



**SUPERTEAM**

Superteam tournament

Superteam –tournament is developed in TeenMINNO project, funded by European Social Fund (ESF).

TeenMINNO project....

- Develops students innovation competences
- Makes the paths from vocational school to higher school or from school to work smoother
- Increases co-operating between different education disciplines and degrees (vocational and higher schools) and co-operating between business and schools
- See more: [www.metropolia.fi/teiniminno](http://www.metropolia.fi/teiniminno)



Leverage from  
the EU  
2014–2020



# Superteam tournament

**Superteam is a new multiprofessional and multigraduated innovation project: model brings secondary vocational and higher education students together to solve innovation challenges.**

**Superteam is a tournament based on best develop of innovation competences of students and best solution for the innovation challenge.**

**The Superteam model is based on MINNO® - the pedagogic innovation process model, developed by Metropolia University of Applied Sciences**

# Superteam-tournament in a nutshell

1. The project starts with a business partner's genuine challenge – a need, a question or a problem that the business has.
2. The students work on solutions to the challenges in groups that consist of students from many different disciplines (multi-professional) and two different schools (multi-graduated). The starting point is to gain an understanding of the business' needs and then answering those needs.
3. Innovation lecturers coach the groups during the process.
3. The goal is to create a genuine, ready-to-use innovation. Co-creation is the key in this process. The business is not a passive client, but participates by sparring, developing and evolving.
4. The outcome of the process is not only to develop a new product or service or to improve on the existing ones, but also to develop innovation competencies.

*The process creates added value for all participants; education, learning and the business.*

# 1st Superteam pilot spring 2017 (1.2.-17.3.)

- Superteam model was co-created by Metropolia University of applied sciences, Omnia vocational school and Future Tournaments ltd during year 2016
- Model based on Metropolia's MINNO® -model and Futuretournaments' Innovation tournament –model
- About 60 students from Metropolia and Omnia was involved (disciplines e.g. business economics, cultural management, landscaping, textile design) in pilot 1.2.-17.3.2017
- 13 student teams, 9 teacher -coaches
- Challenges from 6 enterprises: Novita, Polar, Finnish National Theatre, Fivr, Airo Island, Arctic 15
- Grande Finale 16.3.2017 in Espoo Shopping Centre (library) Iso Omena



# Students in multidisciplinary teams developed e.g.

- Electronic discount card that gives you sport challenges
- The more you do sports - the more you get screen time. App for kids.
  - Collective knitting game
  - Sock knitting app - design your socks
  - Augmented reality experience in business events



- System for projecting holographic image to boost presentations
  - Virtual reality sauna
  - Theater box travelling around the country to engage youth
- Mascot robot and popup club in shopping centre for the National theatre
  - Ghost tour in theatre



