

Checklist for project partner

Important issues for the project partner about working in the Demola project team.

Your role in the team

- You give a goal to the team.
- Be a collaborator, not a customer. Your management may be in a simulated customer role.
- Work with the team regularly (usually weekly).
- Trust the team and it will pay back.
- Support the team's creativity, don't push your ideas. Don't pollute fresh minds of the students by giving them ideas you have already thought.
- Give constructive feedback as much as possible.
- Let the team handle creativity, but spar them and let them test their ideas with you.
- You have experience from project work so help the team do any arrangements properly.
- Still, the idea is: Minimum control, maximum support.
- At the end of project, give a statement about how the project went (and answer to a longer survey, to help Demola improve things).
- The more you work with the team, the better results you get.
- Let the project be a great experience to you too!

About meetings

- Try to have weekly meetings with the team where you DO things and CREATE things together.
- Remember that some meetings and reviews are more important than others. Help the team arrange reviews so that essential people can participate in them.
- Help the team to open up, share their work and documents with others (teachers included).

Roles in the project

Innovators (= the students)

- Key professionals and innovators with capability to think out of the box.
- Everyone is different. Everyone is chosen to the team because she/he has something important to bring to the team -- which is not always obvious until later!
- The project manager. One of your team members. That is a role with responsibility. Help your team to do its best and handle all its problems -- which there will be. Discuss the role with facilitator and teacher if you feel like you need support.

Project partner & customer (we need more than 1 person)

- Partner is a team member with limited time frame (not customer).
- Customer is a person who evaluates the results and their applicability.

Facilitator

- Takes care of the value-creation process and enables collaboration.
- Are never project managers.
- Main role is NOT to evaluate the value of the output.

Teachers

- The teacher is there to help and to evaluate project for the course.
- He/she is there to support learning!
- Gets kicks from your success! Link to research, university experts.

The Demola community

- Anyone who is present! All are there to collaborate. Be open, help others – and get helped.

About the goal

- If you see the result clearly from day one, something is wrong.
- Give an expected level for the project. (concept, demo, proto) . Don't let them go easy – give positive challenges, and they will deliver!
- Think big! Help the team think big! Go for the big goal, the vision – the small things and the demo are just tools.
- Do not expect production-ready results. The team and you should concentrate on ideas, concepts. Professional productization is best to be left to the next step (internal R&D for example).
- You are in the team to give information and ideas, not to provide the solution.
- Be ready for surprises, expect and respect them!

Being a "customer"

- Usually the "customer" is another person from your organization – or you in a different role, with a "different hat".
- In this role you represent your organization, not the team.
- Network the team with the experts from your organization.
- Evaluate the results and their applicability.
- Decide on licensing etc.
- Plan on project's scope etc.