Hey you!

ADF started as a research project in 2008. It was the first building of Aalto University, and a prototype building for its interdisciplinary approach to education. In essence ADF is a place where students, teachers, researchers, and industry partners can interact under the same roof. As we know, when people collide, the magic happens!

In your hands is our 10th annual publication. It highlights key figures and collects stories from ADF over the academic years 2018-2019. This being the 10th issue of the annual publication, we have squeezed in some stories from past years to show the impact that ADF has made on people.

We hope that you enjoy the ride through the pages!

Hugs and love,
The annual report team
Aalto University is approaching its 10th birthday, but the Design Factory took a jump start and has already over 11 years of existence. What we had in mind when redesigning the former VTT research lab, was to build an experimental learning environment for interdisciplinary courses and similar activities. We thought it would be beneficial to reinforce the bridge between theory and practice by having stronger involvement of industry and other organizations. The idea of openness, availability 24/7, and low threshold of entering the building first time has been the most important drivers in designing the activities and infrastructure. The presence of experts and help available when needed has always been important from the students’ perspective.

At the time when the first plans for the university merger were drafted, one of the main concerns was the competitiveness and quality of Finnish graduates on the global employment markets.

If we look back and try to shortly sum up what has happened in these past years, we can say that Design Factory has served as a platform for roughly hundred Aalto University courses or course pilots. The presence of industry and the public sector has been strong and visible. There are hundreds of ADF key tags loaned to students and other users who thus have access to ADF at any time including later hours and weekends. According to the feedback we have collected, the skills and guidance from our in-house experts is of such a level that people gladly cross great distances to come here.

Taking the Product Development Project course as an example, we see that in 10 years the number of international participants – both from within Aalto University and partnering universities – has grown from 10% to 72%. Every team now has their international partner team in another country. The majority of company partners at the end of the first decade of 2000 belong to the group of “usual suspects”, e.g., Nokia, Kone, ABB or Valmet. The course 2019-2020 has only three such partners (ABB, Airbus, and Rocla) as the majority represents startups or medium-sized companies that may not be very familiar to a greater audience.

What was never planned so well – or actually not at all – was the growing global network of Design Factories. The organic growth is now a bit more organized, and we are looking forward to signing the 30th partnership agreement to join the Design Factory Global Network. The value of the network is no big surprise; it encourages student and faculty mobility, it provides a platform for realizing research or educational ideas together with others, it helps in applying for research funding together. However, the most beautiful thing is that it helps to really and personally know the people from other Design Factories, who they are and what are their dreams and visions about the future of higher education, not only in theory but also on the very grass root level.

On behalf of Design Factory, I just want to say how happy we are to be a part of Aalto University. We are looking forward to a great 10 years anniversary party in January 2020 and we have our fingers itching to bring in some ADF flavor.
The ADF community is made out of a diverse set of people, hugs, love, and funny coincidences. The Aalto students bring the factory to life together with our teaching researchers, industry partners, DFGN and ADF staff. Our work environments and spatial arrangements encourage informal collaboration and knowledge exchange between community members. The following section is dedicated to the whole ADF community and to the activities that we have initiated.
COURSES RUN AT ADF

Year-round, Aalto Design Factory is the home base for numerous different Aalto courses. Apart from offering space and tools, Design Factory also offers a synergetic environment and collaborative culture that contributes to the success of the courses.

• PDP (Product Development Project)
• ME 310
• System Design
• Product Analysis
• Real Estate Business and Entrepreneurship course
• Marine Design Co-work
• Research Project
• Biomass Pretreatment and Fractionation in laboratory
• Sales and Marketing
• NTOK/NTOKoppsABC
• Professional Development
• Biomass Pretreatment and Fractionation project
• ADD Basics
• Design for Value Services
• Crossroads Case Competition Course
• Sustainable Entrepreneurship
• Lukiolaisten innovaatiokurssi
• New Materials and Means of Production
• Visual Narrative
• Creating Value
• Biomass Pretreatment and Fractionation
• Digital Aura Studies
• 3rd Aalto BIM Digital Design and Construction Summer School
• Challenge Breakers
• Introduction to Design Studies in Aalto
• Termodynamiikka ja lämmönsiirto
• Magnificent Life
• Design & Innovation in Context
• Crystal Flowers in the Halls of Mirrors
• Methods in Early Product Development
• Opportunity Prototyping
• Pack-Age
• Producing and Analyzing Visual Data
• SCI projektikurssi
• Product Sustainability
• Yhteistyökoulut
• EDM Challenge
• Designing an electric device for Business and Production
• Networks Partnering and Product Innovation
• Design Learning UMD-kursus
• Territory and place in terms of
• Design for Service
• Design & Innovation in Context
• Crystal Flowers in the Halls of Mirrors

47+ COURSES OUT OF WHICH

<table>
<thead>
<tr>
<th>ENG</th>
<th>CHEM</th>
<th>ELEC</th>
<th>SCI / Other</th>
<th>BIZ</th>
<th>ARTS</th>
</tr>
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<td>13%</td>
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<tr>
<td>6%</td>
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</tbody>
</table>

For more info visit: www.designfactory.aalto.fi/courses
**PRODUCT DEVELOPMENT PROJECT**

PDP is the largest product development course organized at Aalto Design Factory and one of the most popular courses that attracts the most number of students at Aalto University. Each year, students from all over the world form interdisciplinary teams to work on real-life challenges provided by the industry. Students learn by creative problem solving and hands-on prototyping.

