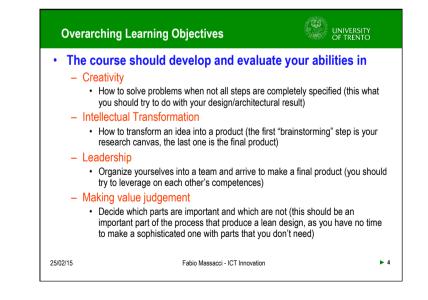
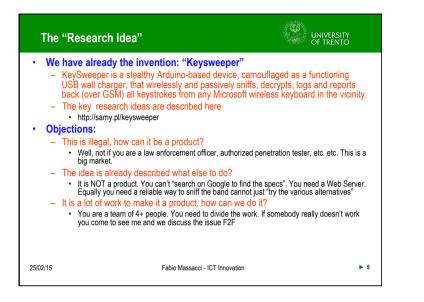
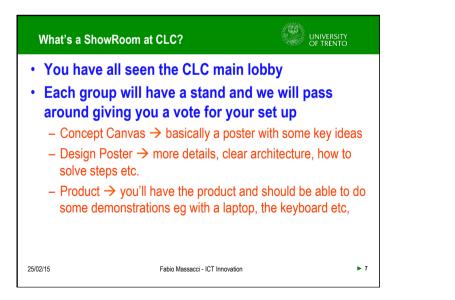
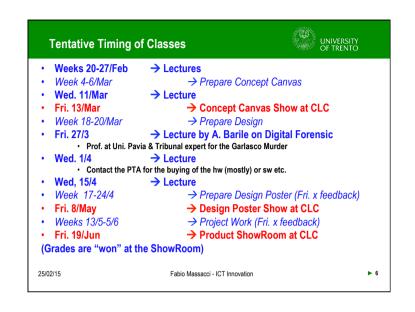


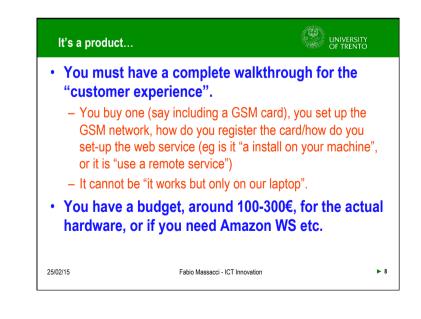
Course Structures	UNIVERSITY OF TRENTO
 Learning: Lectures on Product Design and Developmer Introduction Product Specifications Concept (Mostly selection and testing) Product Architecture Prototyping and robust design Patents and Intellectual Property Thinking: Research Canvas (up to 10/30 grade points) Each team will produce a research canvas to clarify the idea Designing: Product design and architecture (up to 10/3) Each team will produce a poster explaining how their produce Producting: Product prototype (up to 15/30 grade point) Each team will have a small budget for hardware/software ar working product Feedback: Bonus 4 points if you addressed the feedbaa intermediate presentations 	s on hwo to make it a product 0 grade points) t will work (s) nd will have to actually present a
25/02/15 Fabio Massacci - ICT Innovation	► 3











• Gro	up 1		Grou	up 4	
1.	ITA Business Information Technology Boncz		1.	ITA Engineering Sobanapuram Muruganandam	
2. 3.	S&P Information Engineering Azeem S&P Mathematics Major		2.	S&P Computer Science and Engineering Chalakkal	
4.	SDE Computer Science and Engineering Eikelenboom		3. 4.	S&P Mathematics Feher SDE Engineering Management Grozdanic	
• Gro	up 2		5.	SDE Computer Science Morandi	
1.		•	Grou	ıp 5	
2.	S&P Mathematics Palotay		1.	ITA Mathematics Szabo	
3.	S&P Computer Science and Engineering Van Dalfsen		2. 3.		
4.	SDE Information Technology Ekimov		υ.	Seetaraman	
5.	SDE Software Engineering Zeleke		4.	SDE Information Engineering Xu	
• Gro	up 3		5.	SDE Computer Science Videsott	
1.	ITA Electronics and Telecommunications	•	Grou		
2.	Engineering Manara S&P Computer Science De Francesco		1.	ITA Electronics and Telecommunications Engineering Tomasi	
3.	S&P Mathematics Nagy		2.	S&P Mathematics Seres	
4.	SDE Technology Engineering Taufik		3.	SDE Computer Science Kiss	
	Akbar		4.	SDE Ingegneria dell'informazione e Organizzazione D'impresa Reale	

