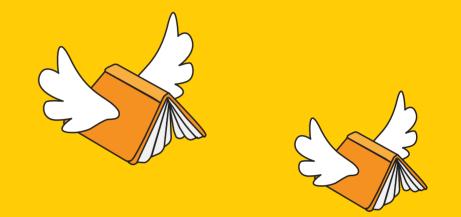
REPORT More than a space ろろ



Looking back, before moving forward - the ADF Annual Report!

You are holding a copy of the annual report for Aalto Design Factory which summarizes the happenings between August 2022 and July 2023. ADF is a place where boundless creativity meets close-knit community, and is also a hub where technology, business, and design meet (literally). We aim to foster a collaborative environment by providing spaces for courses, events, and new educational cultures. Join us as we reflect on the milestones achieved, the transformative projects



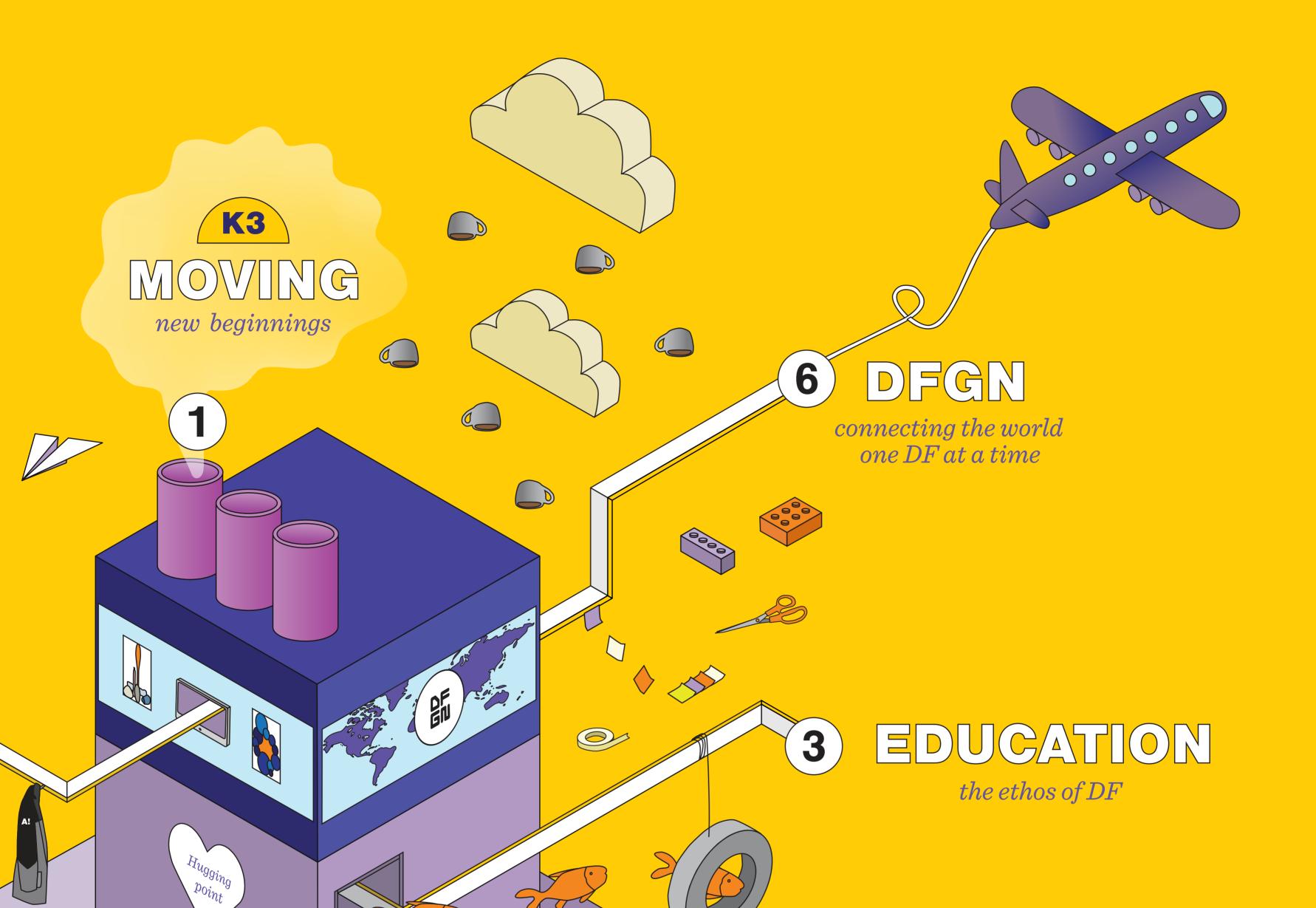
undertaken, and the profound impact of our community bonds throughout the academic year 2022/2023.