"PDP is an interdisciplinary roller coaster!"
Serpil Oguz PDP alumni

"You learn about things way beyond product development in PDP. Most importantly, PDP taught me how to work with others."

"PDP is an interdisciplinary roller coaster!"
Serpil Oguz PDP alumni

"I restored my enthusiasm for finding answers to complex questions by utilizing a multidisciplinary approach."
Sanna Kotisaari PDP sponsor

Aalto is an interdisciplinary bachelor-level minor program focusing on product development, at Aalto University. Aalto Design Factory staff facilitate interdisciplinary collaboration in teams while students solve problems with set goals through hands-on building. It ensures that everyone is included and allows both teachers and students to work as a team towards mutual goals. Aaltonaut encourages everyone to question, and supports learning skills essential for working life.

"In the Aaltonaut courses, I really liked the interdisciplinarity, problem and project oriented learning, and learning by doing and making mistakes. Also, some of the other Aaltonaut students have been the most talented students I have met here in Aalto University, certainly worth networking with."

Eero Prittinen Aaltonaut student

**AALTONAUT**

Aaltonaut is an interdisciplinary bachelor-level minor program focusing on product development, at Aalto University. Aalto Design Factory staff facilitate interdisciplinary collaboration in teams while students solve problems with set goals through hands-on building. It ensures that everyone is included and allows both teachers and students to work as a team towards mutual goals. Aaltonaut encourages everyone to question, and supports learning skills essential for working life.

"In the Aaltonaut courses, I really liked the interdisciplinarity, problem and project oriented learning, and learning by doing and making mistakes. Also, some of the other Aaltonaut students have been the most talented students I have met here in Aalto University, certainly worth networking with."

Eero Prittinen Aaltonaut student
Every year, Aalto Design Factory becomes the home of various initiatives for younger students who are yet to enter universities.

**TET Trainees**

The abbreviation TET comes from the words “työelämään tutustuminen”, which can be translated to //work practice program// or //practical training//. Every Finnish secondary school student does a TET-training at a professional workplace. During the few weeks of training, the students learn about practical work and other work life skills in companies and organizations. This year, ADF had 29 TET-trainees who worked on different in-house projects.

**TuKoKe Finals**

Tutki Kokeile Kehitä is a science and technology competition for young students of all ages encouraging interdisciplinary learning and supporting research and development amongst the youth. TuKoKe was once again held at Design Factory, and this year 45 projects were rewarded with approximately 20,000 euros altogether. The projects varied from mathematical proofs to cleaning robots, from water quality research to noise reduction in schools.

**Sciinno-projekti (Pyhäjoki High School)**

Sciinno is a Nordic science innovation project supported by Nordplus Horizontal Programme. The main purpose of the Sciinno project is to bring together high school students from Finland and Denmark to work in multidisciplinary teams and learn by doing in the digitalized learning environment. Aalto Design Factory worked in collaboration with Sciinno and organized a workshop on prototyping, team building, and user-centered design to the students.

**Other events and courses for the youth organized at DF:**

- Love the problem-course
- Startup High School Pitching Competition
- Shaking up Tech
- Soiva laite–course
- LUMA-kehityspäivät lukiolaisille
- Design Factory Junior

**ME310 AALTO**

ME310 Aalto Global Innovation Program is a product and service development course at Aalto University. It is part of the SUGAR network where universities from around the world collaborate and follow Stanford University methodology by teaching human-centered design through real-life corporate projects. This year ME310 Aalto partnered with industry sponsors Xylem Inc, to solve some of the world’s challenges related to water, in two global projects. One of the teams partnered with Stanford University and the other with the University of Science and Technology of China.

**Other youth-related courses/events**

- Youth at DF
- YOUTH AT DF
- TET Trainees
- TuKoKe Finals
- Sciinno-projekti (Pyhäjoki High School)
- Other events and courses for the youth organized at DF:
  - Love the problem-course
  - Startup High School Pitching Competition
  - Shaking up Tech
  - Soiva laite–course
  - LUMA-kehityspäivät lukiolaisille
  - Design Factory Junior

**The awarded TuKoKe finalists Ronja Holopainen and Olli Järvenmäki were also sent to EUCYS (EU Competition for Young Scientists) in Sofia on September 2019. Ronja’s prototype was slightly redone and reproduced with the assistance of DF model maker Kari Kääriäinen. Ronja won the Special Donated Prize of Bioeconomy, and Olli won the Second Prize of 5000 euros plus an Honorary Prize that enables him to participate a two-week intensive summer science festival during July-August 2020 in London.**
of DF. Here are some memories stumbled upon in the hallways things that you have might have tractors. These are just few theatre plays, weddings and Gadgets, TV crews, royalties, homeless men, wedding dresses and tractors. There are just few things that you have might have stumbled on in the hallways of DF and some stories pulled out from the archive.

2008

Car power units for design practice. Developing a master's thesis on an electric car in Finland. A PDP project sponsored by ENSO.

