

21st International Project Week 2019
20th – 24th May 2019

Lecturer: Jan Berger

University/Company: bionikum:austria

Country: Austria

Biomimetics/Generative Design

Content:

Biomimetics and generative design for engineers and nature scientists. What is Biomimetics and Biomimicry and how you can use it. Starting from design and iterative construction going to self-awareness and problem solving.

Methods:

- Introduction via short presentation
- Workshop about the biomimetic approach with daily examples to explore and create own models
- Challenges between the small groups of students in a competitive situation
- Team members get different roles (Speaker, Developer, Researcher, Jack)
- Daily report about progress via presentations

Competences and skills to be acquired:

- Biomimetic design and methods
- Nature and environmental awareness
- Free drawing
- Model development
- Paper research
- Patent research
- Learn about the limits of media and internet
- Writing a scientific paper
- Teamwork and team building
- Self-management
- Team management

Prerequisites:

- Laptop/Smartphones

Language of instruction:

English

Recommended for:

Ingenieurwissenschaften