



Engaged and Entrepreneurial European University as
Driver for European Smart and Sustainable Regions

SESSION FIVE – WEEK FIVE

11 MAY 2023 – 18:30

GOALS:

Present Prototyping to Challenger

Overview of poster and pitch preparation



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WARM UP





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PROTOTYPE PRESENTATION

PROTOTYPE PRESENTATION

1. EACH TEAM HAS 10 minutes to present their prototype.
2. Challenger will give feedback



05:00



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VIDEO PITCH



- Can you share your ideas for your video pitch?
- Each team will present their ideas
 - the other team will give feedback
 - the challenger will give feedback
 - EE will give feedback

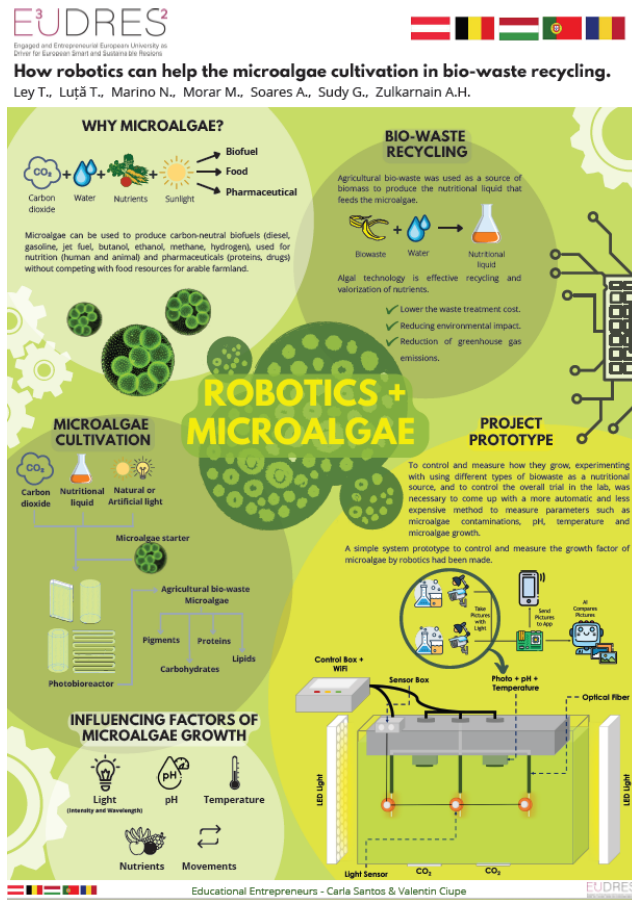
(360° feedback)

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POSTER



- Can you share your ideas for your poster?
- Each team will present their ideas
 - the other team will give feedback
 - the challenger will give feedback
 - EE will give feedback

(360° feedback)

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I Living Lab baroXmedia Projection Mapping Stift Melk
MAY 2022

Learnners
Cristian Bivol (UPT - ROMANIA)
David Permmeninger (STUPAS - AUSTRIA)
Nuno Rebelo (IPS - PORTUGAL)
Shaghil Shahood (MATE - HUNGARY)

Education Entrepreneurs
Patrícia Macedo (IPS - PORTUGAL)
Christien Munk (STUPAS - AUSTRIA)
Lisa Reznik (STUPAS - AUSTRIA)
Stakeholder
Markus Wintersberger (AUSTRIA)

1.Initial Challenge
The goal of this ILL is to explore ways to bring Baroque Art to the 21st century using video-mapping and AI techniques.

2.Design Thinking Methodology
Design thinking is a non-linear, iterative process that teams use to understand users, challenge assumptions, redefine problems, create innovative solutions, prototype and test.
Ideation Phase Outcome:

3.Prototypes
Although being a more art-centric project, the 4 prototypes developed were ideas of the solution to the proposed challenge.

4.Created Content - Results
By combining classical baroque art with cyberpunk/esque styles (dystopian futuristic environment) and merging these ideas with AI generated tools, we were able to create some very thought-provoking and energetic imagery that were assembled into our final product: a video-mapping called Bringing Baroque Art to 21st century.

5.Thoughts & Acknowledgments
For 6 weeks, apart from developing our final product aligned with the scope of this ILL, we developed several skills such as Design Thinking, Innovation, Communication, Cooperation, Self-determination, Self-Efficacy, Initiative, Self-Competence, and Performance.
This have been achieved with the outstanding work done by all Learners and with the commitment of our EEs and our Stakeholder.

