

LEAN PRODUCT DEVELOPMENT GAME

To: Mairi

Date: 16 November 2011

From: Ant, Kyriaki and Nkoyo

Subject: Weekly Progress Report

Introduction

Weekly report on how far we have progressed in fulfilling our key objectives.

Enhancing learning experience

We have mapped out the student journey and came out with 22 points.

We met with Rob and we came up with lots of possibilities and technologies for enhancement such as video conferencing, demonstration videos, and forums for feedback and collaboration tools.

Dissemination

The meeting with Rob also highlighted potentials for dissemination such as Warwick iTunesU (yes Warwick already has one), YouTube channel, Warwick knowledge centre. He has also been so kind as to make the media suite available to us and is willing to allow us edit the clips whenever we are ready.

Alan has digitized a lot of the tapes and provided us with the DVDs so we'll get cracking on the editing

Converting research outputs to educational material

We have made a very rough draft of an abstract and sent it to Celine; we aren't sure what components should go into it.

Action Points/Follow -up

- Finalise abstracts by the 21st
- Make cartoons of the student learning journey
- Video editing

Conclusion

A critical issue is site administration and access control as this will determine what technologies will be used and how broadly the game can be disseminated. Mairi you will need to advice on this.

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Comments (for Mairi only):