models of cutting-edge technologies developed in the labs from TH-MA with the overall objective of solving social needs. As a difference from other challenge driven courses, T2X stars with the technology. Students work in multidisciplinary teams; each team develops its own concepts.

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Roles

Who’s involved?

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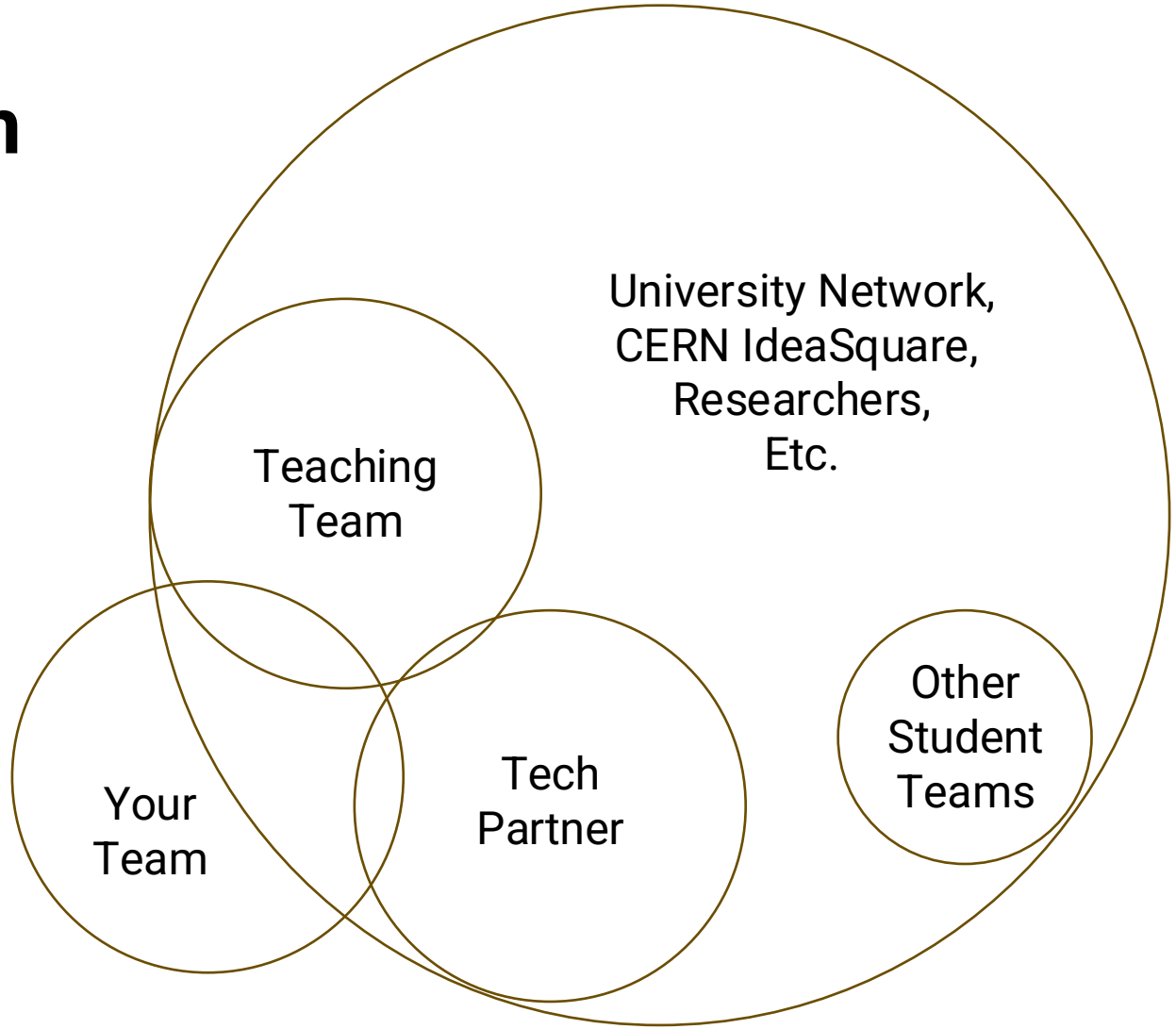
Learning Ecosystem



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The Actors

Interdisciplinary Students

Multidisciplinary teams (of 4-5 students) investigate, test and design new market applications of the assigned technology

Tech Partners

The founding research groups of the technology support the team of students who will work on it along the way

Teaching Team

Inno.space coaches, experts in the methodology, support adoption of the process and facilitate interaction between students and tech partners

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Teaching Team

Prof. Kirstin Kohler

Main Coordinator at inno.space
Professor in Computer Science

Chutimon Hnudee Espedal

Project Manager and Educator at inno.space

Manuel Walter

Educator and Prototyping Pro at inno.space

Katharina Salewski

Supporting T-Team member at inno.space

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What do you do?

