# Developing inter discipline master programs with inspiration from strategic partners A challenging innovative education perspective

Ann-Charlotte Larsson and Niklas Ammert

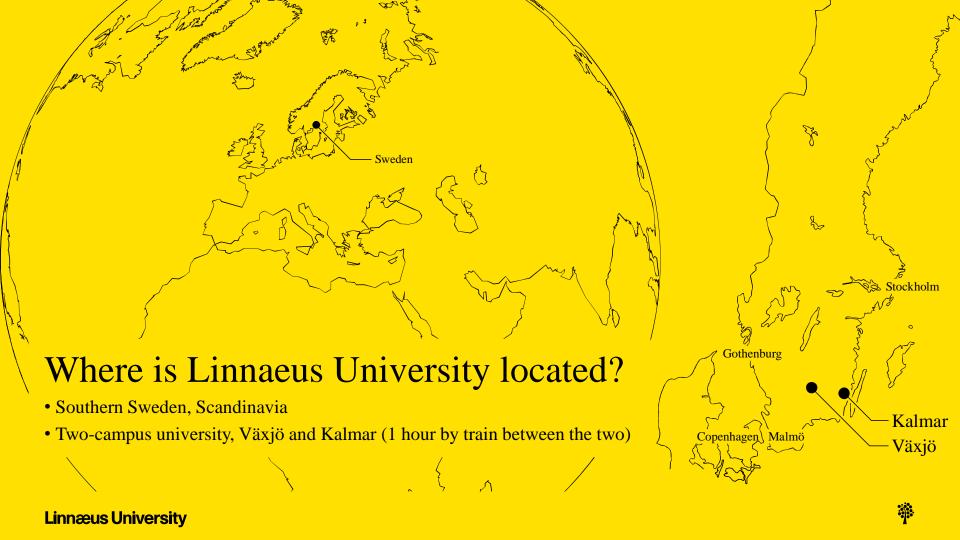
Linnaeus University



# **Linnæus University**

A modern, international university in the Småland region of Sweden





# In the spirit of Carl Linnaeus

- Curiosity
- Creativity
- Companionship
- Utility





# Organisation

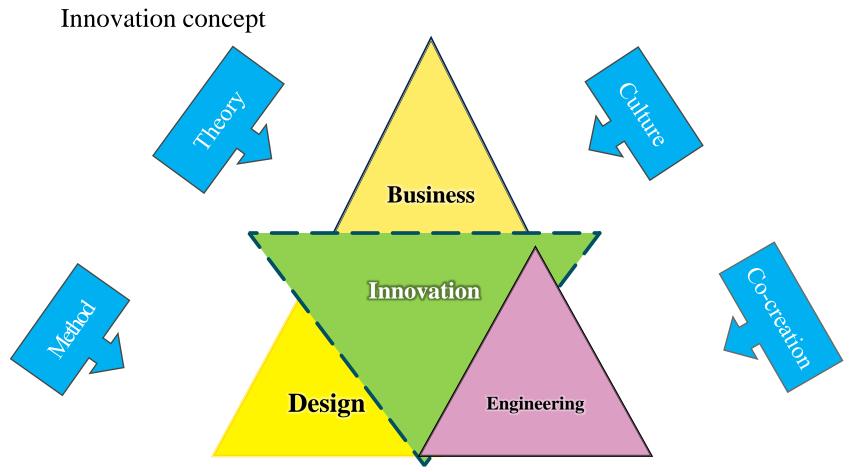
- Faculty of Arts and Humanities
- Faculty of Health and Life Sciences
- Faculty of Social Sciences
- Faculty of Technology
- School of Business and Economics
- Board of Teacher Education



# The Bridge – Linnaeus University in collaboration with IKEA

- A multidisciplinary research and education collaboration about life at home and the conditions of production
- The master programme Innovation through Business, Engineering and Design
- The Kamprad Family Foundation.







