Innovation and Lean

General Information

Number of ECTS Credits

3

Module code

CM_InnoLEAN

Valid for academic year

2024-25

Last modification

2022-10-17

Coordinator of the module

Paolo Pedrazzoli (SUPSI, paolo.pedrazzoli@supsi.ch)

Explanations regarding the language definitions for each location:

- Instruction is given in the language defined below for each location/each time the module is held.
- Documentation is available in the languages defined below. Where documents are in several languages, the percentage distribution is shown (100% = all the documentation).
- The examination is available 100% in the languages shown for each location/each time it is held.

	Lausanne			Lugano	Zurich		
Instruction				**X** E 100%			
Documentation				**X** E 100%			
Examination				**X** E 100%			

Module Category

CM Context module

Lessons

2 lecture periods and 1 tutorial period per week

Entry level competences

Prerequisites, previous knowledge

Basic Knowledge in production management.

Brief course description of module objectives and content

The course introduces the concepts of Lean innovation and lean thinking. It also foster a complex serious-gaming session where the students can develop their own factory and implement a set of innovations. Indeed, the student will be able to devise and implement a production practice that considers to be waste the expenditure of resources for any goal other than the creation of value for the customer.

Aims, content, methods

Learning objectives and competencies to be acquired

- Understand the lean lexicon
- Provide theoretical and practical knowledge for proper Lean Innovation
- Define a lean implementation project plan and manage the project
- Acquire the main tools and techniques to manage a lean transformation

Module content with weighting of different components

- Lean approach
- Lean Methods and Tools
- Lean Implementation
- Serious Game session

Teaching and learning methods

Front lessons – to better understand the content of the lessons: best practices and excercises
Test Case – to be developed in small groups or by themselves
Lean Lab – serious gaming to develop a deep understanding of the theoretical concepts

Literature

Assessment

Certification requirements

Module uses certification requirements

Certification requirements for final examinations (conditions for attestation)

Final Written Exam + positive evaluation of the Serious-Game report

Basic principle for exams

As a rule, all standard final exams are conducted in written form. For resit exams, lecturers will communicate the exam format (written/oral) together with the exam schedule.

Standard final exam for a module and written resit exam

Kind of exam

Written exam

Duration of exam

120 minutes

Permissible aids

No aids permitted

Special case: Resit exam as oral exam

Kind of exam

Oral exam

Duration of exam

30 minutes

Permissible aids

No aids permitted