RESEARCH

widening horizons

4





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One of the biggest changes for us this year was moving to a new part of the K3 building and saying goodbye to the previous DF building. With this move, we hope to become even more integrated with other innovation and entrepreneurial-focused entities in Aalto such as AVP, Startup Sauna, and ENG/ELEC research groups. We started building the culture of K3 by continuing the lobby shift tradition and sharing kitchen spaces where all of us meet and get to know each other. We started the K3 journey together with the opening ceremony and housewarming, and the K3 community continues to meet every other week for the house council meeting.

In the new building, DF spaces consist of **290** *m2* of event/teaching spaces, **1297.5** *m2* of prototyping spaces, and **602.5** *m2* of community spaces. We also have **969.5** *m2* of shared community spaces with our building-mates. Over the summer we renovated and finished all of these spaces, so we are ready to host all of the courses and events this upcoming academic year of 2023/2024.



m^2 of DF event/teaching spaces 290

12975 m² of DF prototyping spaces -

 $-m^2$ of community spaces 602.5

2

As we say, our community is at the heart of everything we do at Aalto Design Factory. For students, teachers, staff members, and entrepreneurs, ADF is the perfect place to connect people with diverse interests and backgrounds where doors are open to everyone, and is now enhanced by sharing the premises with so many other interesting entities. Despite taking a big step into the unknown depths of a new building, we have had plenty of space reservations for courses and have hosted various events ranging from students' events to hackathons.

30 DF community breakfasts —

space reservations 735









13 307 cups of coffee consumed –

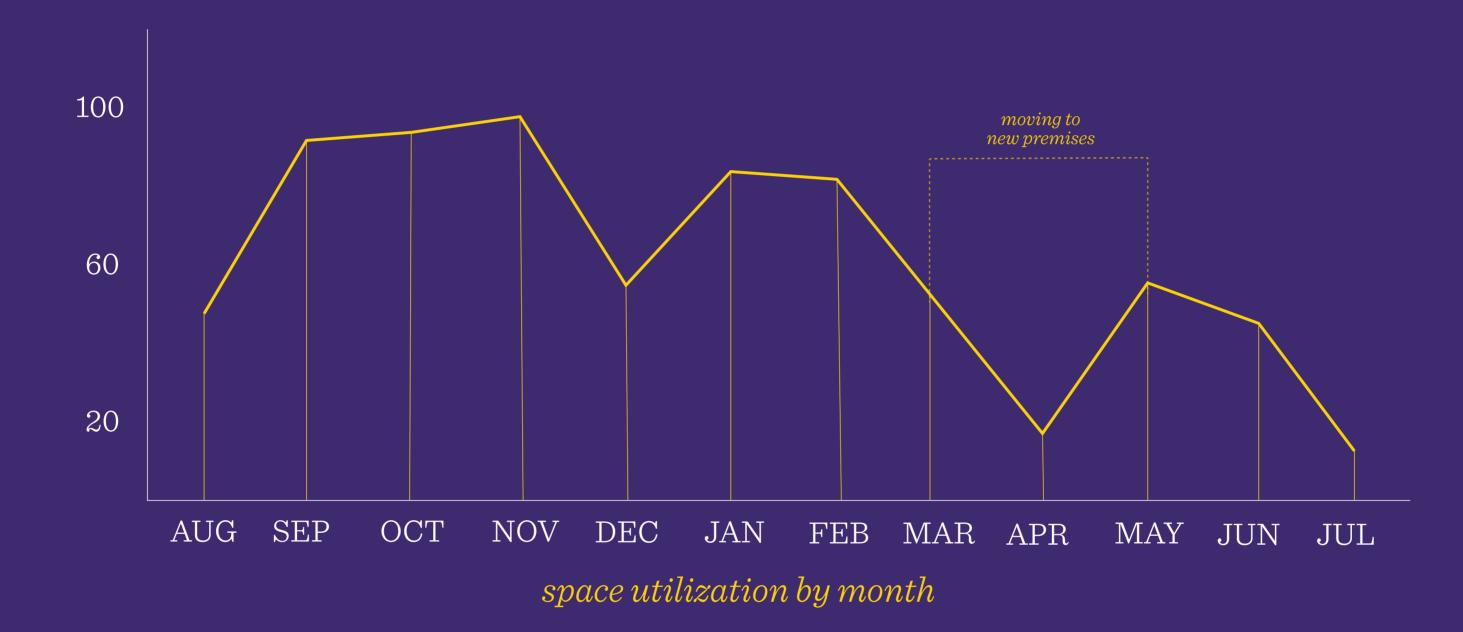
total staff over the year 54 — new staff 13

