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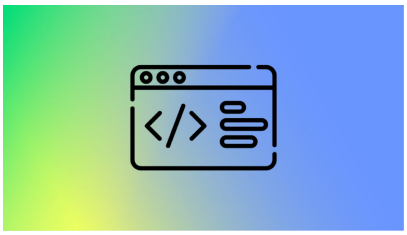
DESIGN THINKING



“AROUND DIGITAL” SKILLS

Today, digital technology is everywhere, influencing almost every workplace and work capacity. We aim to help participants fully embrace these changes and discover opportunities in these challenges. This short set of courses aims to help participants discover opportunities in the digital field. We will be working on Project Management, User Experience, entrepreneurial competencies, challenges in today’s work environment in relation to digital evolution, and the use of Content Management System.

View online
Price: 96,00 €
Start date: 19.03.2024
Instructor(s): Marina Andrieu, Apolline Weirich
Language: English
Difficulty: Beginner

CERTIFIED PROFESSIONAL USER EXPERIENCE - FOUNDATION LEVEL

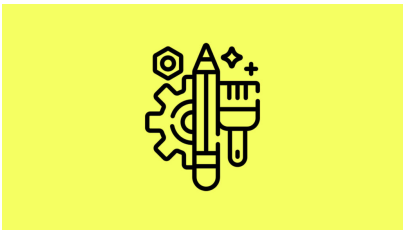
This course is an introduction to the fundamentals of usability and UX. It is based on content from the International Usability and User Experience Qualification Board (UXQB).

The course introduces you to the basic methods of UX, for example, the human-centered design activities, user research and usability testing. It also introduces you to basic terms in UX, for example user experience, interview, persona, scenario, user requirement, user journey map, prototype and usability inspection.

The course is based on the CPUX-F curriculum, which is freely available on www.uxqb.org.

View online
Price: 64,00 €
Start date: 18.03.2024

Instructor(s): Rolf Molich
Language: English
Difficulty: Beginner



CERTIFIED PROFESSIONAL USER EXPERIENCE – USABILITY TESTING

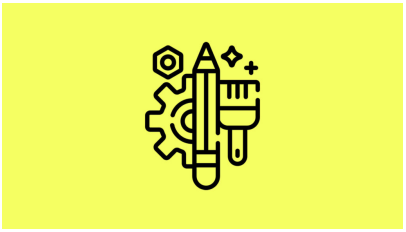
The training is based on the CPUX-UT curriculum from the International Usability and User Experience Qualification Board (UXQB). The training time is used for presentations with quiz questions and practical exercises with room for debate and questions. Approximately 50% of the training is devoted to exercises with a special emphasis on creating test tasks, moderation and communication of test results.

The training provides a systematic and thorough overview of usability testing and evaluation with a focus on:

- Terms and concepts in usability testing
- Planning and conducting usability testing
- Communicating and "selling" the results of usability testing, and why "selling" the results is important
- Planning and conducting usability inspections of user interfaces
- Designing, conducting and analysing both quantitative and qualitative surveys

The full CPUX-UT curriculum is available at no cost from www.uxqb.org.

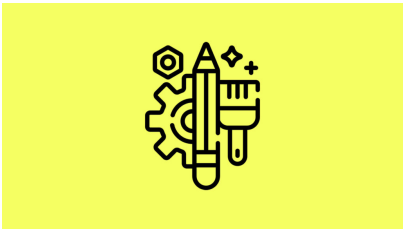
View online
Price: 88,00 €
Start date: 20.03.2024
Instructor(s): Rolf Molich
Language: English
Difficulty: Intermediate



COMPUTER-AIDED DESIGN (CAD) FOR BEGINNERS: START DESIGNING YOUR OWN PARTS (3D FILES)

Join our introductory CAD course using Onshape, where you'll learn to create practical, functional parts. This program serves as an excellent extension to our 3D printing course, providing the skills needed to design your own parts. You'll gain proficiency in designing parts by interpreting drawings, working with existing components, and creating entirely original designs from scratch. We selected Onshape, a cloud-based 3D design tool, for its free non-commercial use. Transitioning to Fusion 360, SolidWorks or another Parametric Feature-Based CAD later is seamless. This CAD course suits hobbyists, teachers, or employees looking to swiftly apply their new skills to 3D printing, CNC milling, or laser cutting.

View online
Price: 60,00 €
Start date: 15.04.2024
Instructor(s): Schon Michel
Language: English
Difficulty: Beginner



DESIGN SPRINT - CREATE AND TEST A PROTOTYPE IN JUST 5 DAYS

This course will cover the fundamentals of the design sprints and the different type of design sprints that exist. During this course, you will learn how to prepare and facilitate a design thinking workshop, run a design sprint as well as create and test your own ideas.

View online
Price: 160,00 €
Start date: 15.04.2024
Instructor(s): LAHEURTE AMELIE
Language: English
Difficulty: Beginner

FROM CODE TO MOTION: COMBINING ROBOTICS AND CODING FOR INDUSTRIAL AUTOMATION

Discover the fascinating world of industrial robotics with comprehensive training program. Designed for beginners, this training will provide you with a solid introduction to robotics and equip you with essential skills to thrive in this field.

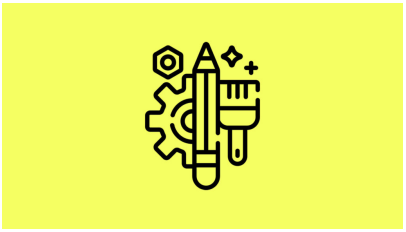
Throughout the course, you will delve into key elements of robotics, starting with an in-depth exploration of the fundamental principles that underpin this cutting-edge technology. From there, you will progress to robotics programming, where you will learn to program robots using a variety of languages, including Teach & Play, Blocky, and introductory Python.