2009

Aalto Design Factory has a long tradition of organizing an annual breakfast event for its members. The very first breakfast was organized by Melissa. The breakfast was quite informal and included a schedule of various activities at the Design Factory. In 2009, when was the last time you used the sauna at the Design Factory? In 2009, Olokolo and mobile meeting room-trailer were introduced.

2010

Aalto Design Factory is a hub for students. The ADF community has always been known for its spirit of innovation and collaboration. For example, the ADF community breakfasts known as any's breakfast at DF any's Aalto Design Factory with the aim to spread the word about Finnish education in 2010. Aalto Design Factory has a long tradition of organizing breakfasts known as any's breakfast at DF any's Aalto Design Factory with the aim to spread the word about Finnish education in 2010.

2011

Aalto Design Factory is often said to be the sandbox for experiments with pedagogy and space for Aalto University. The Sun Deck is still in use and one can also get an inspired by DF sticker from there. The Sun Deck at the K1 building. The DF team renovated the community space and introduced a social media component around the Otaniemi campus. An example of this is the Sun Deck at the K1 building. The DF team renovated the community space and introduced a social media component around the Otaniemi campus. Some of the designs of the spaces and practices around using shared spaces originating from DF can be found.

2012

The days of DF are marked as a joyful moment when the official license to act differently was celebrated in 2012. The DF -based projects and people have also gained recognition for at least 100 different startups like Catchbox, Kemppi, DJ Orkidea, Jori Hulkkonen and Julius Verne to Finland. Since then, Entropy has brought names like Samuli Perttu from Entocube presenting at Aalto University on their project Entocube. They used to cover the costs of DFers travelling to the opening region to create networks. Compared to scheduling other active members. It is also a great opportunity to test out prototypes and get feedback on different projects. Aalto Design Factory has a long tradition of organizing breakfasts known as any's breakfast at DF any's Aalto Design Factory with the aim to spread the word about Finnish education in 2010.

2013

The DF stage becomes the practice venue for a full-sized symphony orchestra. The arts have always been present at the Design Factory. The ADF community likes students, researchers, startups or other active members. It is also a great opportunity to test out prototypes and get feedback on different projects. Aalto Design Factory has a long tradition of organizing breakfasts known as any's breakfast at DF any's Aalto Design Factory with the aim to spread the word about Finnish education in 2010.

2014

Throughout its existence DF has been a launchpad for at least one circus trick and to answer to at least 2 inputs. DF is a place where you can practice with electronics and they learn by doing. The point of the challenge is to build a robot in one week. They have no prior experience in working with electronics and they learn by doing. The point of the challenge is to build a robot in one week. They have no prior experience in working with electronics and they learn by doing. The point of the challenge is to build a robot in one week. They have no prior experience in working with electronics and they learn by doing. The point of the challenge is to build a robot in one week. They have no prior experience in working with electronics and they learn by doing. The point of the challenge is to build a robot in one week. They have no prior experience in working with electronics and they learn by doing. The point of the challenge is to build a robot in one week. They have no prior experience in working with electronics and they learn by doing. The point of the challenge is to build a robot in one week. They have no prior experience in working with electronics and they learn by doing. The point of the challenge is to build a robot in one week. They have no prior experience in working with electronics and they learn by doing. The point of the challenge is to build a robot in one week. They have no prior experience in working with electronics and they learn by doing.
DF community is made out of diverse set of people hugs, love and funny coincidences. Students from business, design and engineering, teachers, researchers, industry partners, DFGN ADF staff are the members who bring the life inside the walls of ADF. Our working environment and spatial arrangements encourage informal collaboration and knowledge exchange between students, researchers, companies, staff and even visitors. The following section is dedicated for whole community of DF and for the activities that we have overtaken to make DF even greater place to be.
Over the last 10 years, Aalto Design Factory has established itself as the interdisciplinary collaboration platform of Aalto University. It serves to educate the best designers in the world. Hundreds of student projects have been carried out in close collaboration with industry partners. At the heart of our pedagogical philosophy is to provide students with learning opportunities by combining theory and practice. At ADF, we see experimentation and hands-on activities as key ingredients for learning and nurturing innovation. For us, students come first, and we aim to provide them with the best possible learning experience.

The academic year 2018/2019 was very special for us. On October 3, 2018, we celebrated our 10th anniversary! We are proud to have been the cornerstone of Aalto’s interdisciplinary education, and we are looking forward to continuing to support students, while prototyping the future of education. This academic year also marked the move of Aalto ARTS (School of Art) and BIZ (School of Business) from Helsinki to the Aalto campus in Otaniemi, making ADF more accessible to the students.

Last year, we received over 230 requests for tours of ADF from different delegations across the world. Our visitors have been interested in knowing more about our educational approach and seeing first-hand the Design Factory way of doing things. Design Factory was also the venue for over five hundred events ranging from academic conferences and courses to events such as the DF Bootcamp, and TuKoKe – the science competition for youth.

