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PILOT ACTION EVALUATION

**DT252 - PP7 - Partner Report on Pilot 1**   **Version 1**

11 2018

1.   Short overview of the Pilot Action

The mentoring programme was divided in two parts and dedicated to different target groups.

The first part of the programme was a public contest **City for Everyone**, dedicated to the target group of professional designers or makers who already have a project concept. Different selection criteria were set such as: innovation, creativity, quality of design, feasibility, sustainability. This long term programme took part one to three times per week, in RogLab or in partners' workshops, from October 2017 to 23rd January 2018. All together 3 projects were selected, 7 participants, 7 mentors, 2 technicians and 1 coordinator participated to the programme.

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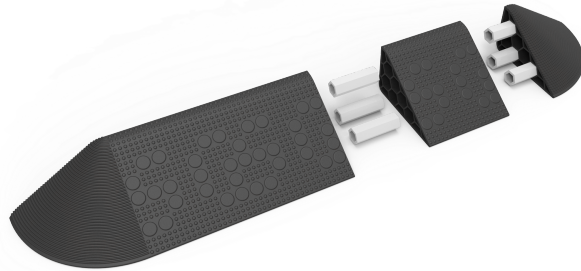
The second part, **Creathon** creative meet up, was promoted as an open call for participation. In order to tackle grass root creativity, there was no selection criteria for this call. Anyone was able to apply while the selection has followed the rule *First come First served*. The mentoring programme took place December 9 and 10 in Museum of Architecture and Design in Ljubljana. All together 36 participants, 6 mentors, 1 technician and 2 coordinators participated at the event.

2. Lessons learnt from "City for all - mentoring programme"

Stop Doing
- Stop expecting having a finished product at the end. The progress of the prototype is tightly related to the participant engagement.
- Mentor and fablab should not take over the responsibility for the final product.
- Stop reserving to the participant 1 mentor in exclusivity. This would avoid the mentor to have the temptation to do the job instead of the participant.

Keep doing
- Call for project + selection of the most promising projects by a commission composed by local partners
- Address a local issue (city, sustainability, social etc)

Start doing
- More clearly define of the role of mentor and participant:
- Mentor teaches, advices, show how to solve some specific issues. He must not do the job for the participant!
  - Participant implement the knowledge gained to develop the prototype
  - Mentor should give homework to the participant
- Participant should takes the responsibility for the progress of the project.
- Having regular meetings and advancement focus point: mentor + participant would present the advancement of the project to other fablab members/staff. This would avoid project to become too ambitious and non realizable.
- Knowledge transfer for the participant should to related to regular training already going on in the fablab.
- Let other fablab users comment and give free advice about the development and prototype
- Add training on the machines at the beginning of the event. Possibly a short workshop as ice breaker.

3. Lessons learnt from "Creathon"

Stop Doing

- Never ending and not objective debates between mentors for the final ranking. A more objective and systematic way of evaluating the prototypes should be used.

- Maquette for architecture. Real prototype is more fun.

Keep doing

- The format of 35-hours-non-stop-contest: it appeared to be very appealing. Participant liked the idea of learning new technologies of fabrication in and fun and relaxed environment.

- Scale: 40 to 60 participants in teams from 3 to 5 seems to be a good compromise.

- Registration: possibility of team registration and individual registration.

- Organisator regroup the individual participants by diversity of background (example 1 architect + 1 eletrotechnic+1 economic) .

- Four 3d printer and 1 lasercutter was a minimum.

- Good quality and quantity catering. We had much more diverse and quality food than the traditional pizzas usual served for this kind of event and participant really appreciate it. It helps people feels valued, happy communicative and therefore creative.

Start doing

- Preparation of the mentors (before the event) concerning their role and the limit of their role during the event. They are here give advices, technical expertise. Not instruction what and how they have to do it. It has to be clear for all mentors.

- First presentation of the participant / pitch after 4 hours of works (not 8 like we did). Rough draft on paperboard + 3 mn talk is enough (not a whole powerpoint like we requested).

- Final presentation for each group : prototype + powerpoint (could be on pecha kucha style). Jury's decision would be on basis of this presentation + the actual prototype.

- Downsize challenges: challenge connected to a more specific product with precise instructions and which can be realized real size during the event.

- Targeting wider public, not only student (partnership with other association having other public: older, other fields, professionals, etc.)

- Separating work- and sleep- area

- Final evaluation done by the participants (each participant vote for any project except his groups)

3. Outcomes

Participants learnt some basic and advanced techniques for new technologies of fabrication: 3D modelling, 3D printing, lasercutting. For some participants of City for all, it was the opportunity to explore new processes in their own domain (example textile coloring from rusted metal powder).

4. Sustainability

Rich from the lessons learnt from this pilot, the pilot is easily repeatable.

Steps/ requirement for Creathon are the following :
- Find a team of mentors from different discipline
- Find a challenge that the participant should resolve
- Find a good catering company
- Find a big place to host the event
- Set some objective criterias of selecting the best prototype + find an external jury (not from the team of mentors)
- Create a call for participant with online registering system (by individual or by teams)
- Promote the event
- Gather all individual registrations by teams
- Progress of the event:
    - Short presentation of each mentor (5 slides maxi / 5mn
    - Workshops / training on the equipment
    - Time for team brainstorming the first ideas how to tackle the challenge (each team separately)
    - Short presentation to the mentor + feedback and advices
    - Work, every n hours the mentor come to check progress, answer question and advice.
    - At any time are available:
        - One expert in 3D modelling (available during the day only)
        - several 3D printers + 1 technic
        - 1 lasercutter + 1 technic
        - Different material for low tech fabrication: wood, stiropor, paperboard, cutter, saw, glue etc.
    - At the end of the time (36 hours in our case), each team should have ready:
        - 1 presentation for the audience (+pdf or ppt)
        - 1 prototype
    - After all the presentations, the jury deliberate and choose the winner.

Total cost of the event, including material, renting a space, mentor and organization costs: around 10.000€.
Possible source of co-financing:
- Registration costs
- Sponsoring from a company interested in the challenge