You are a multidisciplinary team that includes profiles with heterogeneous vertical skills and training in different areas.

You are involved as designers and promoters of an innovation process. You are responsible for the achievement of the set objectives within the established deadlines and ensure the progress of the activities. The flexibility, the new look is what distinguishes your team of young professionals and generates value within the project.

Responsible for:

- *Advancement of project deliverables*
- *Empathetic contact with the users*
- *Documentation and achieving results*

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What does the teaching team do?

The teaching team is the expert contact person for the method and approach adopted during the project.

The T-Team will introduce the various phases of the project, the activities and tools to be used, and support the development of the activities to obtain the desired results. They are the closest point of reference and design support to the design team, who, with an external eye to the project, are able to suggest and contribute with insights and exploratory design directions of interest.

Your reference for:

- *Information on the methodology and tools used*
- *Support for the team and its progress (team dynamics)*
- *Organization and activities of weekly meetings*
- *Alignment between expectations and results achieved*

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Schedule

Timeline, Important Dates, etc.

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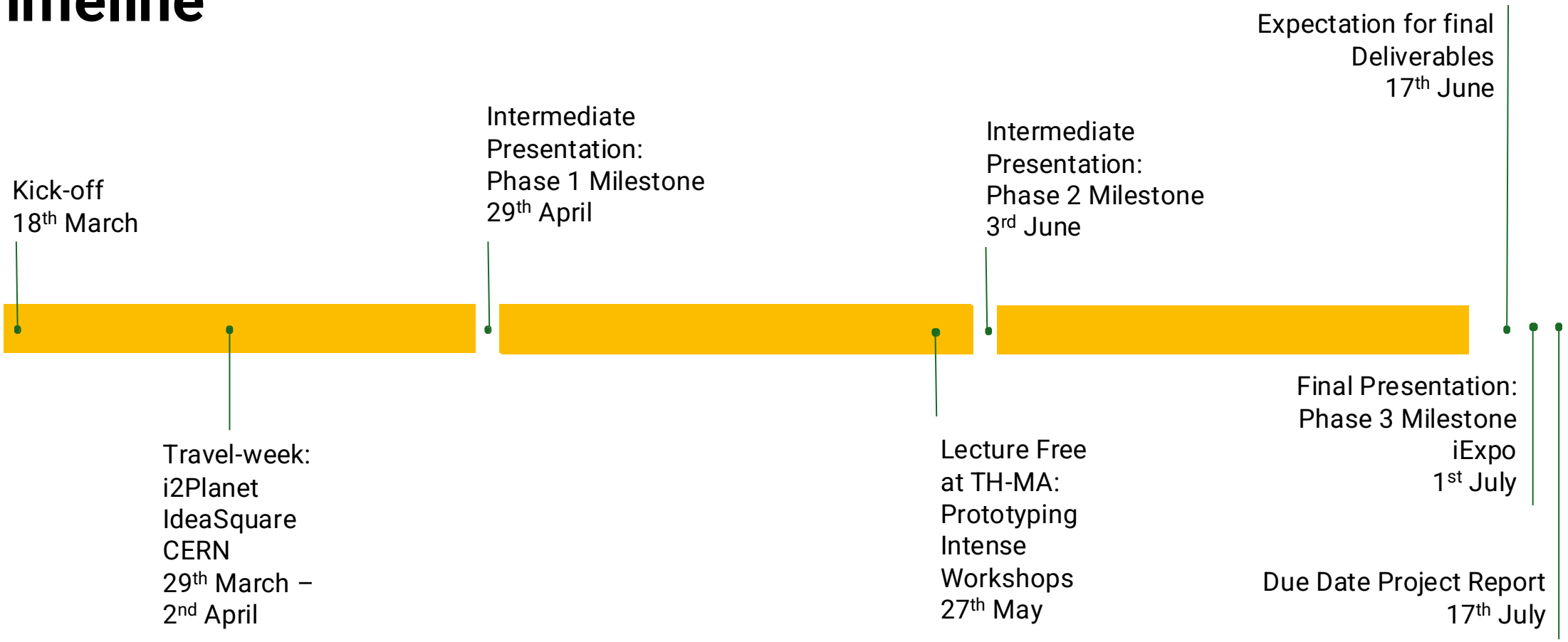
Timeline