**ACTIVITIES IN NUMBERS**

<table>
<thead>
<tr>
<th>Category</th>
<th>Count</th>
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<tr>
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<tr>
<td>Educational events</td>
<td>500</td>
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**VISITORS IN NUMBERS**

<table>
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<tr>
<th>Type</th>
<th>Percentage</th>
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<tr>
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<td>&gt;230+n</td>
</tr>
<tr>
<td>Universities and educational institutes</td>
<td>43%</td>
</tr>
<tr>
<td>Companies and startups</td>
<td>24%</td>
</tr>
<tr>
<td>Government representatives</td>
<td>11%</td>
</tr>
<tr>
<td>Other</td>
<td>22%</td>
</tr>
</tbody>
</table>
ADF EXPERIMENTS

ADF Experiments

In February 2019, the ADF staff got together for workshops to discuss and design our next steps. Collectively, we reflected on our learnings from the last 10 years, revealed the painpoints, and imagined what the future will be. The result of the workshops was a set of different experiments, addressing different needs, that were planned and already initiated within the semester.

ADF + COMMUNITY

The "open door" style of the ADF 10-year celebrations brought 500+ new visitors to DF. Inspired by this, to get the word out about the activities under the umbrella of ADF community, a series of thematic events were planned. The events focused on the intersection of design with different themes. As a part of the event, talks, workshops, prototyping, and many other activities were planned. The first event to take place in spring was around the theme of Design + Community. Also, a part of this event was Rat Relay, a global product design hackathon.

DF METASTASIS

It is often said that the best thing about ADF is its resources when it comes to ideating, building, and facilitating. Inspired by this feedback, ADF Metastasis is a collection of both material and immaterial resources that can be taken to any location to support creative teamwork. The prototype of this concept was a "design cargo bike" which was tested in May at an IDEM prototyping lecture. The second iteration of DF Metastasis took place at the Aalto Service Leaders seminars, advancing experimentation culture.

DF SUMMER GRANT

Students bring life to Design Factory. The goal of the DF summer grant was to make the students of Aalto familiar with ADF. Any student team could apply for up to 1500€ to build a design project that does not fit within any academic course work. They would work over the summer at DF. The organizing team received several applications and one grant was given to the "Los Amigos Team" for building a sleeping filter for improving air quality at home.

DF + COMMUNITY

ADF EXPERIMENTS

AALTO RESOURCES NETWORK

Aalto University campus is the home of a lot of specialized services and equipment. Sometimes they can be difficult to locate, which is why our captain Eetu took on the challenge of mapping them out and compiling them in one single database. This was followed by a set of different experiments, addressing different needs, that were planned and already initiated within the semester.
10 YEARS OF ADF

The opening ceremony of Aalto Design Factory took place on October 3rd 2008. To celebrate the 10-year anniversary, two days of festivities were hosted on the 14th and 15th of October 2018.

The two-day event was packed with different activities ranging from community meals, seminars, workshops, talks, and a great party! The open doors event style brought in a large number of first-time visitors to ADF. Some of these became a part of our community and have participated in other DF events such as the Rat Relay since then. Altogether, we estimate that around 1000 people visited in the 26 different sessions of activities organised over the two days.

The 10-year celebrations also brought together the people whose journeys at some point in the last 10 years have passed through Design Factory. Family members from other Design Factories around the world also joined the celebrations. Friends, old and new, from near and far, got together to raise a toast to the last 10 amazing years and wish us luck for everything that the future holds. The celebrations concluded with the guests heading to the prototyping bunker which had been transformed into a party venue.

THE EVENT IN NUMBERS

<table>
<thead>
<tr>
<th>10</th>
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<th>720</th>
<th>73%</th>
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</thead>
<tbody>
<tr>
<td>Years of learning by doing</td>
<td>Days of activities</td>
<td>Participants</td>
<td>Participants were first-time visitors</td>
<td>Organisers</td>
<td>Different events</td>
</tr>
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</table>
COLLABORATION WITH INDUSTRY

As industry collaboration and interaction with companies is such an important aspect of the experimentation platform that is ADF, we have given startups their own space. We call it the Partner Plaza, and our students are encouraged to interact with its inhabitants.

Some companies require desk space, others prototyping space, and some others are here for the community. The companies also contribute to Aalto Design Factory activities such as hosting the Tuesday morning breakfasts. The objective is to foster mutually-beneficial collaborations. These can take many shapes - some companies sponsor thesis work, course projects, or P6D (product development in six hours) workshops, some hire students, and some others bring their specialized equipment and expertise to the students working at Aalto Design Factory. Some of the in-house startups are entrepreneurial ventures of former students or companies that started with a conversation between strangers while waiting for a coffee at ADF!

PARTNER PLAZA

“We at Caidio specialize in assuring the quality and improving the productivity of the ready-mix concrete process worldwide, so we couldn’t be located in any better-named street than at Betonimiehenkuja, or, in English, Concrete Man’s Alley.

Caidio was founded in April 2018, and soon after that, our first Concrete Intelligence designers located their desks in Partner Plaza. With the help of Sauli, in charge of the machine shop, we immediately became a part of the high-qualityushing environment, where we quickly found everything the new firm might need, from office space to new friends who helped us design business cards and web pages, just to name a couple of examples. If you missed something, just ask, and they make it happen. The Aalto Design Factory staff even helped us to get access to the AWS (Amazon Web Services) startup program, which was very valuable for us in designing our AI technology.