OO ADF tours _____

bottles recycled 4150

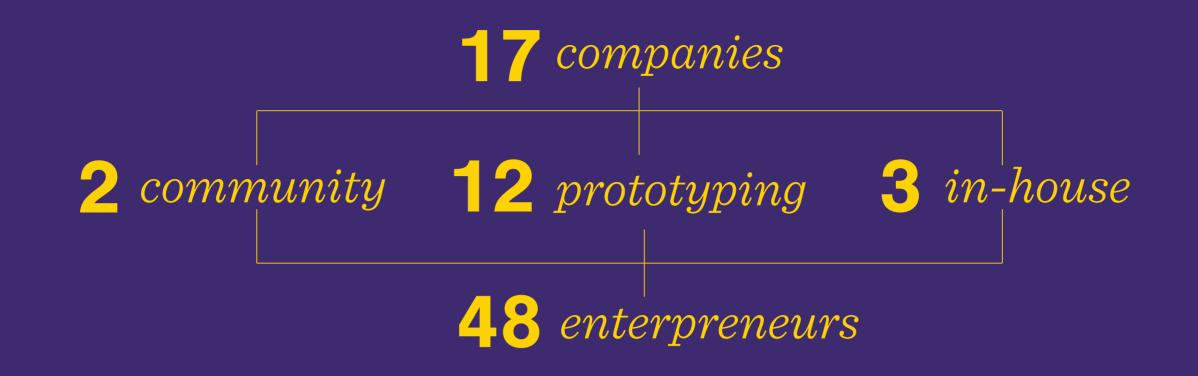
SPACE UTILIZATION

We provide spaces for students' education and events. Not only our spaces are designed to open up creativity but also to support unexpected collaborations in the interdisciplinary manner. Have a look, here is our space use throughout the year.



PARTNER PLAZA

Startups play a crucial role in our mission to foster entrepreneurship and assist aspiring entrepreneurs in our community. In our new building, we remain committed to supporting startups through community engagement and prototyping partnerships. However, due to limited space, we regret that we are no longer able to provide office areas.



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SOCIAL MEDIA OUTREACH

To share the awesomeness happening at ADF we are utilizing various social media channels, to not only attract new students but also to connect with others.









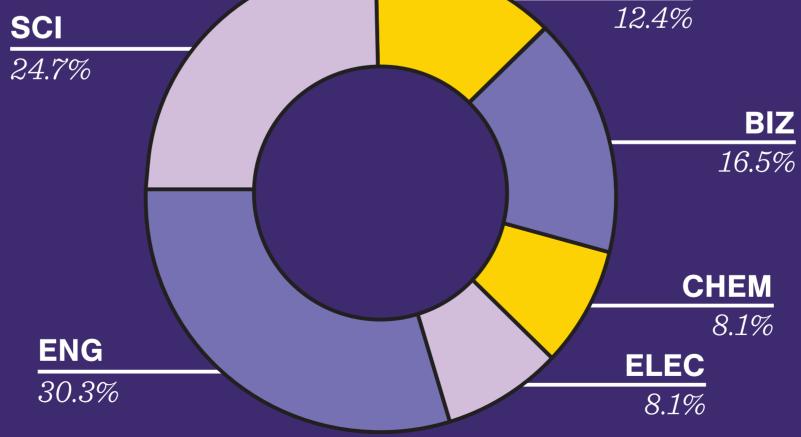
BUCATON

We welcomed hundreds of students and hosted almost two dozen courses. Teachers in charge of the courses came from all of the schools of Aalto, and were often joined by externship teaching from other universities or industry partners.

