This is what the Innovation Space has in store for you.

**EXTERNAL MATTER!**

**LINE: RESPONSIBLE INNOVATION IN A GLOBAL CONTEXT**

You will get in touch with diverse stakeholders working in the field of Responsible Innovation in a global context. Through attending guest lectures and site visits you will be exposed to different external stakeholders working in the field of global RI, offering possibilities to discuss and reflect on your own RI designs.

This will feed into your final efforts to make sure that the innovation you have been working on during the last 3 quartiles will actually "land" and have an impact for the world.

**DBL SIGNALS AND SYSTEMS**

This course will provide the students with an exploration of control technology. The course is in the shape of a DBL as a model for Maglev trains, a laboratory setup is provided to the groups, and they can venture into the various components of a control system: physical modeling, Laplace transform, data acquisition, analysis, optimization, and placing in a larger entity. The students can learn, explore, and experience the diverse skills. The course also contains professional skills, and the final score consists of individual components and group components.

**DETAILING, REALIZATION AND RPC TEST**

**LINE: ENGINEERING DESIGN**

This is the second course of the USE-line Engineering Design. Detailing and Realisation comprises the design process phase where an initial idea is turned into a technical prototype.

**CREATIVE ELECTRONICS**

This course introduces the basics of electrical engineering, electronics, sensors and actuators. Besides that, it enables you to develop practical skills as for designing, building and testing design prototypes integrated with electronics, sensors and actuators by working on several practical assignments and a self-defined final project.

**DESIGNING FOR PSV IN A REAL-LIFE SETTING**

**LINE: DESIGNING FOR PEOPLE, SPORTS AND VITALITY**

The focus of this course is to design people-environment interactions in which the choice for physical activity or sports is self-evident. You will learn how to prototype for behavior change (or to understand contextualized behaviors), integrate and apply different research methods and evaluate a real-life research process. With the use of experimental design landscapes (EDLs) you will work on a real-life case study in one of two dedicated areas in Eindhoven. These case studies will be presented as problem-based learning projects in a multidisciplinary team setting.

**TECHNOLOGIES FOR CONNECTIVITY**

This course teaches how to pick and validate technologies for any type of project in such a way that we avoid last-minute surprises and costly re-designs. In You will use design thinking in connection with the general ideas of doing technology research (feasibility), and you will have try out your knowledge in small design projects on the future of the smart home.

---

A gentle reminder that the subscription for courses in Q3 at the TU/e opens on the 15th of November 2019 and closes on 5th of January 2020.