Caidio’s CTO, Pasi, is a China enthusiast, and he enjoys organizing Chinese hot pot evenings at Design Factory. It has been super nice to get to meet with so many Design Factory members in these events. The hot pot is lovely, but it is how the kitchen smells like spicy food at the end of the evening.”

Aku Wilenius, Caidio Oy

“Aku was a PDP student in 2013, and found ADF to be a great platform for rapid idea development. The staff has always been open-minded and supportive. When we grew as a company, I thought it might be a good time to partner with ADF more officially. Besides the rental agreement, we use the machine shop for CNC machining or Sauli’s machining services. The trailer has been vital as well and we have used the sauna a few times for team building activities.”

Shahab Haeri, Surgify Medical

CURRENT IN-HOUSE PARTNERS

Kuori Oy
Omissus Oy
Onnivation Oy
Riihi Consulting Oy
Surgical Oy
TeraLoop Oy
Trick Technologies Oy (Catchbox)
Consair Oy
Blueleaf Lab Oy
ErinCubes Oy
Sensible4 Oy
Surgify Medical Oy
AuroraPropulsionTechnologies Oy
Protolab Oy
Tranzus Oy
Tiiskonkauppa Vitreál Omena Oy
Caidio Oy
StrategyCo.Global Oy

PARTNERS IN NUMBERS 2018 / 2019

In-house companies

18

for more info visit: www.designfactory.aalto.fi/companies
Having fallen in love with Design Factory, hearing that my contract at the Frisian Design Factory could not be continued due to a merger devastated me. It lasted only a few days though, because Tua Björklund offered me the Design Factory experience of a lifetime; one year doing research at Aalto Design Factory, and then guinea-pigging the PhD surf school, an Aalto-Swinburne collaboration to do PhD research at both universities. Currently at Design Factory Melbourne, I know I will keep moving between Design Factories, to challenge myself and others, and contribute to the Design Factory way of working.

**FLORIS VAN DER MAREL**

For me it all started when we did a visit from the Frisian Design Factory to the Aalto Design Factory. I met Eetu and asked him if I could do an internship. From the very next day we were already arranging things. I had an absolutely amazing time, and even came back later that year for my graduation project. I got in touch with other Design Factories as well and even did an exchange with the Porto Design Factory. Currently I’m back at Aalto University, having a broad scale of things to do. I learned more that year than I could ever imagined. The ADF community is a very welcoming environment with lots of learning opportunities as long as you’re open for it. Right now I’m exploring the world of nature conservation and human-nature relationships (ADF reminded me to follow my passion).

**LENNART HIELKEMA**

Joining the FDF, I was mesmerized by the global network. Once I heard about my fellow students going to ADF, I decided I wanted to go too. After some mailing and talking I had gotten myself an internship! As a Communication & Multimedia Design student, I had a broad scale of things to do. The most important thing it showed me is that joining forces and expertises is the key to success. Currently I’m back at the FDF once again, getting ready to write my thesis.

**FLORIS VAN DER MAREL**

I was introduced to the possibilities at Aalto Design Factory by the coordinator of the Frisian Design Factory, Eric Voigt. It turned out to be surprisingly easy to arrange. I spent a semester at Aalto, mostly focusing on graphic design, but I ended up learning a lot about photography, website building, and presenting. I learned a lot of things I didn’t even expect to learn and it was just a really awesome time overall.

**LARS WEIRDA**
THE NEIGHBORHOOD

MARIA 01

Maria 01 is a community of entrepreneurs that provides the most thriving environment for ambitious tech startups, venture capitalists, and large enterprises. We all help each other develop and succeed. Maria 01 gathers the Helsinki-based innovation ecosystem, and enables collaboration opportunities between the actors, including Aalto-based startup initiatives.

https://maria.io
Lapinlahdenkatu 16, 00180 Helsinki

In 2019, Otaniemi is filled with different sorts of innovation activities making it a cornerstone of Finnish innovation ecosystem. Aalto Design Factory is one player in this game and together with other key members at the community we make things get done through collaboration.

VÄRE

The Väre building is a new home to all departments of the School of Arts, Design and Architecture and School of Business. It has been designed according to user-centric and sustainable principles. Being located so close to ADF, Väre has been creating great opportunities for collaboration in terms of teaching spaces and laboratories and also being Aalto’s only campus in interdisciplinary education.

Otaniemietie 14, 02150 Espoo

A GRID

A Grid is the biggest startup hub in the Otaniemi area, hosting a community of over 140 startups and unique talents. A Grid is a gateway to the university’s ecosystem and partners with its members to create a service model for spin-offs that have been established in Aalto. A number of companies established at A Grid also partner with ADF when ideas are made into prototypes and products.

https://agrid.fi
Olistenkatu 1, 02150 Espoo

STARTUP SAUNA

Startup Sauna is the home base for the Aalto Entrepreneurship Society. The community consists of a startup accelerator program, a variety of hackathons, and other entrepreneurial activities. ADF and Startup Sauna are located right next to each other which offers a bunch of synergies for student innovation activities.

http://startupsauna.com
Betonimiehenkuja 3D, 02150 Espoo

URBAN MILL

Urban Mill opened its doors for urban innovation initiatives in 2013. Nowadays it acts as a nucleus for over 100 local innovation ecosystems, and hosts various events, workshops, research, and for example the Product Design Gala in the end of May (see page 11).

http://urbanmill.org
Betonimiehenkuja 3 E, 02150 Espoo

THE NEIGHBORHOOD
Beyond the walls of ADF - They came to Design Factory and got DF’d.