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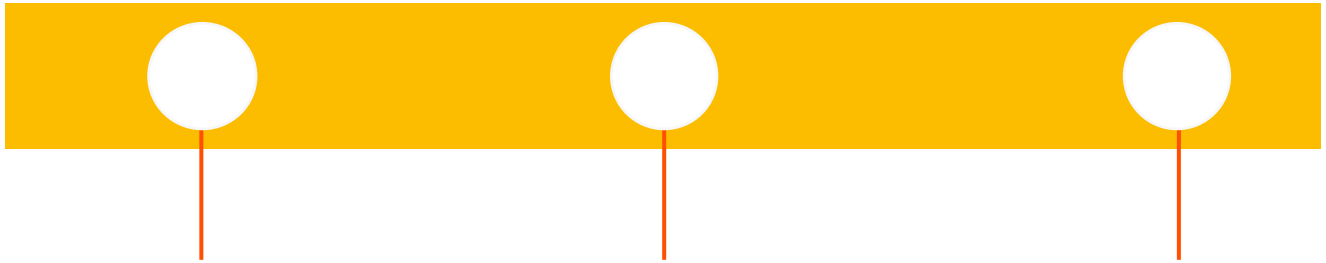
Students' Commitment

It is about 300 total hours, including 200 hours of project work
60 hours of lectures/coaching

Weekly



Plenary Session
4h/week

Involves all student teams, aims to convey the process and experiment with the most appropriate tools for the stage they are in

Team Work
ca. 12h/week

Each student team is dedicated to advancing activities, with group and individual sessions as needed

Project Review
1-2h/week

Each student team meets with their coach to review project progress and to discuss how to tailor the activities to their specific case

