

2020

IPLP cum

01 IPLP

4 days Intercultural Peer Learning Program for 20 students from HKUST and 20 students from SKKU IE² Hub Center

02 Design Thinking Workshops

- Design Thinking Workshop – Creativity and Quick Prototyping
- 3D Scanning and Virtual Avatar Creation
- VR Space, Texturing and Rendering (Blender)

03 Learning for Future Competition

Design competition Topic: Learning Space from Home in the future

0900		IPLP2021 Opening	Maker workshop – 3D Scanning Yourself	Quick Prototyping	Conference Opening Keynote Speech
1000		Team Building	Maker workshop – Create My 3D Avatar		Drone Campus Tour
1100		City Tour - HK; Drone Campus Tour	City tour – KR;	Technical Consultation	Guest speaker 1, 2
1200		Team Lunch; Explore Chinese Cuisine	Team Lunch; Explore Korean Cuisine		Guest speaker 3, 4
1300					The Round Table
1400		Competition Briefing	Maker workshop – Texturing and Rendering		Design Projects Presentation
1500		Design thinking	Maker workshop – Your VR Space		
1600		Idea generation	Problems Re-defined		
1700+	Synchronized Dinner [HKUST & SKKU Campus]	Room Escape – Online Version	Intercultural Night		Prize Presentation & Closing



3rd Jan

Welcoming &
Ice-breaking



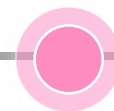
4th Jan

IPLP-HK
Design Thinking



5th Jan

IPLP-KR
The 3D World



6th Jan

Design Project
Consultation



7th Jan

IPLP-HK
Design Thinking

Synchronized Dinner

Food delivered to campus
High Table Setting
Zoom
Welcoming & Self Introduction
Kahoot! Games
Beer Competition
Gift Exchange
City Tour Voting



Synchronized **Drone** Campus Tour

Live Streaming
Interactive Tour
Zoom



Explore **Chinese** **Cuisine**

Live Streaming using OSMO Mobile

Group Chat – Discord

HK students have lunch in a restaurant and describe the Chinese cuisine culture to Korean students

Explore **Korean** **Cuisine**

Live Streaming using OSMO Mobile

Group Chat – Discord

Korean students have lunch in a restaurant and describe the Korean cuisine culture to HK students



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Learning from Home is the future trend, yet an extremely difficult task. Students are required to design a future learning solution at home for Engineering Students in a small and noisy bedroom.

