

**Module Description, available in: EN**

## *Innovation and Lean*

### General Information

**Number of ECTS Credits**

3

**Module code**

CM\_InnoLEAN

**Valid for academic year**

2026-27

**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 specified for each location and module execution.
- Documentation is available in the language(s) listed for each location and module execution. If the documentation is in multiple languages, the percentage distributed is indicated (100% = all documentation provided).
- The examination, including both questions and answers, is provided entirely (100%) in the language(s) specified for each location and module execution. The exams are on-site.

	Lausanne			Lugano	Zurich		
<b>Instruction</b>				X E 100%			
<b>Documentation</b>				X E 100%			
<b>Examination</b>				X E 100%			

**Module Category**

CM Context module

**Lessons**

2 lecture periods and 1 tutorial period per week

### Entry level competences

Prerequisites, previous knowledge

### Brief course description of module objectives and content

The course introduces the concepts of Lean innovation and lean thinking. It also fosters 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 exercises

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

### Additional performance assessment during the semester

The module does not contain an additional performance assessment during the semester

### 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

**Exception: In case of an electronic Moodle exam, adjustments to the permissible aids may occur. Lecturers will announce the final permissible aids prior to the exam session.**

### Special case: Resit exam as oral exam

Kind of exam

Oral exam

Duration of exam

30 minutes

Permissible aids

No aids permitted