Monthly

Tech Partner Alignment
On demand – about 1h every 2 weeks

Presentation
Milestones and rehearsals

Deep Dive
CERN IdeaSquare Visit

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Methodology

Tech to Market Process

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Timeline

Discover
7 weeks

Team Building
Opportunities Identification

Design
5 weeks

User Research

Develop
6 weeks

Solution Concept Design
Dissemination

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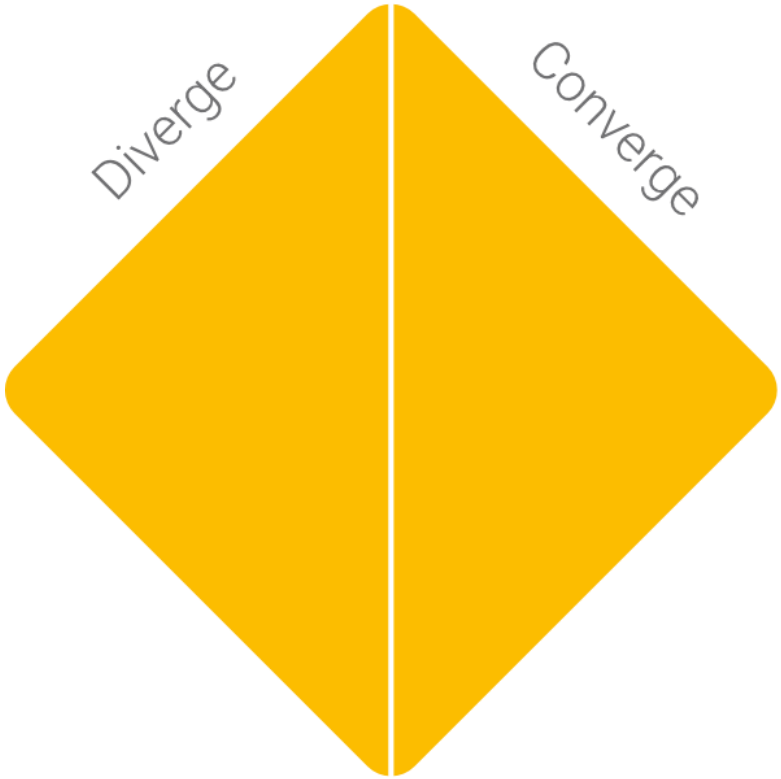
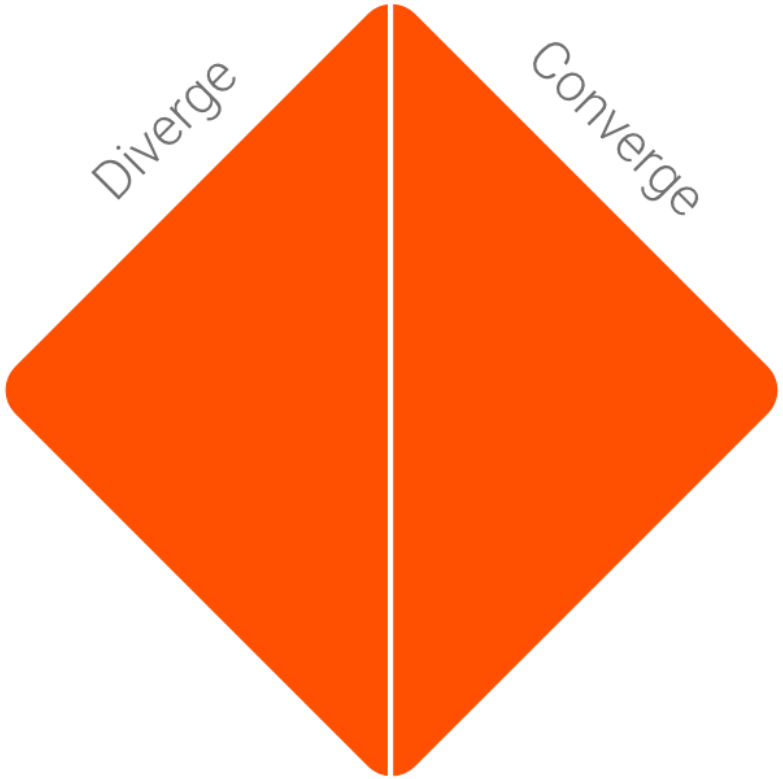
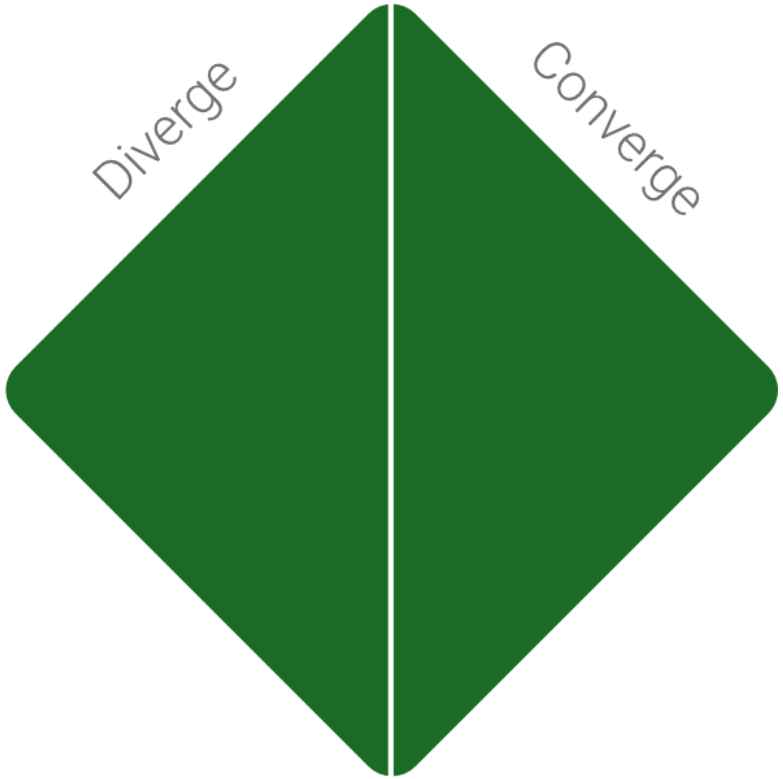
Opportunities Identification



User Research



Solution Concept Design



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Pedagogy

Tech to Market Process

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Approach

- Experimentation driven
- The right problem first

-> the right solution follows

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Atmosphere, Aura & Energy

- Playful collaboration and group creativity
- Freedom to move beyond everyday organization
- A safe space for exploration

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How you will be evaluated

50%
Project Outcome

Deliverables demonstrating depth in the analysis and the solution

Outcomes should demonstrate the understanding of the process and include a full scope of the opportunities in which the technologies can be utilized

30%
Learning Journey

Engagement with the innovation process

Working artefacts presented during coaching sessions and milestone presentations

20%
Participation

Active and constructive contribution and engagement with the material

80% of attendance is mandatory.

Unexcused absences will result in a drop in the final grade

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Tools

Remote Collaboration/Document Management/Communication

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Communicate and Share

Teams

- Common work space where all activities and deliverables are shared
- A team work space where each team can collect and organize material related to the project
- A platform to connect with teammates and coaches

Collaborate

Mural

- A Mural board, where you can think virtually and digitally collaborate with your team
- This flexible space is the archive, room, flipchart, whiteboard of your learnings and research

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Spaces

In Person Collaboration

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inno.space for groupwork

maker.space for prototyping

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Group Alignment

Students/Technologie/Coaches

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TBD: In the following Slides / The Teams, Technologies and Coaches are assigned

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