As we all know, at Aalto, Design, Entrepreneurship, and Engineering. The past two years, ADF has been a home base for ambiguous projects and people who are not certain of their future direction.

They came to Design Factory and got DF’d.

...and then they stayed. They found a home base, a community of like-minded souls. ADF became more than just a place, it became a way of thinking. A mindset that encouraged problem-based self-directed learning...!

ADF showed me how extremely powerful and beautiful a hammer can be. Without ADF I wouldn’t have realized how much more powerful... It’s amazing to see how ADF culture has transcended so many boundaries.

ADF taught me to reach for the impossible and beyond and made me to conceive engineering as a person, entrepreneur, and I will always be thankful! It is an amazing place.

In ADF I got to experience how good it feels to really create - be starstruckfaceemoji. ADF enabled me to test my skills, make contacts, and bake till my heart’s content. I was able to grow as a person, entrepreneur, and I will never be an entrepreneur. Without ADF I wouldn’t have realized... and that sharing makes you to do crazy stuff with your team.

The best thing in ADF was that it was not even possible to dream of.
Aalto Design Factory is only one node in a network of Design Factories spanning across the globe. The next pages are an introduction to the Design Factory Global Network and its activities across the world, from a bootcamp for prospective Design Factories, to a one-week-long workshop together with Yonsei University from Korea and Nelson Mandela African Institution of Science and Technology in Arusha, Tanzania.

The passion, ideas, and values behind Aalto Design Factory have spread altogether to 27 research and educational institutions around the world. Together, we are changing the concepts known as education and learning.
At the very end of a hallway in Aalto Design Factory sits a team of four with the task of supporting the existing Design Factories and facilitating the development of new ones. They call us the Design Factory Global Network team.

The Design Factory Global Network (DFGN) is made up of innovation hubs in different universities and research institutions, spanning from North America to Oceania. Common values and practices enable us to collaborate across time zones and cultures, despite differences in governance and setup.

Design Factories are experimentation platforms, and it is through experimentation that our network moves forward towards its overarching goal: to create change in the world of education and learning. We facilitate and conduct workshops, events, and courses revolving around concepts like design thinking, experimentation planning, and pedagogical development. No two sessions are the same, each one is tailored for its participants and their needs and goals.

There’s a famous painting by Laurentius de Voltolina titled Liber ethicorum des Henricus de Alemannia. It’s from the 1350s, and we like to use it as an example of how the framework of education has been the same for at least 700 years; it shows a man standing on a podium in front of a group of students. At least one of the students has fallen asleep, another one is reading a book, others look bored out of their minds. Save the clothing, this painting could have been done in any educational institution today.

The world is constantly changing, and education should change with it. Traditional ways of teaching theory should be complemented by hands-on training across disciplines and schools. Classrooms should be swapped for workshops and laboratories.

Learnings should become tangible. That’s how we enable our students to meet the future head-on.

DESIGN FACTORY GLOBAL NETWORK – AN INTRODUCTION

for more info visit: www.dfgn.org

MARTHE DEHLIKLAUS CASTRÉN

PÄIVI OINONEN VILJAMI LYYTIKÄINEN

KLAUS CASTRÉN

www.dfgn.org
In March 2019, 20 brave men and women from 6 different institutions across the world packed their bags and traveled towards Otaniemi, Espoo, Finland. Their destination: The Design Factory Bootcamp – a one-week-long hands-on introduction to the Design Factory way of thinking and doing.

This year’s Bootcamp was the 6th of its kind and gathered participants all the way from Canada to South Korea (full overview of participating institutions on page 48). They were introduced to the different aspects that form a Design Factory, such as its history, pedagogical philosophy, and industry collaborations. Throughout the week, the participants started planning their own Design Factory-related experiments.

Two of the participating institutions have already joined the Design Factory Global Network, two others have started their application processes.

“I really liked how the program presented and integrated every dimension of the Design Factory. The quality of the information presented was impeccable.”
- Bootcamp participant

“We experienced the Design Factory from the inside; it was immersive. I feel truly empowered.”
- Bootcamp participant

“Every session came with something new”
- Bootcamp participant

for more info visit: www.dfbootcamp.aalto.fi
Over the past few years, the Singapore Institute of Technology has been laying down the foundation for SIT Design Factory, closely supported and enthusiastically championed by Design Factory Melbourne and Aalto Design Factory. A total of three Bootcamps have been organized to build the innovation capabilities within SIT and its ecosystem: one in 2017, 2018, and 2019. Members of the teaching staff have planned and executed small but significant experiments of their own, such as using each other’s expertise across disciplines, schools, and faculties. They have been created in tight collaboration with industry partners Singapore Accountancy Commission (SAC) and the National Library Board (NLB). The collaboration between the Design Factories will continue to support the transformation of education in Singapore.
At ADF, we love hosting visitors, and in January we had the pleasure of welcoming a delegation of students and faculty from the Design Factory Korea. The students did a design thinking crash course, working on design briefs provided by the Product Development Project team Nose Knows, which developed a puzzle solution to keep dogs busy while their owners are at work.

