ME553 Spring 2014 Important Dates

	Date	Lectures/Project Deadlines	Related Readings & Videos	
Week #1	1/14	Course outline and introduction	R1: Time for Design [Liedtka & Mintzberg]	
			R2: Analysis-Synthesis Bridge Model [Dubberly,	
			Hugh]	
	1/16	Design thinking and mental	R3: Design Thinking [Brown, Tim]	
		models of design	R4: Design Thinking for Social Innovation [Brown	
			& Wyatt]	
			V1: Tim Brown on Innovation	
			V2: IDEO Shopping Cart	
Week #2	1/21	Sweet Water Discussion	R5: Sweet water [Everett, Thomas]	
			R5.1: HBR – The Case Method	
			R6: Great Transition: The Promise and Lure of the	
			Times Ahead [Raskin et al]	
			V3: Water Filter TED	
	1/23	Interpreting: Meaning Based	R7: Interpreting [Verganti, Roberto]	
		Design	R8: The Innovator's DNA [Dyer, Gregersen &	
			Christensen]	
	1/24	Project Phase #0 Due: Group Formation		
Week #3	1/28	Identifying Product Opportunity	R9: The White Space and Business Model	
		Gaps	Innovation [Johnson, Mark]	
			R9.1: New Business Models [Eyring, Johnson &	
			Nair]	
			V4: Charles Leadbeater on user-centric design	
	1/30	Blue Ocean Strategy, Empathic	R10: Blue Ocean Strategy [Kim & Mauborgne]	
		design	V5: Yves Behar on Designing objects that tell	
			stories	
			V6: Timothy Prestero on Design for people, not	
			awards	
Week #4	2/4	Blue Ocean Revisited	R10.1: Five Competitive Forces [Porter]	
			R10.2: Le Crique Case [DeLong & Vijayaraghavan]	
	2/6	Bottom of the Pyramid	R11: The Fortune at the Bottom of the Pyramid	
			[Prahalad & Hart]	
			R12: Why sustainability is now the key driver of	
			innovation [Nidumolu, Prahalad & Rangaswami]	
			R13: Serving the World's Poor Profitably	
			[Prahalad & Hammond]	
			R14: The Tragedy of the Commons [Hardin,	
			Garrett]	
			V7: Josh Silver on socially conscious design	
	2/7	Project Phase #1 Due: Opportunity & Scenario Identification		
Week #5	2/11	Value Engineering	R15: Understanding User needs [Stein & Lansitit]	
vveek #5				
vveek #5	2/13	Storyboarding and Visual		
Week #6		Storyboarding and Visual Thinking Diagramming Techniques		

	2/20	Sketching User Experience I		
	2/21	· · ·	Opportunity Apolysis	
Mook #7		Project Phase #2 Due: Value Opportunity Analysis		
Week #7	2/25	Sketching User Experiences II		
	2/27	Play & Inhibition		
	3/1	Off-campus Conference Calls #1		
M1- #0	3/2	Off-campus Conference Calls #1		
Week #8	3/4	Innovation and Brainstorming + SCAMPER		
	3/6	Toy Workshop		
	3/7	Project Phase #3 Due: Under	standing the Opportunity	
Week #9	3/11	Sketching Workshop I		
	3/13	Sketching Workshop II		
SPRING	3/18	NO CLASS – SPRING BREAK		
BREAK	3/20			
Week #10	3/25	Guest Lecture 1 – John McNett		
	2/27	on Intellectual Property		
	3/27	Concept Generation	. =	
	3/28	Individual Project Assignment Due		
Week #11	4/1	Business Model Generation	R16: New Business Models in Emerging Markets [Eyring, Johnson & Nair] R17: How GE is disrupting itself [Immelt. Govindarajan & Trimble]	
	4/3	IDEO Case Study	,	
	4/4	Project Phase #4 Due: Oppor	tunity Conceptualization	
Week #12	4/8	Business Model Design Process	, ,	
	4/10	Guest Lecture 2 – Dr. Umesh Patel		
Week #12	4/15	Design Embodiment, Morphology Chart		
	4/17	TRIZ		
Week #13	4/22	Guest Lecture 3 – Tom Malott		
	4/24	Product platforms and	R18: Planning for Product Platforms [Robertson &	
		architecture	Ulrich]	
	4/25	Project Phase #5 Due: Product Modeling and Rapid Prototyping		
Week #15	4/29	On-Campus Student Final Presentations – Part 1		
	5/1	On-Campus Student Final		
		Presentations – Part 2		
	5/3	Off-Campus Student Final		
		Presentations - Part 1		
	5/4	Off-Campus Student Final		
		Presentations - Part 2		