

5.00 credits

15.0 h + 30.0 h

Q1 and Q2

Teacher(s)	Philippette Thibault ;
Language :	French
Place of the course	Louvain-la-Neuve
Prerequisites	This course-project punctuates the minor in digital technologies and society. It therefore requires the completion of the entire program. However, this course can accommodate students from other programs (minors, IAD, etc.) but their participation can only be valued within another course of their program.
Main themes	<p>The STIC Project is a course-project built on the STICJam experience (2018-2019, 2019-2020) <a href="http://sites.uclouvain.be/sticjam">http://sites.uclouvain.be/sticjam</a>.</p> <p>The annual theme is determined with the partner organisation of the edition. This project-course works in multidisciplinary teams (4-5 students) which will have to bring a digital and media solution to one or more social issues.</p>
Learning outcomes	
Evaluation methods	<p>The evaluation of this course will be based on the following elements:</p> <ul style="list-style-type: none"> <li>• Active participation (training, report submission, project defense...) - 20% of the final grade (individual grade)</li> <li>• Step 1 (Empathize &amp; Define) <i>Q1 deliverable</i> - 15% of the final grade</li> <li>• Step 2 (Ideate) - 15% of the final grade</li> <li>• Step 3 (Prototype) - 25% of the final grade</li> <li>• Step 4 (Test &amp; Improve) - 25% of the final grade</li> </ul> <p><b>ATTENTION: IMPORTANT INFORMATION REGARDING THE SEPTEMBER SESSION</b>  <b>In accordance with art.62 and especially art.78 of the RGEE (general regulations for studies and exams), given the particular nature of this pedagogical activity and its objectives, there is NO POSSIBILITY to represent the activity in September. The mark obtained in June is therefore also attached to the September session.</b></p>
Teaching methods	<p>This project-course follows a teaching method alternating individual or team coaching phases and a validation/evaluation phase. The assistant will communicate the schedule of activities during semester 1 (subject to adjustments during the year). The programme is staggered in four stages:</p> <ul style="list-style-type: none"> <li>• <b>Stage 1 (Q1): Empathize &amp; Define</b> Group formation and initial ideas. This preliminary phase follows a first collective meeting presenting the annual theme and the main axes ("playgrounds") on which the students can start to document and reflect. It is an opportunity to meet and discuss with the partner organisation. After the first coaching sessions, the groups will have to go out to "meet the public" and draw up a first survey report (Q1 evaluation).</li> <li>• <b>Stage 2 (Q2): Ideate</b> Following the comments received during and at the end of stage 1 and the first coaching sessions, each group consolidates its ideas and submits a project sheet describing and justifying its proposal for a media project to be developed.</li> <li>• <b>Stage 3 (Q2): Prototype</b> Each group begins to work with the technological platforms in order to make the appropriate technological choices and begins its development. At the end of this prototyping phase, on the basis of a technical file, each group defends its prototype in front of a jury of experts (including the sponsor).</li> <li>• <b>Stage 4 (Q2): Test &amp; Improve</b> Based on the jury's evaluation and testing with the target audience and users, the student groups improve their prototype to a finalized version (validated "Proof of Concept" or MVP level). This final version will ultimately be defended in front of the same jury of experts. The STIC project will end with a ranking and prize-giving.</li> </ul> <p>The "Projet STIC" is therefore spread out over the whole year, even though the majority of the activities take place in Q2. Participation in all activities is required and accounted for in the final grade.                  Note : Since 2021-2022, LCOMU1241 Project STIC will work in synergy with LSTIC2001 Projet STIC 2</p>
Content	<p>This course project follows the <i>Design Thinking</i> methodology in the follow-up of activities, essentially in four main phases:</p> <ul style="list-style-type: none"> <li>• Phase 1 "Empathize &amp; Define": this crucial phase allows you to define the main objectives of your project and its stakeholders, by meeting their needs in order to achieve these objectives.</li> </ul>

	<ul style="list-style-type: none"> <li>• Phase 2 "Ideation": this phase serves the implementation of the main ideas of the project. It is accompanied by various training and coaching sessions aimed at advancing on the "Empathize" and "Define" aspects.</li> <li>• Phase 3 "Prototyping": this phase aims at concretizing the ideas by developing a first structure of technical solution. It is accompanied by the MiiL and OpenHub technological platforms of the university.</li> <li>• Phase 4 "Testing": this phase aims to evaluate the efficiency of the scheme with the target audience and to improve the content and technical aspects accordingly. This phase is punctuated by a final project defence.</li> </ul>
Inline resources	See the Moodle platform of the course (course code: LCOMU1241)
Other infos	<p>This course work in synergy with LSTIC2001.</p> <p>Unfortunately, the "STIC Project" is not an English-friendly course and active participation requires a sufficient command of French.</p>
Faculty or entity in charge	ESPO

<b>Programmes containing this learning unit (UE)</b>				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Minor in numerical technologies and society	MINSTIC	5		