Aikamatka  
Kansallisteatteriin



PÄIVÄ  
NÄYTTÉLIJÄNÄ



KANSIS  
OST  
TERS



PERINIKKÖKIRJA  
FILMIGIEK  
POLA NISIC



# MAINOSROBOTTI KAMPIN KAUPPAKESKUKSESSA

Lavaklubi Pop up Kampin kauppakeskuksessa

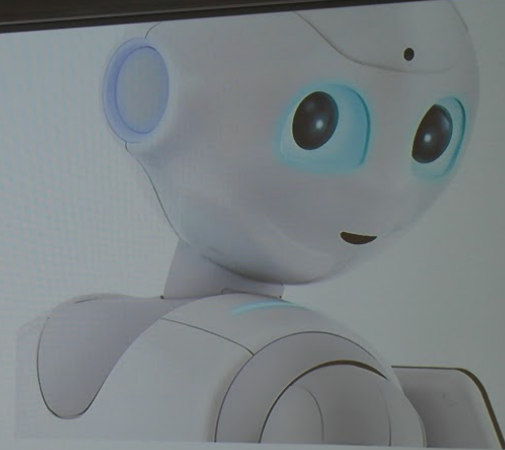


∅ halkaisija 10 m

△ screenit 3 kpl

● kahvitarjoilu  
pystypöydillä

■ nojatuolit ja  
sohvat



PEPPER -ROBOTTI

AJA

PERINNEKOKKI  
FOLKLANDER  
FOLK MUSIC

# POLAR SALESIN VISUAALINEN ILME



PAJA



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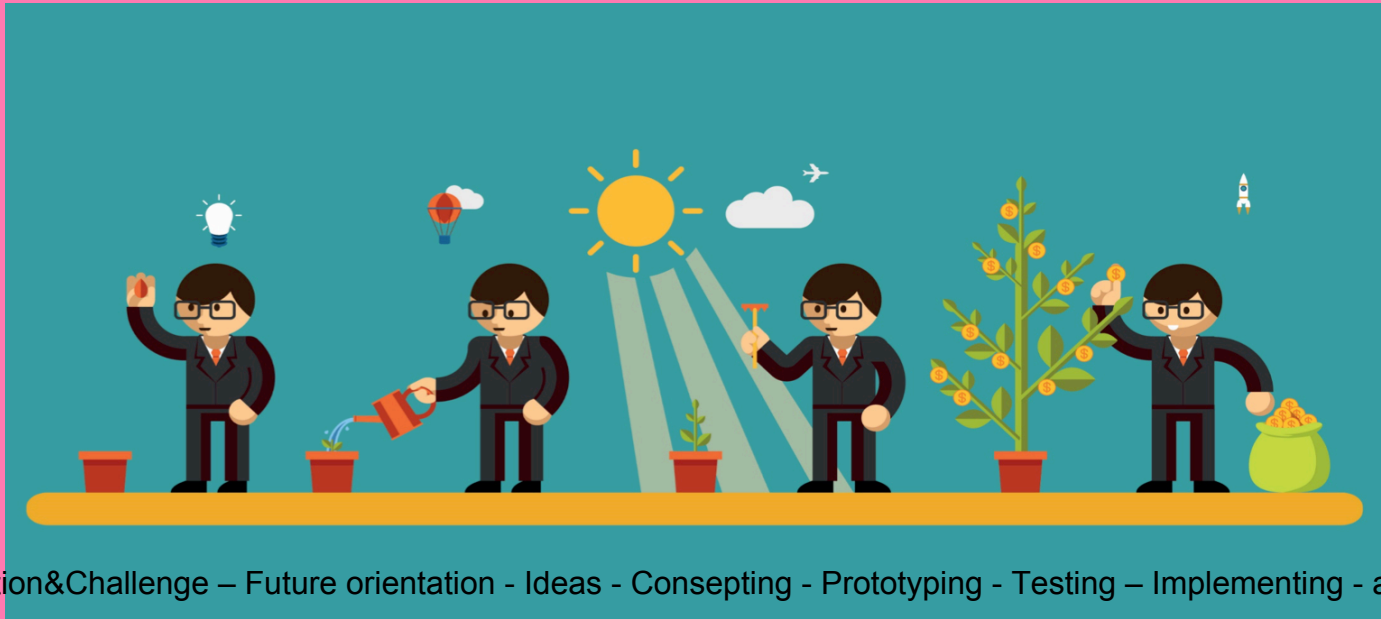
Dual Active won later the Ultrahack hackaton!

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Co-creating of the model  
is to be continued in  
2nd Superteam pilot  
in autumn 2017 (28.8.-13.10.)



# Innovation process in Superteam (6 intensive weeks)



Orientation&Challenge – Future orientation - Ideas - Consepting - Prototyping - Testing – Implementing - assessment

# WHY this MODEL?

The process creates added value for all participants; education, learning and the business.



Based on research, tournament model products more elaborate solutions and more motivated participants\*



\* ACTIVE INNOVATION — CASE STUDY IN SMART EXERCISE ENVIRONMENTS: COMPARING TRADITIONAL AND EXPERIMENTAL INNOVATION METHODS. International Journal of Innovation Management Vol. 14, No. 3 (June 2010) pp. 449–470

Feedback is formalized with steps of process



Tournament model creates the positive pressure to develop the best solution



# AIMS of the PROCESS

- To develop students' innovation competences
- To learn innovation process
- To develop a new innovative solution
- To smooth the transition from vocational school to higher education or from school to work
- To understand the possibilities of new technologies, also in other areas than technology

# Benefits for business partners

- Innovation solutions to challenges
- Cost-effective way to develop innovations and implement project
- Know-how from youth and possibility to get to know potential workers (networking also with other enterprises)
- Possibility to carry social responsibility



## In a multi-disciplinary innovation project

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### The business gets:

- An innovative solution to their challenge and numerous ideas for possible solution models
- The knowledge, skills, experiences, information and trends of a young target group
- A low-cost (or free) project implementation
- The innovation lecturers' high-level project guidance
- A new type of network
- New contacts to universities, lecturers and students
- To meet new potential employees
- User rights to the end-result

### The business commits to:

- Give an open challenge
- Comment on ideas
- Sparring with the team
- Arranging an introduction visit as needed
- Sharing the information needed for the project
- Eventual costs, if agreed on
- Payment for the project, if agreed on beforehand

### The business does NOT commit to:

- To pay the university without an agreement
- Paying the students a salary without an agreement
- Anything without at least an oral agreement