

Sweatshops

▲ Research issue

How can the innovative ability be increased, both on a personal and an organisational level? Is it possible to increase the innovative ability through a structured and well planned activity where persons with different competences are brought together during limited time with the aim to practically and innovatively work up a defined problem area? The project aimed at develop knowledge and competence of a method called Sweatshops.

▲ Results and expected effects

Sweatshop is based on focused problem solving, creative and innovative methodology, hands-on functional model making and expertise information contribution. *Sweatshops* is expected to become a creative practically usable method aimed at different types of industries and organisations as a means of increasing the innovative ability in the regular product development work. After being developed to a well-established method for enterprises and organisations it will be developed for teaching.

▲ Design and realization

The project was launched in spring 2007 and was completed in autumn 2009.

▲ Project member

Catharina Henje	Interaction Designer, Umeå Institute of Design, Umeå University	catharina.henje@dh.umu.se
Daniel Fällman	Research Director, Umeå Institute of Design, Umeå University	daniel.fallman@dh.umu.se

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