

**Module Description, available in: EN**

## *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		
<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**

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 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 acquired competencies

- 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

### Contents of module with emphasis on teaching content

- 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

### 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 the standard final exams for modules and also all resit exams are to be in written form**

### Standard final exam for a module and written resit exam

Kind of exam

written

Duration of exam

120 minutes

Permissible aids

No aids permitted

### Special case: Resit exam as oral exam

Kind of exam

oral

Duration of exam

30 minutes

Permissible aids

No aids permitted