Blended Intensive Programme

A blended intensive programme (BIP) is a short mobility involving at least 3 Higher education institutions from 3 different programme countries including a physical and a virtual component. The workload should be equivalent to at least 3 ECTS. Participants in the physical mobility (i.e. travelling participants) should receive funding through the Erasmus mobility programme of their home institution (SMS, SMP, STA or STT).

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For any additional questions please contact service.international@saint-luc.be

1) BIP description :

	Title	Sustainable Europe: Innovating for an ecological future
	Organiser	École supérieure des arts Saint-Luc Liège School of art – BLIEGE07 OID : E10040813 Tel : +32 43 41 81 41
	Host institution/ location	Bd de la constitution 41 – 4020 LIEGE
	BIP Number	2023-1-BE01-KA131-HED-000122019-2
	Physical component duration	02-12-24 to 07-12-24
1	Physical component Objectives and description	Europe stands at a critical crossroads where innovation and sustainability must go hand in hand to ensure an environmentally friendly future. This workshop invites industrial design students from different European countries to tackle the ecological challenges faced by Europe and to design innovative and sustainable solutions. The special focus of this workshop will be combating urban heat islands. Objectives : • Encourage deep reflection on environmental issues in Europe. • Stimulate creativity and innovation through the specific skills of industrial designers. • Develop practical skills in sustainable product design. • Promote interdisciplinary collaboration and the exchange of ideas. • Reduce the effect of urban heat islands in European cities through innovative urban planning measures and public awareness initiatives. • Possible considerations: urban vegetation, sustainable materials and construction, water management, mobility and transport, technologies and innovations (sensors, renewable energy, etc.), community engagement and awareness.
	Methods and outcomes	Methods: Students are confronted with a real-life assignment. Within their respective working group, they need to collaborate and come up with a realistic solution to the constraint posed under the constant supervision and guidance of experts and tutors. Outcome: By the end of the week, the groups will present their result and prototypes to the rest of the group and a panel of experts.
	Virtual component timing	Before (physical component)
	Virtual component description	Online Group meeting, introduction to the topic, group composition and first assignment
	Workload	3 ECTS
	Working language	English
	Level of Study	Master's or equivalent - ISCED 7

2) Preliminary programme :

Day 1: Introduction and Exploration Morning:

- Introduction to the workshop and its objectives.
- Lecture on environmental challenges in Europe (guest speaker to be invited)
- Discussion on sustainability principles in industrial design.

Afternoon:

- Group brainstorming to identify specific sustainability-related problems in Europe.
- Research and documentation on these problems.

Day 2: Ideation and Conceptualization Morning:

- Techniques for idea generation (brainstorming, mind mapping, etc.).
- Development of concepts based on identified problems.

Afternoon:

- Initial presentations and feedback on initial concepts.
- Refinement of ideas and selection of proposals that meet the objectives (objectives to be completed).

Day 3: Design Development Morning:

- Creation of sketches and models. Rapid prototyping and initial testing.

Afternoon:

- Visit to Grand Hornu, exhibition "Autofiction, a Biography of the Automobile Object." The car is not just an assembly of thousands of parts: by becoming automated, it increasingly becomes a digital object that consumes data, records, and describes our environment. Its appetite extends to the mineral and fossil resources mobilized for its manufacture, natural resources that are increasingly struggling to support its development.
- Exhibition by Lucile Soufflet: The unexpected shapes of Lucile Soufflet's seating designs play with archetypes and invite us to rethink the relationship to public space, context, and others. The different interactions they evoke between users, passersby, and the environment are at the heart of the designer's concerns.

Day 4: Prototyping and Testing Morning:

- Creation of 3D models, drawings, and mock-up construction.
- Ergonomics, efficiency, and environmental impact testing.

Afternoon:

- Iteration and improvement of the final project.
- Preparation for final presentations.

Day 5: Presentation and Evaluation Morning:

- Finalisation of models and presentations.
- Presentation rehearsals.

Afternoon:

- Presentation of projects before a jury of design and environmental professionals.
- Jury discussion and feedback.
- Award ceremony for the winners.
- (Exhibition at the end of the workshop - itinerant).

3) Accomodation:

Several options are available for accommodation, please book early to reduce costs:

- Liège Youth Hostel (located conveniently close to the school): https://lesaubergesdejeunesse.be/liege
- Yust (hostel, located close to the main train station): https://www.yust.com/fr/liege/
- Hôtel Hors-Château (**): https://www.hors-chateau.be/index.php/fr/
- Mercure Liège City Centre (****) : https://all.accor.com/a/fr.html