

Devised contents in the elaboration stage of the "Creation design engineering" project currently taught at Yamaguchi University

 \sim TRIZ \times Competency = For developing creativity of students \sim

The 8th TRIZ symposium in Japan @ Waseda University 120908

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Purpose:

"Engineering & Manufacturing Technology" which utilized the design technique raises a student's interest and sense of purpose. It acts as a professor of the various methodology for creativity exertion (QFD, TRIZ, etc.) systematically. and the base of creativity is raised by making the creativity experience.

Outline of project

- 1. Basic of design process and the thinking method
 - •Marketing, brainstorming, KJ method
- 2. Basic of industrial concept
- 3. Thinking and a business solution method
 •QFD, TRIZ, etc
- 4. Sensitivity design
 - Basic of design, CAD/CAM
- 5. Presentation
- 6. Exhibition

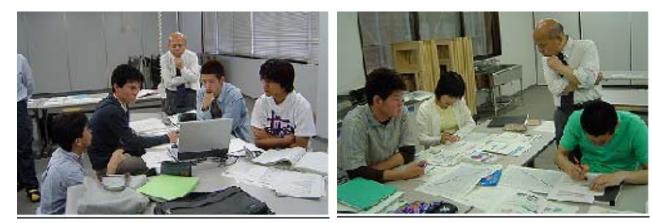
Object:

The fourth grader from whom a special field of study differs.



2. The situation of a lesson

We cared about that students made it know especially that a free and generous discussion and a high target are challenged and that a subject is attained.



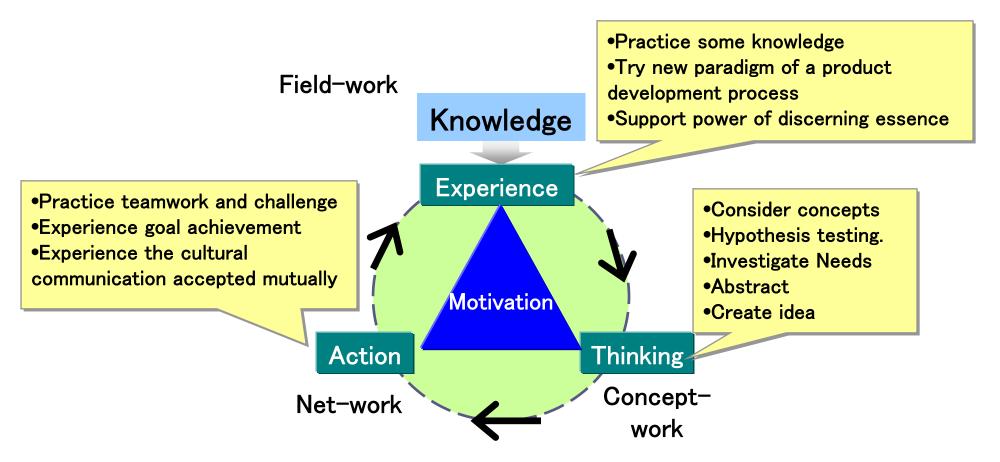
The situation of a lesson





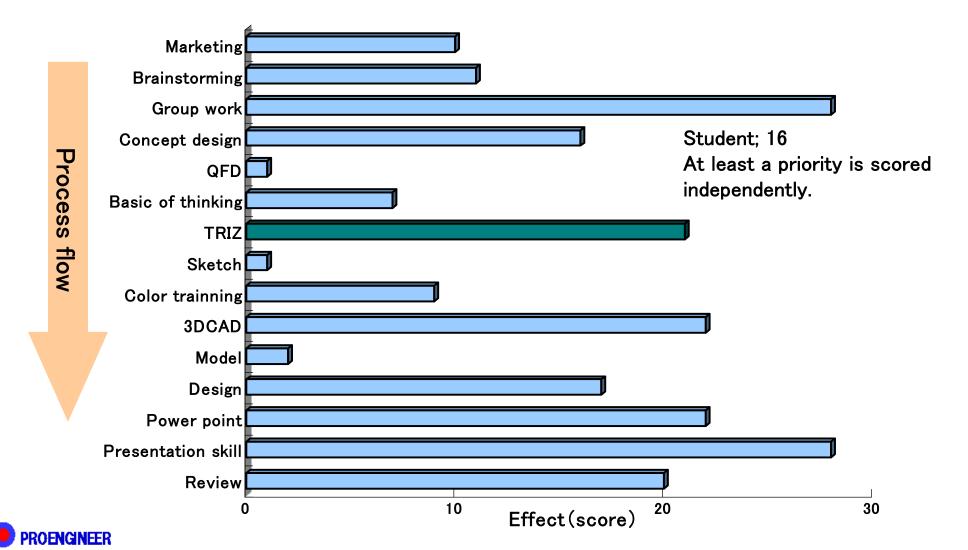
Students did not fear failure but challenged thinking / action process thoroughly.

 \times thinking / action process = competency





◆Many students have recognized the high possibilities of TRIZ in much skill.



1 Curiosity, Challenge

 \Rightarrow Vroom's expectancy theory

(2) The meaning and a feeling of organizational contribution which perform a theme

- ⇒ Atkinson's expectancy-value model, Frankl's will-to-meaning Vroom's expectancy theory
- 3 Communication of a team etc.

⇒ The need for relatedness by Edward Deci, Social need/love and belonging by Maslow

(4) It is praised by a lecturer, a member, customer, etc.

⇒ Maslow's esteem, Frankl's will-to-meaning