STUDY BACKGROUNDS

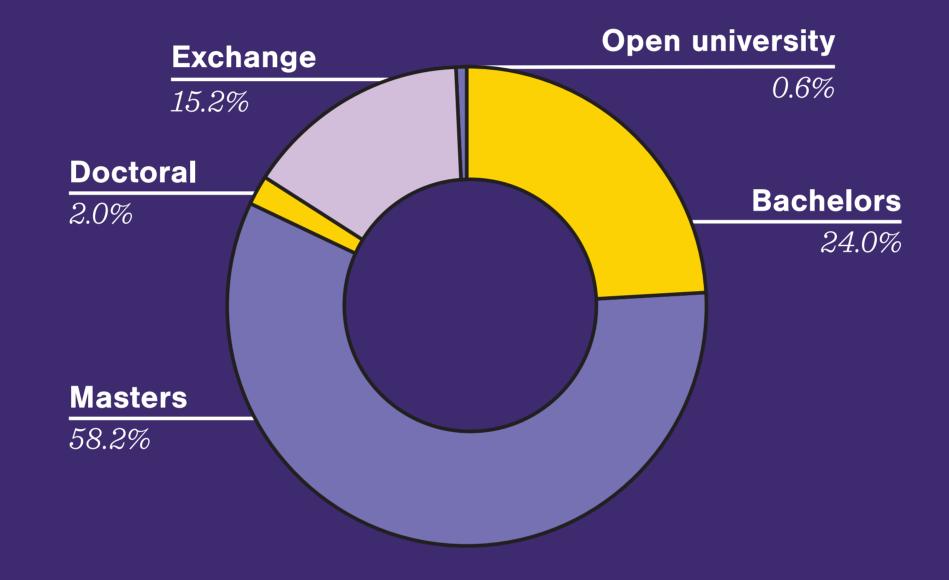
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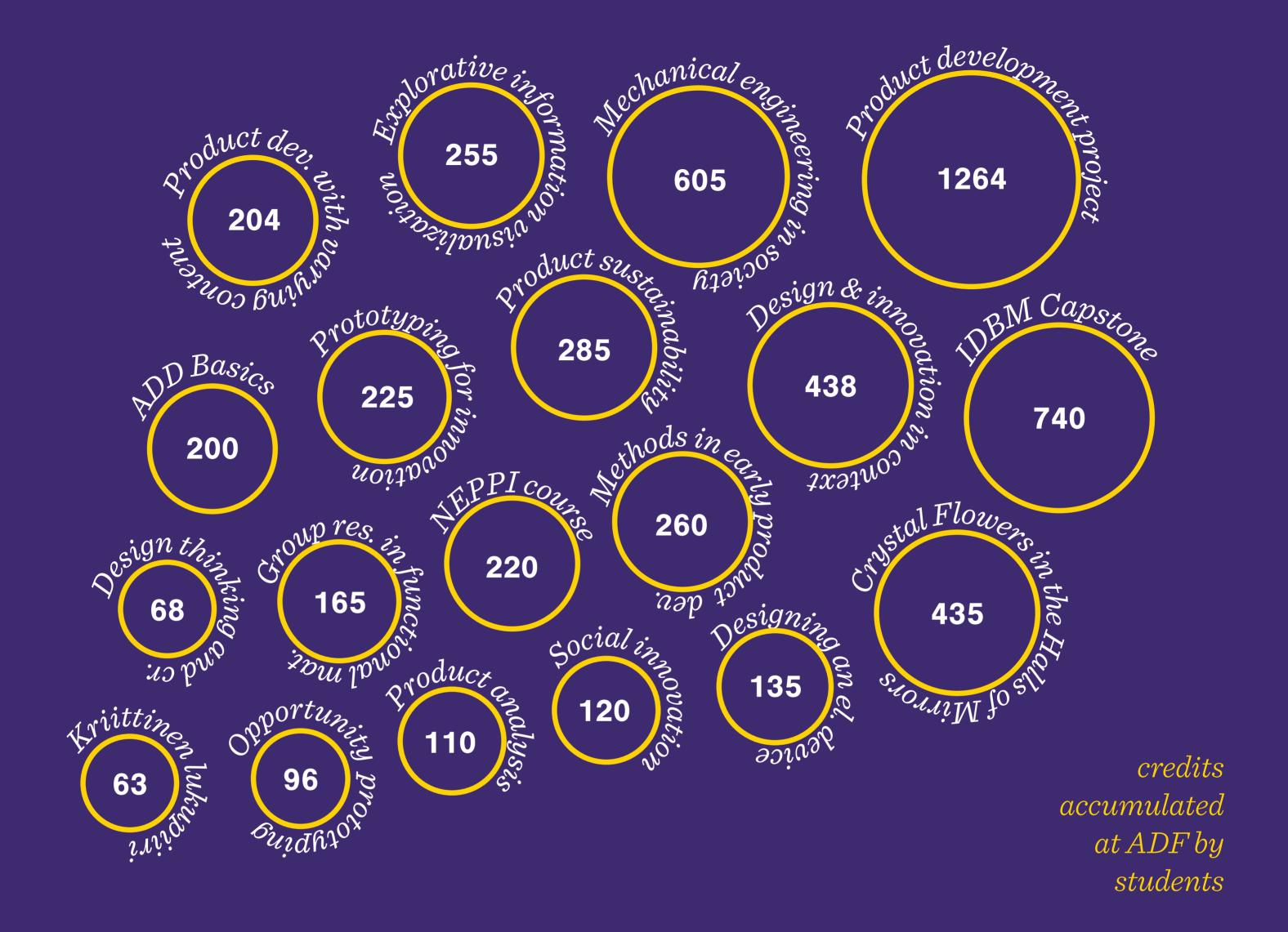
STUDY LEVEL