### Outline of Master of Innovation

# **First Year**

Sem. 1 Local Innovation Sem. 2
Global
Innovation

## **Second Year**

Sem. 3
Studies at
LNU or
abroad

Sem. 4
Master
Thesis

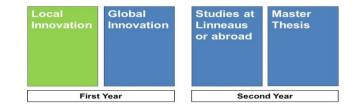


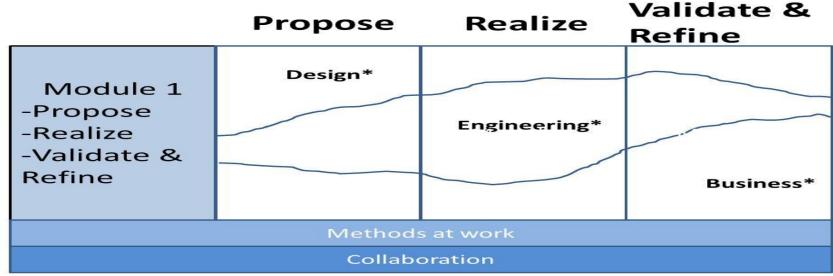
# **Project based Learning**

Supported by class room lectures, workshops, lab work and Company interactions in each discipline

### **Lectures:**

- 1. Theory of CORE discipline teachers across 3 faculties
- 2. Methodology related to project work and project management
- 3. Skills at work professional ethics and leadership





\*Main contributor



# **Semester 1 – Local Innovation,**

## Module 1- IKEA Module

- Working with product designers and experts from IKEA on the product briefs given by them to design a product for IKEA
- Workshops and design meetings at IKEA product development HQ in Älmhult, working with Living Labs
- Working in Interdisciplinary teams to create the end result
- Design boards, Prototyping, Target segmentation, Target costing, Customer mapping and feedback
- Wash council with IKEA designers presentation, opinion, feedback and critique





# **Product related** Local Innovation with companies from Småland

















IBM Bluemix













# **Global Innovation**

ISSUES RELATED TO GLOBAL CONTEXTS AND PROBLEMS









Växiöbostäder

















# Learning objectives

- Learning core discipline in the practitioner's shoes
- Ability to deliver in a team multidisciplinary work
- Deeper knowledge within the field core discipline
- Knowledge outside the core field



# Challenges

Initiation

Budget

Implementation

Management

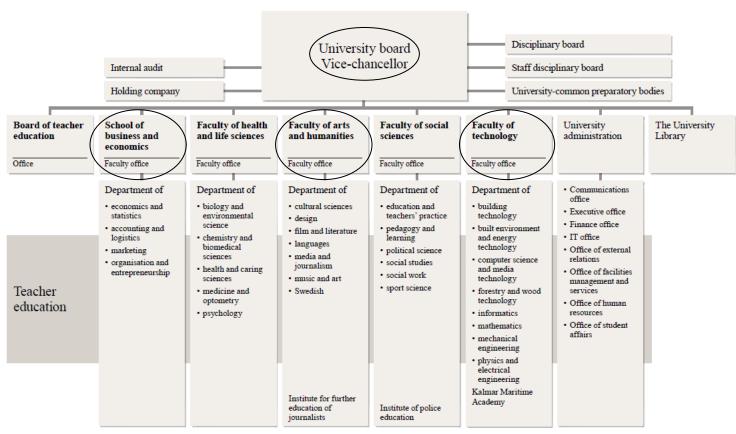
**Teachers** 

Administration

Cooperation



# Linnaeus University organisation





#### **Linnæus University**



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#### **Linnæus University**

Jnr: 2017/5171-3.1.1.3

#### Programme syllabus

Faculty of Arts and Humanities

Innovation genom ekonomi, teknik och design - inriktning masterprogram, 120 högskolepoäng

Innovation through Business, Engineering and Design - sp design, Master Programme, 120 credits

#### Level Second Level

Second Leve

#### Date of Ratification

Approved by the Faculty Board within the Faculty of Arts and Humanitie The programme syllabus is valid from autumn semester 2016

#### Prerequisites

General entry requirements for studies at the second level and specific er requirements:

- 90 credits in the main field of study Design (including an independ least 15 credits) or the equivalent,
- . English B/English 6 or the equivalent,
- Approved portfolio.

#### Description of Programme

The aim of the programme is to provide students from the fields of engin and design with the opportunity to jointly develop their abilities to initiate, the creation of innovations in our daily lives. Students develop in-depth is design and there is also collaboration and exchange with business admini engineering. Students will obtain their master decree in design. In the orc

#### Programme syllabus

School of Business and Economics

Innovation genom ekonomi, teknik och design - inrikt företagsekonomi, masterprogram, 120 högskolepoäng Innovation through Business, Engineering and Design Business. Master Programme. 120 credits

#### Level

Second Level

#### Date of Ratification

Approved by the Faculty Board within the School of Business and E 21

The programme syllabus is valid from autumn semester 2014

#### Prerequisites

General entry requirements for second-cycle studies and specific en

- A minimum of 90 credits within the main field of study Busine (including a degree project of at least 15 credits) or the equiv.
- English B/English 6 or the equivalent

#### Description of Programme

The aim of the programme is to provide students from the fields of e business, and design with the opportunity to jointly develop their abili and act for the creation of innovations in our daily life. Students deve knowledge in business administration and at the same time there is c exchange with design and engineering. Students will obtain their ma business administration. The programme will provide students with continuous and invastination mathods in business administration.