For three intensive days, the students worked on elements such as developing a How Might We statement and user testing. At the end of the third day, they presented their concepts and prototypes to the ADF community.

It was great to encounter such an enthusiastic place for future innovators.

- DFK Bootcamp Participant

We were given very strict time limits. It helped me to think efficiently.

- DFK Bootcamp Participant

Four days, two design briefs, hundreds of cups of coffee and tea, seven excellent prototype presentations. The Social Impact Bootcamp in Tanzania challenged students from Design Factory Korea in Yonsei University and Nelson Mandela African Institution of Science and Technology (NM-AIST) to work together on solving challenges related to sanitation and inclusive access to water.

A parallel workshop was also organized for the NM-AIST faculty, introducing them to the Design Factory way of thinking and working, sparking their interest, and assisting them in developing their own teaching experiments. One of the outcomes was the blueprint for a coffee corner—a place where faculty and students can meet and discuss topics and ideas, across disciplines and hierarchical borders. That’s where we hope to enjoy our next cup of Tanzanian coffee!

“...The Boot Camp was an excellent experience to me and my colleagues. I'm expecting to practice "design thinking" with my students in the near future.”

- Faculty Workshop Participant
research institutions. The first to follow was the Sino-Finnish concept has spread to 26 other university campuses and the opening of Aalto Design Factory, and the Design Factory was crazy enough. But here we are, ten years after Factories. Some would say that the dream of one Design SINCE 1917* HAS BEEN TO WORLD DOMINATION NETWORK – THE CLOSEST FINLAND OVER YEARS

Design Factories launched to map out the next moves for the network. The honor of have joined the fun, and the tradition has been kept up; every by Aalto Design Factory. Since then, 24 more Design Factories first ever International Design Factory Week, hosted in Aalto day at Swinburne University of Technology. Next up was Duoc UC, Kangaroos when Design Factory Melbourne saw the light of its doors in 2010. In November the next year, the Design Centre at Tongji University in Shanghai, China, which opened in 2011. In 2012, the three first Design Factories got together for the international Design Factory Bootcamps organized 8 IDFW Organized 27 when Design Factory Melbourne saw the light of its doors in 2010. In November the next year, the Design Centre at Tongji University in Shanghai, China, which opened in 2011. 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Research at the Design Factory explores how we can better enable passion-based co-creation. The platforms bring together researchers from different disciplines to explore design, development, and innovation from a wide variety of disciplinary perspectives. The research community combines their investigations into teaching and practical development to effectively translate research results into practice and ensure the relevance of our work. The goal is to offer evidence-based insights on how we can develop together!
This year has brought in both more people and more diversity in terms of backgrounds to the research community at the Design Factory. From sociology to design, neuroscience, and a lot in-between, the Aalto Design Factory nurtures research around design and development. You can find a vibrant community of roughly 20 researchers in the newly renovated Research Wing of ADF.

THE ROLE OF DESIGN IN ORGANIZATIONS

Based on over 200 interviews with designers, managers, and developers, we have seen how organizations attempt - and struggle with - taking design from aesthetics to company-wide practices and processes. To take full benefit of reframing, design professionals, design thinkers and design scaffolds need to be invested in hand-in-hand. Design practices can help to create a shared understanding, and small wins pave the pathway for larger transformations. Doing the legwork for pushing change requires the energy to "sell" design across the organization - above, below, and across different silos. When this happens, designers can act as cooperative bridges, grounding operations in customer needs, contextualising ideas, and translating complexity into a form that can be commonly understood to enable improved collaboration.

CO-CREATION ACROSS BOUNDARIES

Looking at both entrepreneurs and the Design Factories themselves, building a community around initiatives becomes key. We interviewed over 30 food and beverage entrepreneurs, finding them to develop their products together with consumers, other startups, distributors and a wide variety of stakeholders. Both internal development and experiments helped to shape the offering. Similarly, in different Design Factories, allies can be found and leveraged both within the home institution and outside of it. Having a physical space for low-threshold collaboration helps to expand the community, while external interest can be leveraged in making the case for experimentation.

EMPATHIC ENGINEERING

We are trying to measure and increase empathy as part of product development so that we can train engineers who truly understand the people using or affected by their designs. In order to do this, we need to identify what exactly is relevant empathy in product development since it is currently conceptualized differently in neuroscience, psychology, and design. Once we can measure empathy, we can help develop ways to increase empathy during the product development process and study if increased empathy also leads to empathic action. That is, help product developers better understand the users and where technology is used, and enable them to use this understanding in designing new technology.

CREATIVITY IN ENGINEERING EDUCATION

The goal of engineering education is to train technically competent engineers who are also able to innovate and develop solutions for a better world. This requires also non-technical skills such as creativity and critical thinking. We explore engineering relevant and scalable measures of these two skills, benchmark against other institutions globally, and test course and pedagogical interventions at Aalto University to see how they impact student creativity and critical thinking abilities.