We try to accomadate students' needs at all study levels and be as open as possible to all kinds of ideas, even if they seem crazy and too ambitious at first!



COURSES

At ADF we proudly host a diverse range of dynamic courses that cater to the curious minds of tomorrow. The courses provide a unique blend of theory and practice, empowering participants to explore, experiment, and develop skills that extend beyond the classroom.



ADF offers an unparalleled learning experience, and here are a few keywords that describe what the experience is like:





- credits acquired 5893



teachers' disciplines 5

VISITING TEACHING

This year, the members of the ADF research team have taught over **800 degree stu***dents* and professionals in more than **200 hours of visiting lectures and workshops**, enriching the Aalto community with an interdisciplinary approach.

In the *Cataly(c)st project*, we wrapped up the Nordic Innovation-funded joint project on supporting young change makers in advancing transitions to circular economy, a joint project with Aalto, with DTU (Denmark), KTH (Sweden), NTNU (Norway) and EFLA (Iceland).

TET STUDENTS

As with every year, we welcomed more than **30** *students* from the TET (Työelämään tutustuminen) program who enriched our community with new approaches and ideas. We had students from around **13** *different schools*, and in total they spent **1200** *hours* working on projects.

WORKSHOPS

Aalto Design Factory has a unique combination of lab facilities that accentuates the interdisciplinary collaboration at Aalto. The main purpose is to help students with their prototyping needs and make their innovations and ideas come to life! Our new premises offer even larger spaces for different machining and prototyping needs, and we are eager to welcome more new students to ADF in the upcoming years!

1000 unique programmes in CNC machining _____

_____ water jet hours <mark>83</mark>

100 welding machine hours —

—— mills and lathe hours 1428





1654 ml of plotter ink used —



4 RESEARCH

This year the research team included *2 professors*, *3 postdocs*, and *8 doctoral researchers*. Throughout the year, the team made significant contributions to the academic landscape, both through new publications and through submissions. These contributions spanned a wide array of topics, showcasing the team's versatility and commitment to pushing the boundaries of knowledge. Topics ranged from innovation and multidisciplinary education to co-creation, experimental learning, and design-based education. The breadth and depth of these research endeavors reflect the team's dedication to addressing complex and relevant issues that shape the future of education, innovation, and society as a whole.





—— manuscripts in peer-review process **1**0









DESIGN+SUSTAINABILITY AND FUTURE ARTIFACTS EXHIBITION

Aalto Design Factory hosted dual exhibitions: "Design+Sustainability" and "Future Artifacts," which collectively drew in *1,650 visitors* at the Espoo Cultural Center. The first part, "Design+Sustainability," offered insights into the practical applications of design to address sustainability issues. The main exhibition also featured a creative display of "Future Artifacts" by ADF members Shreyasi Kar, Anna Kuukka, Erwin Laiho, and Sushant Passi. These exhibits explored the future dimensions of sustainability through visual arts and conceptual design.

