Poly-Universe Reimagined
Course by Experience Workshop and the Budapest University of Technology and Economics

Responsive lecturers:

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Description:

Polyuniverse Re-Imagined course

Goal: to increase the community-building potential of Poly-Universe for the purpose of STEAM education-based creativity development

Time span: semester / fourteen weeks

Structure:

1. Research phase, executed in deliberately chosen teams of 2-4 students. The primary research - typically an expert interview and desktop research - lasts 3–4 weeks, and the teams present the findings to each other in class

2. Show-and-tell event, where the students share the main aspects of their explorations

3. They each have seven weeks altogether to come up with one or two ideas that solve the task in their own preferred way, concluding in a potentially innovative product design concept. Usually, a couple of stakeholders are invited from the project—domain experts and business professionals—who know exactly how to further develop the concepts to position them on the market as fresh innovations.

4. The best ideas are chosen by the teachers and the experts, creating idea groups that the students can gravitate to once they have a preference for their following orientation. Most likely, this choice comes with the stake of a certain team mix, so the final product concept will be developed together, in teamwork, accordingly.

5. Students are encouraged to explore the ideas and idea drafts of their peers from the first quarter and make a comparative analysis of them, understanding more deeply their relationships and the factors that might weigh in when evaluating a game throughout the process

6. Finally, the last or delivery phase focuses on the implementation of the solution. In the context of STEM and STEAM education, this phase emphasizes the application of scientific knowledge and engineering principles to create tangible products or solutions

7. Once the game concept has a character, the next task is to keep track of its usability and desirability, along with any potential further design principles considered. These steps basically occupy all the remaining weeks of the semester, along with the creation and iteration of the physical prototype, of course.

8. Once everything is playtested and the rules are also dumbproof, the last show-and-tell event may start. On this occasion, the designated hall is also prepared; the prototypes are there in real size for the guests and fellow course members to try out.

9. Discussion