

Invitation to attend and participate in the seminar of the EU Project: 'T-CREPE: Textile Engineering for Co-creation Paradigms in Education'

## Focus on students – feelings of ownership in co-creation

9-13 November 2020, online seminar  
LUT University

The core of T-CREPE project is the **development of an innovative web-based platform to support co-creation-based learning** with a focus on **entrepreneurship**.  
The 3-year project will run on 2019 – 2022.

In this virtual seminar, special attention is paid to the sense of ownership; the feeling when a person does something special and relevant to him or herself. This feeling is involved in many areas of life, but now we focus on education, co-creation and entrepreneurial aspirations.

We cordially invite you to attend our virtual seminar in November. Welcome to the theme sessions, get to know the T-Crepe project partners and to also discover the opportunities for collaboration!

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### REGISTRATION

Registration is free, [you can register for any session of your preference via this link](#). Please enrol by November 5<sup>th</sup>.

The sessions will take place in Zoom, and the links will be sent to registered participants on 6<sup>th</sup> of November.

In case of any questions, do not hesitate to contact: [tvh@lut.fi](mailto:tvh@lut.fi)

### SCHEDULE

In this annual seminar we want to focus especially on entrepreneurship and students as active actors. Check out the open sessions on the following pages!

Please note that session times have been announced in EET (time in Finland and Greece).



## Tuesday 10 Nov morning session: Virtual JHC tour, Research reviews



### 10:00 – 11:00: TOUR AT J. HYNEMAN CENTER

- An easy access proto lab at LUT
- Brings together students, LUT research and companies with a common goal to solve problems with creating.
- Platform for co-creation projects; cases JHC Ukkonen and Telepresence robot

<https://ihynemancenter.com/>

### 11:15 – 12:30: RESEARCH REVIEWS – ANSSI'S MAGIC

- Associate professor *Anssi Tarkiainen*
- Customer journey and customer experience research tools
- Brief summary of PO survey (spring 2020)



## Tuesday 10 Nov afternoon session: Entrepreneurship and Psychological Ownership



### 13:30 – 14:45: ENTREPRENEURSHIP EDUCATION AND ECOSYSTEMS

- Prof. *Timo Pihkala*: Entrepreneurship education
- Doctoral student *Katja Lahikainen*: Entrepreneurial ecosystems



### 15:00 – 16:00: PSYCHOLOGICAL OWNERSHIP

- Associate professor *Markku Ikävalko*
- Business ownership canvas
- The importance of psychological ownership in education – learning new things for a cause

## Thursday 12 Nov morning session: Games in education

### 10:00 – 11:00: GAMES IN EDUCATION



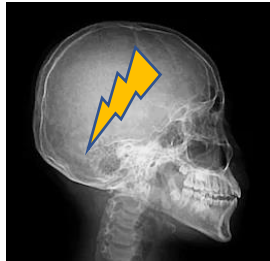
#### Design Game

- *prof. Chronis Kynigos, PhD student Marianthi Grizioti & PhD student Christina Gkreka*
- ChoiCo games
- The games created in T-Crepe project



#### Play Game

### 11:15 – 12:30: BRAINSTORMING



- Looking for novel education game ideas and applications
- Led by creativity professor Leonid Chechurin
- [Artificial inventiveness course](#)



## Thursday 12 Nov afternoon session: Students and Entrepreneurship

### 13:30 – 16:00: STUDENTS AND ENTREPRENEURSHIP



- *Steve Stevens, Manager DO! UGent:*  
Supporting student entrepreneurs inside and outside the curriculum
- *Entrepreneurial society LUTES:*  
Students running an incubator program
- *Doctoral student Antti Immonen:*  
A student-run science-based startup
- *Serial entrepreneur Antti Pellinen:*  
A prototype for a startup built by students