CIJ SPECIAL ISSUE

In 2022-2023, one of our significant research endeavors was the inaugural DFGN.R conference. Some of the studies from this conference were featured in a special issue of the CERN IdeaSquare Journal of Experimental Innovation, titled *"Future Innovators: Building Collaborative Capabilities in Higher Education Settings"*. This special issue, drawing from research conducted worldwide, delved into critical themes at Aalto Design Factory. These themes encompassed everything from goal setting and capability development to recognizing opportunities for collaboration. The guest editor team for this special issue comprised faculty members from Finland, Australia, Brazil, and the Netherlands, marking a significant milestone in our network's ongoing journey to conduct innovative research experiments.

RESEARCH PROJECTS

ATTRACT CORE

This collaborative project with TU Delft investigates the effective collaboration between scientists, industry professionals, and students to develop real-world applications for groundbreaking technology. Specifically, we focus on the study of international innovation consortia.

CREATNET

In 2022, Design Factory collaborated with the BIZ, SCI, and ARTS faculties to delve into the realm of radical creativity. Throughout the 2022-2023 academic year, we disseminated findings from interviews conducted with 54 Aalto faculty members. These interviews aimed to uncover how radical creativity is conceptualized, put into action, and nurtured. These insights served as the foundation for further development in workshops involving various schools and groups at Aalto, where we contemplated the strategic implications of radical creativity for our institution.



Our research team is extensively studying interview data from various Finnish organizations to understand how they promote design and innovative ideas, foster creativity, and push the adoption of novel solutions. This research enhances our understanding of innovation dynamics within organizations.

5 EU PROJECTS

The EU projects enable ADF to bridge the gap between industry, research, and innovation. They also help us connect with other universities and organizations, allowing us to share best practices and collaboratively shape the future we aspire to create.

ATTRACT

This academic year saw over **400** students from **17** universities coming with over **75** different study backgrounds come together to execute **72** ATTRACT Academy projects. The students explored how to solve the biggest societal challenges that face us today using the technologies being developed under the ATTRACT umbrella. Aalto, together with its 8 consortium partners, received **35** M c as cascading funding from the European Commission to establish a systematic framework to transform breakthrough technologies, developed from fundamental research purposes, into innovations for industrial applications to benefit society. ADF coordinates all of the student activities in the ATTRACT project, and its share of the funding is **625,441** C. The third-party funding to research and development projects, student programs, and socioeconomic studies for realising the ATTRACT goals were given **28** M c. Projects across Aalto secured third-party funding in all 3 modalities, totalling **1,184,750** C.

INCREDIT

The newly landed INCREDIT project (INterdisciplinary CReative EDucation In deep Tech), led by Design Factory and the IDBM programme, unites Hanken, Vaasa University of Applied Sciences, Umeå University, and Universidad Internacional de La Rioja to blend innovative education with Deep Tech. It spans from May 2023 to July 2024 in two phases, funded by the EIT HEI Initiative's Deep Tech Talent Initiative with a *EU fund-ing of 750k€*, with *Aalto's share being 187,500€*.

OTHER ONGOING PROJECTS

C-ACCELERATE (innovation and entrepreneurship in higher-education institutions): 6 partners, runs between July 2022 - June 2024, EU funding of 1,2 M€ with Aalto's share being 330k€.

Attract CORE (Capability development for Open and Responsible innovation Ecosystems) and SPOT (Societal Perspectives to innovation Opportunities in Technology): 9 partners, 2nd phase of ATTRACT, EU funding of 205k€ with Aalto's share being 135k€.

Attract BASE (use of smart technologies and smart environments from prior iterations): 2 partners, runs between September 2022 - June 2024, EU funding of 240k€



The DF community has been continuing to expand this year with new Design Factories spread all over the world thanks to the efforts of Design Factory Global Network!

10 countries visited —

— new Design Factories **3**

40 Design Factories around the world _____



INTERNATIONAL DESIGN FACTORY WEEK '22

One of the meaningful milestones was International Design Factory Week '22, an annual gathering for all DFGN members to collaborate and build trust and community by getting to know each other.

