



Prototyping at the interface between disciplines

Introduction course

- 8h20-9h: Safety visit of the SKIL infrastructure (with the smile)
- 9h15-10h00: Projects presentation and open proposition (hopefully faster)
- 10h15-11h: Open discussion around projects (with coffee and cakes)
- 11h15-12h: Pre-registration and few words about the course (with the smile and hopefully faster)

This is the first time this course is running

- You are the driver of the course and the main part of his success.
- Don't hesitate to give us a continuous feedback. We can adapt part of it.

- Online training to be done: make.epfl.ch/training
 - Open on Friday
 - Select « ENV-415 »
 - Everyone has to do it for using tools
 - Mail to follow on Friday for reminder
- Today:
 - 15min: Introduction here
 - 30min: A tour of the infrastructure with labmanagers (2 groups)

- **Selection of existing projects:**
 - Presentation by a coach in charge of the project
 - Each project has a « customer » (SIE laboratory or MAKE projects)
 - 8 projects currently
- **And if you have a project?**
 - Time to present after the first part
 - Proposition today to find partners
 - Better definition between 1st and 2nd lesson
- **Expected**
 - Between 1st and 2nd lesson -> Define project and groups according to the survey
 - Time for prototyping!

Project choice

- In the form, you have a choice at 3 level
 - 1st priority (select 1-3 projects)
 - 2nd priority (select 2-3 projects)
 - Other -> in comment
- And then?
 - Discussion between coaches between 1st and 2nd lesson to create groups
 - Any idea of change between the two lessons -> skil@epfl.ch
 - Lesson 2: Proposition by the coaches and open discussion with the classroom
- **It is not allowed to withdraw from this subject after the registration deadline (after 2nd lesson)**
+ mandatory presence (on time) during lessons



<https://go.epfl.ch/env415>

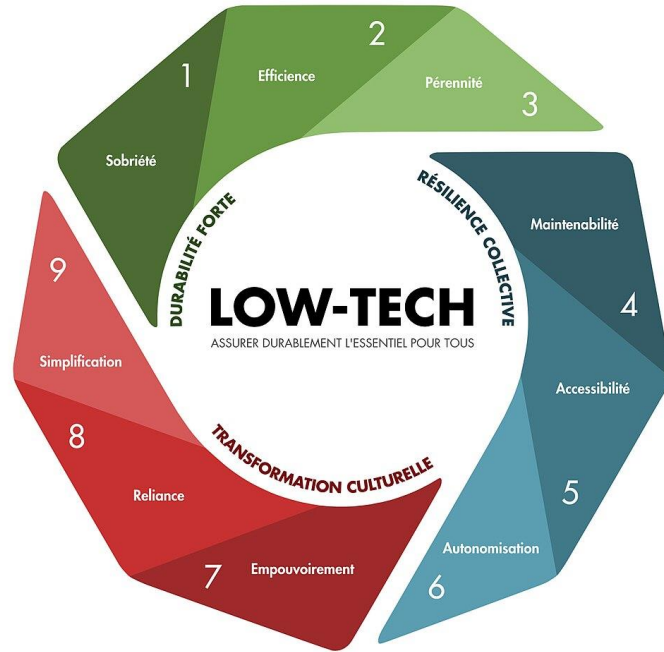
Few definitions – Low Tech



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Few definitions – Low Tech



Keep it simple

Answer an existing need (basic)

Make it accessible

Possibility to repair and do it based on
tutos and accessible resources

Find the good compromises within your scope

Challenge to do it in a 14-week course

<https://fr.wikipedia.org/wiki/Low-tech>

Few definitions – Low Tech

- For «low tech» in the MAKE@EPFL:
 - SailowTech
 - rebuiLT
- For inspiration: Low Tech Lab France (<https://lowtechlab.org/fr>)



Few definitions – Prototype

Definition from Cambridge dictionnary:

The **first example of something**, such as a machine or other industrial product, from which all later forms are developed

Example: a prototype for/of a new house



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Few definitions – Prototype and -ing

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Few options for helping decision



Prototyping:

The activity of making basic models or in order to validate one (or more) hypotheses

Few definitions – Planning vs retroplanning

■ Planning



Today



■ Retro planning



Few definitions – Project Management



- Few advises:
 - Prototyping takes 3x more time than expected
 - Anticipation is key -> material, equipment, expertise, other resources
 - Failure is a success as soon as you understand why. Keep it mind that developping the right element with no iteration is quite impossible.
 - Be present on time at the beginning of each course!