The course goes beyond theory by emphasizing practical applications of robotics. You will gain insights into real-world scenarios where robots are utilized across different industries and sectors. Additionally, you will have hands-on experience working with dobot robots, enabling you to develop and program robots to perform specific tasks in both manual and autonomous modes.

Collaboration is a vital aspect of our workshop, as you will engage with fellow participants to complete a final project that showcases your understanding of robotics and programming concepts. By the end of the course, you will have acquired a solid foundation in robotics, mastered programming techniques, and developed critical thinking skills applicable to real-life situations.

Don't miss this opportunity to unlock your potential in the exciting field of industrial robotics. Enroll today and embark on a transformative learning journey that will broaden your horizons and open doors to endless possibilities.

View online
Price: 160,00 €
Start date: 20.06.2024
Instructor(s): Abdoellah Adam
Language: English
Difficulty: Beginner



INDUSTRIAL AND PRODUCT DESIGN

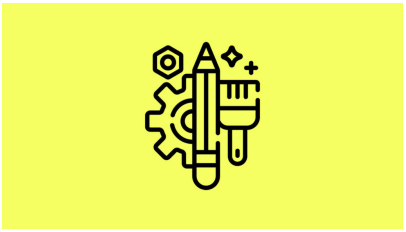
Are you passionate about creating innovative products? Join our empowering Industrial and Product Design Workshop and unlock your creative potential in the world of design. This interactive and hands-on workshop is designed to equip you with essential skills and insights to bring your product ideas to life.

The course will be run as a series of workshops, which will include a product design project. By the end of this workshop, you will have gained a comprehensive understanding of the product design process and acquired practical skills to develop compelling and user-centered designs.

Course outline :

- 1st Session – Product Design History
- 2nd Session – Project Kickoff
- 3rd Session – Concept Development
- 4th Session – Manufacturing Possibilities

View online
Price: 48,00 €
Start date: 23.04.2024
Instructor(s): Kauffmann Dean
Language: English
Difficulty: Beginner



INTRODUCTION TO 3D SCANNING: A BEGINNER'S GUIDE

Discover the world of 3D scanning with our comprehensive training program aimed at beginners. This experience is designed to provide participants with an in-depth understanding of 3D scanning, covering everything from fundamental concepts to advanced applications.
Through engaging sessions, participants will learn how to prepare for 3D scanning, choosing the right techniques, and executing scans effectively. Practical examples in alignment, merging and post-processing of scans will be shown, ensuring participants understand how to generate high-quality 3D models.

Furthermore, the training will explore the advanced realms of reverse engineering. Stay ahead of the curve by gaining insights into future trends in 3D scanning.
This course is tailored for a diverse audience, including hobbyists, teachers, and civil or mechanical engineers. While addressing the interests of various participants, the main focus will center on applications relevant to mechanical engineering, providing valuable insights and skills for professionals in this field.

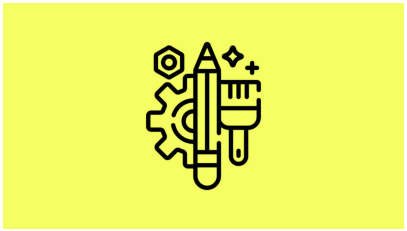
View online
Price: 16,00 €

Start date: 10.04.2024
Instructor(s): Pirotte Jérôme
Language: English
Difficulty: Beginner

INTRODUCTION TO TOKENIZATION

This class is designed to give all the basics about tokenization and especially how to use tokenization as a mecanism to obtain financing. It will also provide all necessary information about the various actors of the ecosystem.

View online
Price: 14,00 €
Start date: 25.06.2024
Instructor(s): Alvaro Garrido Mesa
Language: English
Difficulty: Beginner



INTRODUCTION TO UX AND PROJECT MANAGEMENT

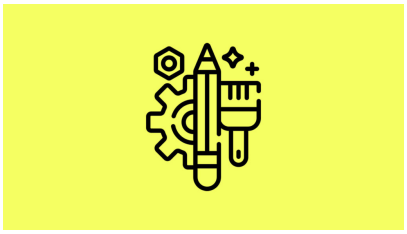
This course will focus on User experience (UX) and Project Management. It will focus on the process which design teams use to create products that provide meaningful and relevant experiences to users. It will also focus on the application of processes, to achieve specific objectives and parameters.

View online
Price: 24,00 €
Start date: 26.03.2024
Instructor(s): Marina Andrieu
Language: English
Difficulty: Beginner

LEGAL ASPECTS OF TOKENIZATION

With a focus on security tokens, the course deep dives into the regulatory framework associated with the tokenization of assets. It is the follow-up from the course Introduction to Tokenization. This course has been created as Luxembourg is recognized internationally as a place to do Tokenization and is rich in possibilities.

View online
Price: 14,00 €
Start date: 25.06.2024
Instructor(s): Alvaro Garrido Mesa
Language: English
Difficulty: Beginner



THE ERGONOMIC AUDIT - HOW AND WHY TO CONDUCT IT?

During this course, participants will gain an understanding of usability criteria, including the 10 heuristics and Gestalt principles, and learn how to build an evaluation grid to conduct an UX audit on their own. The course will also cover how to write an analysis report with structured results, strategic recommendations and a project roadmap.

View online
Price: 32,00 €
Start date: 11.04.2024
Instructor(s): LAHEURTE AMELIE
Language: English
Difficulty: Beginner