

IDENTIFICATION

Course code : E3AG5RD3
ECTS : 2

DURATION

Lectures : 8
Tutorial classes : 0
Labs : 20
Total : 28

Project :
Personnal work :

ASSESSMENT

Individual assessment Oral presentation
Report submission

TEACHING MATERIALS

Course materials Lab guide

LANGUAGE

English

CONTACT

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Modifié le : 14 juillet 2026

UE : UE5-R

COURSE : Innovation Methodology

SCOPE OF THE COURSE

OBJECTIVES

Students are able to develop a prototype and gather user feedback by combining ideation, business strategy, and user-centered design.

COMPETENCE AND SKILLS

Generate a product/service idea based on an analysis of the environment and market Develop a functional specification and a simplified technical and financial feasibility analysis

PROGRAM

Research : inspiration and analysis Design Thinking : Understanding user needs, ideation, prototyping, and testing. Teamwork : Effective collaboration, task distribution, and communication. Rapid prototyping : Creating mockups and functional prototypes. Problem solving : Identifying and analyzing complex problems, mastering problem-solving tools, generating and selecting innovative solutions, developing an action plan Communication : Clear and persuasive presentation of ideas and solutions, responding to jury questions

BIBLIOGRAPHY

Design Sprint : A Practical Guidebook for Building Great Digital Products, Richard Banfield, Todd Lombardo, Trace Wax, 2015 Sprint, Jake Knapp, John Zeratsky, Braden Kowitz, 2016 Le Design Sprint en pratique, Pauline Thomas, 2020

REQUIREMENTS

None