27 Design Factories from **5** continents —

co-created collaboration projects **15**

13 demos presented _____

------ hours of program 40+

DFGN.R '22 RESEARCH CONFERENCE

The highlight of the year was the two-day DFGN.R '22 Research Conference in October 2022 organized by DFGN at Stenden University in Leeuwarden. The conference allowed educators, designers, and researchers to share insights and inspire others on co-creation, innovation, and education.

22 accepted extended abstracts —

full-paper submissions 12

68 authors from 11 countries —

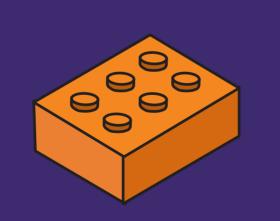


WORLD DESIGN FACTORY DAY

DFGN celebrated and shared the global design factory culture with everyone, including DF staff, DF students, and local and global stakeholders all around the world! WDFD is hosted online with contributions from various members of DFGN. This year, aside from online workshops and gatherings, the whole day was streamed online.



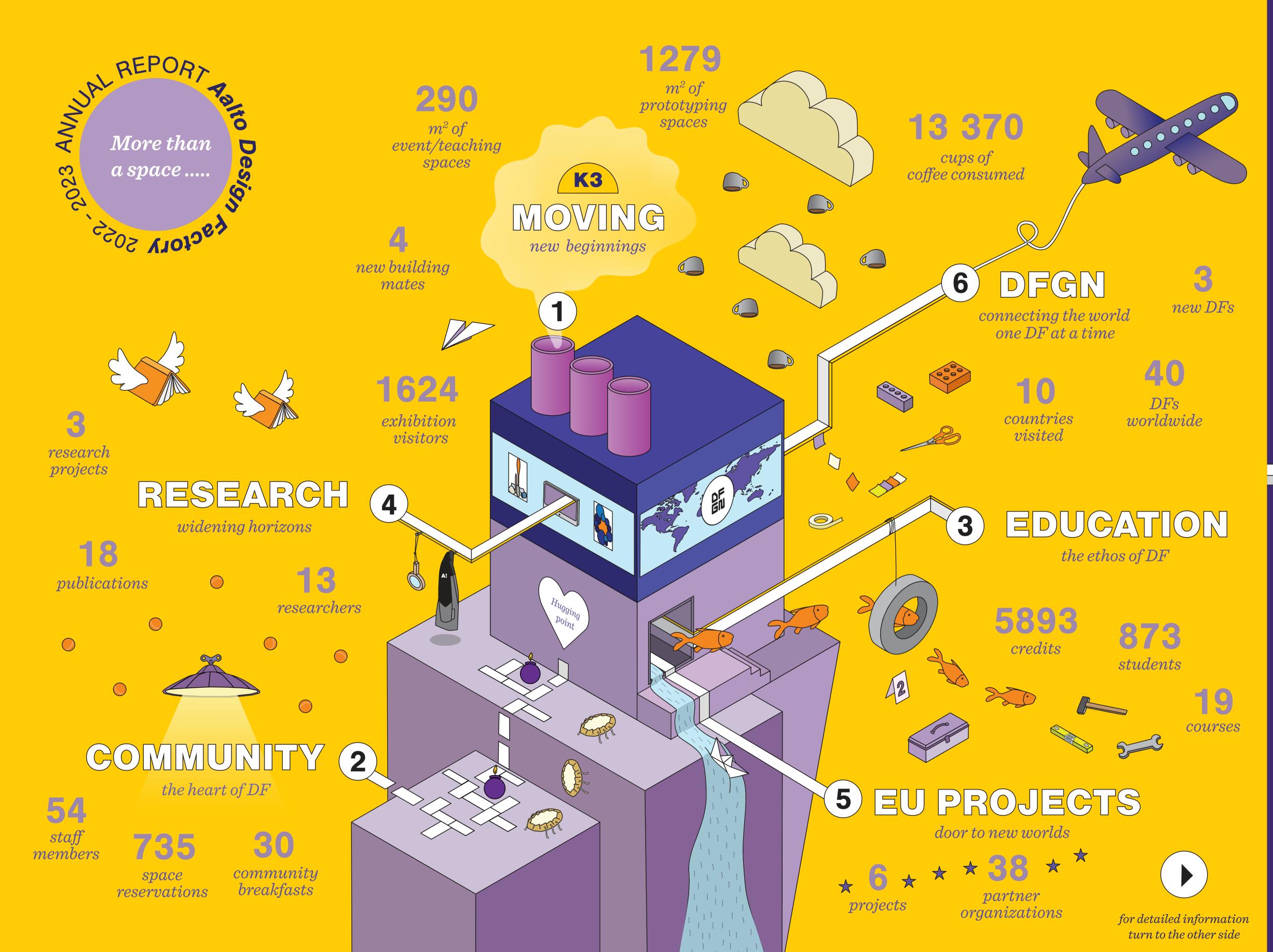












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1) MOVING

One of the biggest changes for us this year was moving to a new part of the K3 building and saying goodbye to the previous DF building. With this move, we hope to become even more integrated with other innovation and entrepreneurial-focused entities in Aalto such as AVP, Startup Sauna, and ENG/ELEC research groups. We started building the culture of the K3 by continuing the lobby shift tradition together and sharing kitchen spaces where all of us meet and get to know each other. We started the K3 journey together with opening ceremony and house warming and K3 community continues to meet every other week for the house council meeting.