#### Programme syllabus

Faculty of Technology

Innovation genom ekonomi, teknik och design - inriktning teknik, masterprogram, 120 högskolepoäng

Innovation through Business, Engineering and Design - specialisation Engineering, Master Programme, 120 credits

#### Level

Second Level

#### Date of Ratification

Approved 2013-11-08

Revised 2017-09-11 by the Faculty Board within the Faculty of Technology The programme syllabus is valid from autumn semester 2017

#### Prerequisites

General entry requirements for second-cycle studies and specific entry requirements:

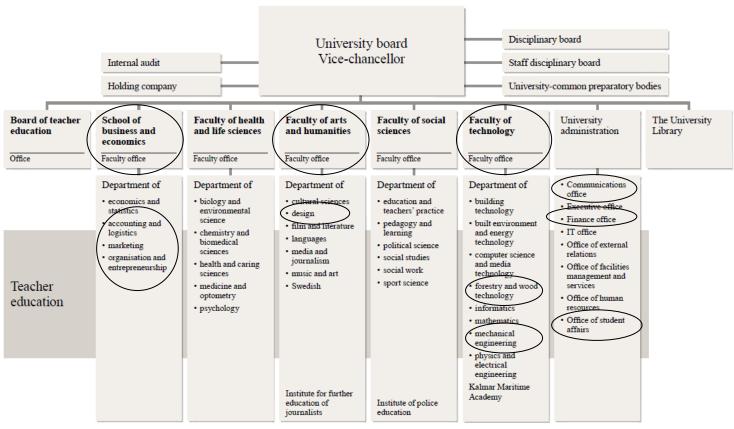
- 90 credits in the main field of study Mechanical Engineering including 7.5 credits in Solid Mechanics, alternatively 90 credits in the main field of study Forest and Wood Technology including 7.5 credits in Mechanics (including a degree project of at least 15 credits) or the equivalent.
- 15 credits in Mathematics; Calculus I, (7.5 credits), and Linear Algebra/Vector Geometry (7.5 credits) or the equivalent.
- English B/6 or the equivalent.

#### Description of Programme

The aim of the programme is to provide students from the fields of engineering, business, and design with the opportunity to jointly develop their ability to initiate, lead, and act for the creation of innovations in our daily life. Students develop in-depth knowledge in engineering and at the same time there is collaboration and exchange with business administration and design. Students will obtain their master degree in their main field of study. The programme will provide students with a deeper knowledge of research and investigation methods in engineering. Students are also introduced to relevant research and investigation methods in business administration and design.



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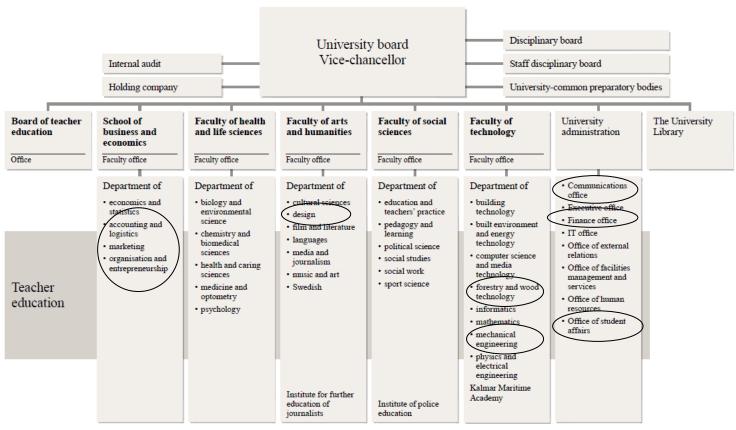




Innovation through Business,
Engineering and Design - specialisation
design, Master Programme

Innovation through Business,
Engineering and Design - specialisation
Engineering, Master Programme

# Linnaeus University organisation



# Next steps

Review and update of Innovation Master

Student and teacher interviews

Input from alumni, employers and partners

New Masters developments

Master in E-health Technology and Health and

Life Science

Master in Educational Technology Pedagogy and Technology

Use of previous experience to create an learning organisation



# Scholarship students luncheon in June 2018



The program responsible Miguel Salinas



Soinya Billore



Peter Lerman



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