<https://eudres.eu>

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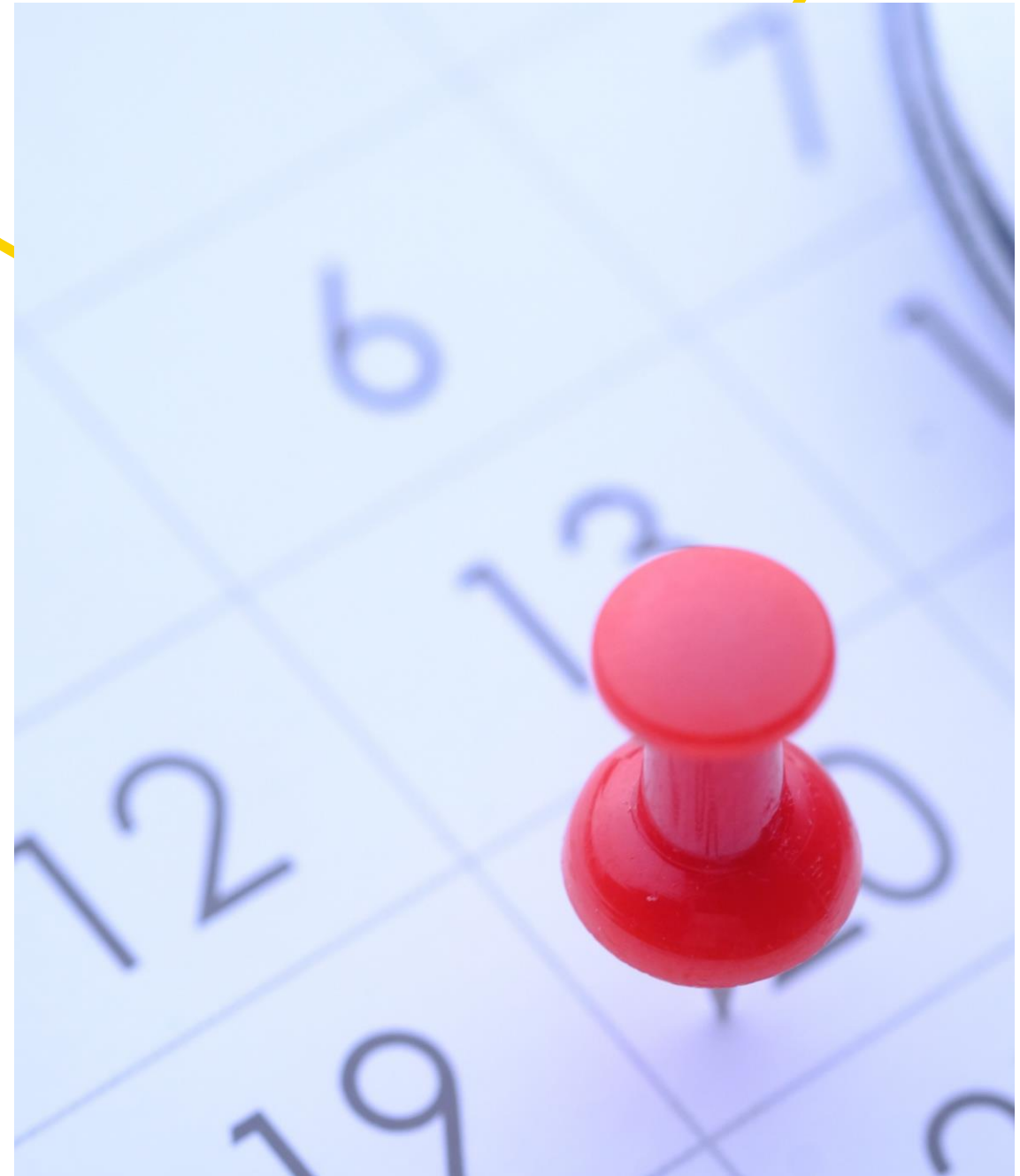
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DON'T FORGET...

IMPORTANT DATES

- Poster and Video Pitch – 19th May (deadline) to be submitted to the EUDRES WP3 ILLs Management.
- The E-Portfolio should be finished on 29 of May. -> You can work on the E-portfolio after 19th May



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SEE YOU NEXT THURSDAY!