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5 K3 entities —

— m^2 of DF event/teaching spaces **290**

1297.5 *m²* of *DF* prototyping spaces —

space reservations 735
esumed ———
new staff

COMMUNITY (2)

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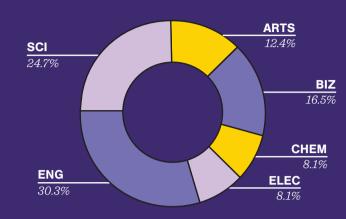
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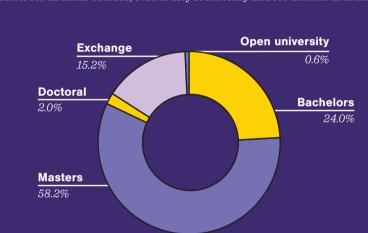
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COURSES

beyond the classroom.

873 students ———

—— credits aquired **5893**

19 hosted courses ——

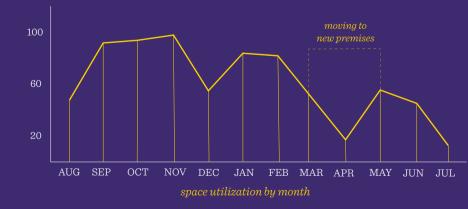
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SOCIAL MEDIA OUTREACH

To share the awesomeness happening at ADF we are utilizing various social media channels, to not only attract new students but also to connect with others.



6018 followers

-2.7% growth

1 7200 followers 1.1% growth



820 followers **30.6%** *arowth*





tual design.

18 publicati

— manus

3 research p

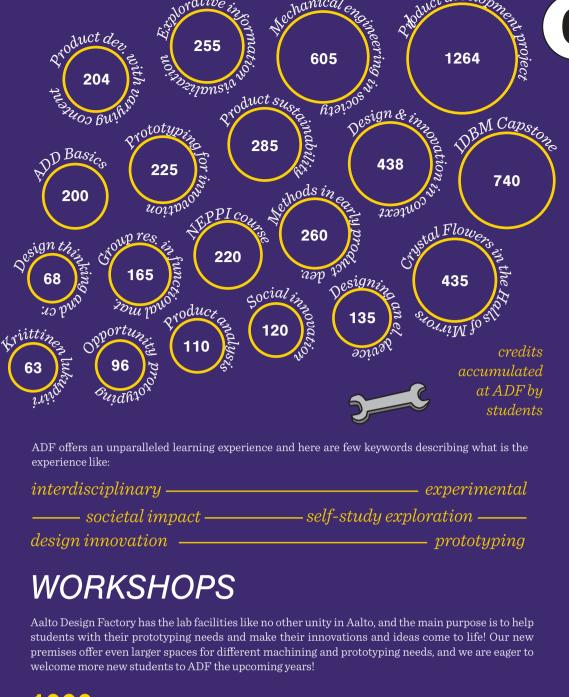
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0 unique programmes in CI	NC machining water jet how	urs 83
) () welding machine hours –		
25 ka of 3D printing —	mills and lahte hours	1428

– m2 of printed paper 587**1654** *ml of plotter ink used* ———

——— new machines 🧻 🚺

C	DFG	\Box
\mathbf{U}	DFG	

	visited
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ipts in peer-review process 10
ojects ————————————————————————————————————
new piloted courses ?

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