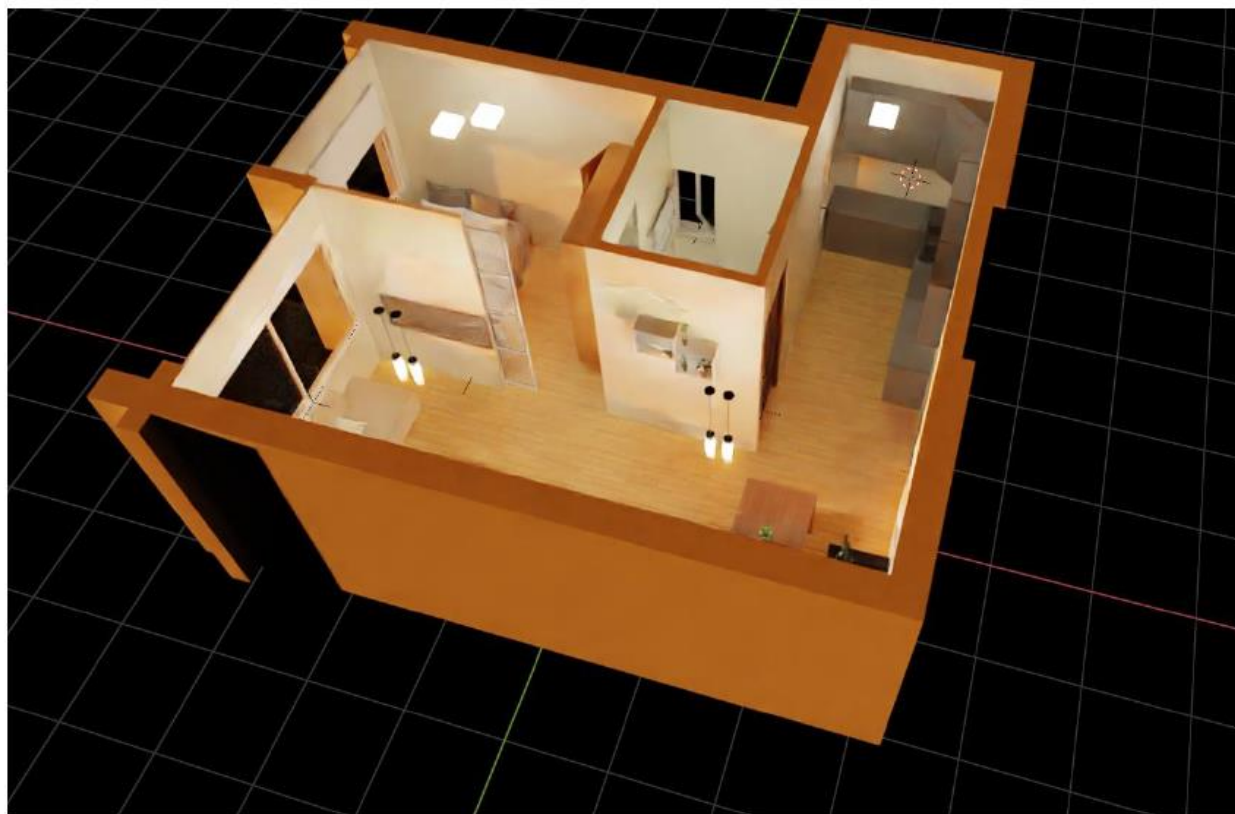
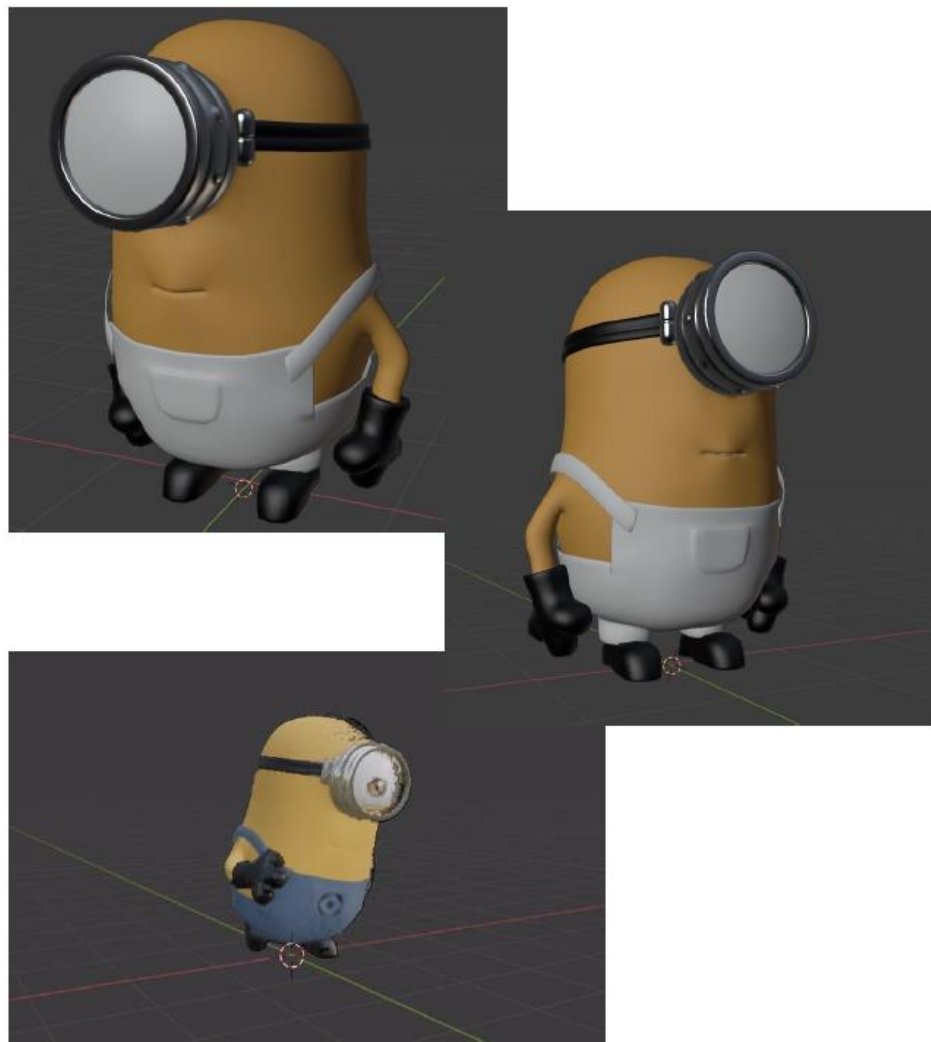
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The Design Project

Design and create a 3D learning corner model
Design a “Product” that can enhance learning at home



Future Learning Space



Thank You