



I followed multiple courses which innovation Space supports. I enjoyed them all. It is really fun to work on real-life challenges and be a member of a multi-disciplinary team. Even though you are still a student, you can create a real impact with your project. The courses don't only focus on the development of knowledge. They also help you to develop collaboration skills such as planning, management and good communication with your team members. I also learned a lot from our challenge owner and other team members.

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innovation Space from dream to demo to impact

Photography: Bart van Overbeeke

What do a solar camper, an artificial heart, and a firefighting drone have in common? They are created by engineers of the future.

These engineers of the future work on urgent societal challenges. Realworld, open-ended challenges from industry, government and society.

These societal challenges are complex and can't be solved by selecting a clever technological solution from a single field. For example, how do we ensure clean, affordable energy? Sufficient housing? Food for all? And how can we age healthily, as life expectancy increases?

These challenges require creative solutions based on collaboration and communication. So, these engineers of the future need to be able to pitch their ideas, deal with uncertainty, and work in interdisciplinary teams with an entrepreneurial mindset.

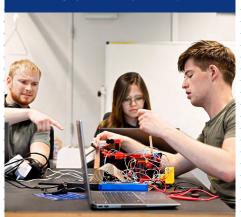
At TU/e innovation Space, we enable students to become the engineers of the future, through Challenge-Based Learning. You learn by solving real-world challenges in an interdisciplinary team.

EDUCATION

In addition to more theoretical education, TU/e also offers Challenge-Based Learning (CBL).

At TU/e innovation Space, CBL has the following characteristics:

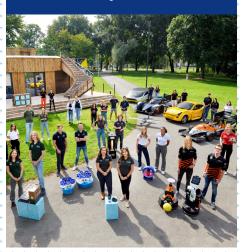
- 'Hands-on learning by doing' (by making prototypes, you immediately test your idea into practice, gaining additional insights)
- Entrepreneurial attitude (dealing with uncertainty, overcoming obstacles, feeling responsible)
- Interdisciplinary (work with students from different departments)
- Design thinking (creative thinking/ problem solving)
- Real-world challenges (working on existing open-ended problems)



STUDENT TEAMS

At TU/e innovation Space, you can work on projects within and outside your program. In addition to following courses, you can develop yourself further by becoming a student team member. A student team has many similarities with CBL education. Students with different backgrounds are working together on a challenge. Because the group consists of students from various fields of study, they look at a problem from different perspectives and come together to a smart solution.

More than 50 student teams are working on: sustainability, health, smart mobility, and Artificial intelligence.



FACILITIES

At TU/e innovation Space, you can make with your hands what your head comes up with. We have several workshops with modern equipment where you can shape your ideas under supervision or after instruction. We have several labs with 3D printers, robot arms, laser cutters, sawing and painting capabilities, lathes and virtual-reality equipment to further develop your prototypes.



COMMUNITY

Our student teams present themselves not only at local events, such as Dutch Design Week and Glow. They participate in international competitions and travel word-wide to inspire others with their innovative ideas. In addition, at innovation Space we organize events such as TU/e Contest, where teams of students pitch their innovations for education and business. Next to the opportunities of working on prototypes, networking and personal/professional development, you can participate on competitions and win a sum of money. With this money, teams can take the next step as a start-up company.

For members of student teams, we organize workshops with experts from inside and outside TU/e where they can further develop their competencies. Examples include prototyping, marketing and communication, ethics, law and presentation skills.







In the same way that when you enter a library you go into a mental state of studying because everyone around you is studying; when you enter innovation Space you enter a mental state of creating, innovating, and growing, because that's what you see around you.

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