LEARNING ACROSS THE NETWORK

Parts of our research activities link to looking at practices at different Design Factories across the latest global networks. Surveying and interviewing staff and students in different countries, we have seen a common emphasis on community and flexibility.
PUBLICATIONS THIS YEAR

JOURNAL PUBLICATIONS


CONFERENCE PAPERS


SCHOOL OF ENGINEERING 2018 BEST PAPER AWARD:


SATU REKONEN

In her doctoral dissertation, Satu explored how practitioners with little or no experience in creative problem-solving practices approach ambiguous problems and how this type of work should be supported. Her insights draw from 81 interviews and 7.5 hours of video data collected from PDP, ME310 as well as from a financial organization in the MIND research project. She found that project teams will most likely encounter the following challenges in exploratory projects: ambiguity related to one’s role in and contribution to the project. Integrating the knowledge of the diverse team, moving from generating solutions to selecting those to continue working with, and going deeper in experimentalizing with ideas to move beyond intention to create knowledge. The findings also highlight the necessity of creating circumstances where frequent communication and respectful interaction can take place within a team engaged in an exploratory project. These observations were the initial sparks for Satu to start developing the “I like, I wish” team feedback method.

DISSERTATION: MANAGING FOR KNOWLEDGE CREATION IN EXPLORATORY PROJECTS

By Satu Rekonen

for more info visit: www.ilikeiwish.org
The academic year kicked off the double degree agreement between Aalto University and Swinburne University of Technology, with our first joint doctoral candidate starting his studies. Floris van der Marel is already an international veteran, having worked in the Frisian Design Factory in the Netherlands prior to joining Aalto. After investigating change agency and meaningful work experiences for designers with us this year, Floris is heading down under to join the Melbourne team for the next academic year.
Research at Design Factories has grown and expanded, welcoming in new people, topics and projects over the years. In addition to in-house researchers, we have hosted a number of Aalto research groups and visiting researchers — with wonderfully revealing acronyms such as PDR, MIND, LUTUS, PKII, 4D Space, D-ROI and Inuse (go ahead, Google them). However, the common denominator in internal and external activities has remained steady: we are all striving to better understand how to enable development activities, whether this is through how we teach it, practice it, or the tools we support work with. We think the most important component in research is the people—researchers, project partners, and people using the results. Here we want to shine a light behind the scenes, who have been making all of this happen during the past decade.

**BRINGING IN NEW PERSPECTIVES:**

**FIRSTS IN DISCIPLINES IN THE HOUSE**

**MILESTONES**

**RESEARCHERS**

**CO-CREATING A DECADE OF INTERDISCIPLINARY RESEARCH**

**2008**

- First journal paper on Design Factory published

**2009**

- Two new professors join the community

**2010**

- Passion-based co-creation book launched by the community

**2011**

- Two new professors at the Design Factory

**2012**

- With the community expanding, we’re more diverse than ever!

**2013**

- Social psychology
- Interaction design
- Strategy and venturing
- Music psychology
- Economics and business administration
- Product Design
- Cognitive science
- Mechanical engineering
- Educational psychology

**2014**

- Meri-Maaria Eloranta
- Anu Yanar
- Tua Björklund

**2015**

- Kevin Otto
- Katja Hölttä-Otto
- Tua Björklund
- Satu Rekonen

**2016**

- Martyna Kosmala
- Kevin Otto
- Maria Mikkonen
- Katja Hölttä-Otto
- Tua Björklund
- Satu Rekonen

**2017**

- Niti Bhan
- Jie Li
- Antti Surma-Aho
- Maria Mikkonen
- Katja Hölttä-Otto
- Tua Björklund
- Satu Rekonen

**2018**

- Senni Kirjavainen
- Miko Laakso
- Maria Clavert

**2019**

- Hanna Maula
- Maria Mikkonen
- Senni Kirjavainen
- Miko Laakso
- Maria Clavert

**2020**

- Matilda Akkola
- Antti Surma-Aho
- Floris Van der Marel
- Senni Kirjavainen
- Miko Laakso
- Maria Clavert

**2021**

- Hanna Maula
- Maria Mikkonen
- Senni Kirjavainen
- Miko Laakso
- Maria Clavert

**2022**

- Hanna Aarnio
- Erika Perttunen
- Saurabh Deo
- Jaana Suviniitty
- Maria Clavert

**2023**

- Paul Savage
- Sine Celik
- Teo Keipi
- Erika Perttunen
- Karliina Kyhälä

**2024**

- Esko Hakanen
- Alvaro Chang
- Saurabh Deo
- Jaana Suviniitty
- Maria Clavert

**2025**

- Paul Savage
- Sine Celik
- Teo Keipi
- Erika Perttunen
- Karliina Kyhälä
HUGE THANKS TO ALL

That's all folks!

You have just read the ADF annual publication 2018-2019 that was put together with joint effort of Design Factory community. The past ten years have been an unforgettable journey filled with adventures to say, ADF has been (and is) a home base for ideas, ventures and first of all the students who strive to pursue their dreams. You never know what you might encounter when you step in to ADF and that is what makes it the place that it is today.

The world changes but Aalto Design Factory remains. We are confident that the next ten years will be just as obscure as the previous ones but of course in a marvellous way. Let’s stay tuned about what the future brings.

Tons of huge and love to all of you who have been part of this amazing voyage.