

IDENTIFICATION

Course code : E3BE5PR2
ECTS : 1

DURATION

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

Project :
Personnal work :

ASSESSMENT

Group assessment Individual assessment

TEACHING MATERIALS

Handouts, equipment

LANGUAGE

English

CONTACT

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UE : UE5.4-PROEN

COURSE : Innovation Methodology

SCOPE OF THE COURSE

OBJECTIVES

Students are able to develop an innovative prototype based on immersion tools, creativity, marketing, technical and economic feasibility, and project management while respecting the principles of sustainability.

COMPETENCE AND SKILLS

Analyze needs and context Identify opportunities (using functional analysis) Generate ideas and combine them into innovative products/services Analyze simple technical and financial feasibility

PROGRAM

- Research : inspiration and analysis
- 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

Research and information monitoring tools (web...) Data management (sorting, storing files, backup and sharing tools...) Word processing tools Using spreadsheets (organizing, classifying, sorting, basic operations...) Using word processing software