

Guide

FOR TRAINERS

Objective

The main objective is the development of new and **innovative methods** to further strengthening creativity and entrepreneurship in VET programs in the furniture sector.

Educational Aims

The course aims to create a **Catalyst Agent**, a subject acting as a builder of strategic connections between different actors: **students** and **trainers**.

How to use

Please check out the 4 icons below where you can find relevant info for **teachers** about how to use our curriculum, training content and work based learning tool in their teaching process/classes.



Curriculum
[link](#)



MOOC
[link](#)



WBLT
[link](#)



Best practices

Advantages

Knowledge about **creative thinking** and **design**, work in **multidisciplinary teams**, new **creative methods**, ability to undertake a project, promotion of creativity and innovation in all activities.

Best Practices

Please, send your best practices to info@facetproject.eu



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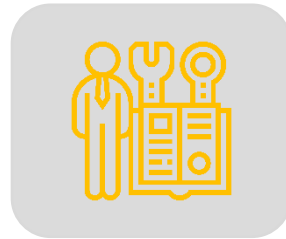
Curriculum

A 5 module [course](#) aiming research for creative elements and an overview of the processes which employ them: thinking, designing, manufacturing, management.



MOOC

[Platform](#) functionalities developing the creative capacities of one's person by developing special creative skills and acquiring group techniques can enhance creative thinking.



Work based learning tool

A [work based learning tool](#) for identifying, educating and developing the creative potential of each teacher or student.



Best practices

Setting examples for targets: students, colleagues, researchers, trainers, other teachers.

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Curriculum

5 MODULES of [course](#) aiming research for creative elements and an overview of the processes which employ them: thinking, designing, manufacturing, management.

MODULE 1 - Creativity & Creative Thinking

- Creative Processes
- Creativity Tools
- Creative Styles
- Creative Techniques in Furniture Design

MODULE 2 - Creativity & Innovation

- Creativity and competitiveness
- Design methods and tools for creativity
- Creativity and design for innovation
- Creativity and innovation management
- Communication design and branding innovation

MODULE 3 - Motivational Creativity

- Introduction to motivational creativity
- The motivation for creativity
- Creativity development – Motivate yourself!
- Creative motivation – Intrinsic and extrinsic
- Goal setting and creative goals

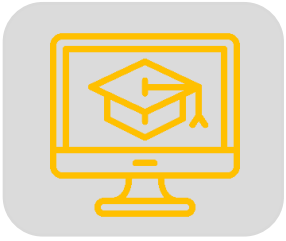
MODULE 4 - Sustainable Creativity

- Sustainable Thinking, Circular Economy and Carbon Footprint and LCA
- Sustainable design & construction
- Eco furniture & product design
- Design of Healthy and Productive Interiors to work and live
- Efficient Management of Energy, Water & Materials

MODULE 5 - Creativity & Entrepreneurship

- Concepts of entrepreneur and entrepreneurship in industrial context
- Entrepreneurship and creativity for competitiveness
- Strategic Management, Leadership and Branding
- Strategic Innovation and Business Models
- Creativity and entrepreneurship in industrial companies: the case of the furniture industry

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MOOC

Platform functionalities developing the creative capacities of one's person by developing special creative skills and acquiring group techniques can enhance creative thinking of *teachers and students*.

NAVIGATION

The *Homepage* contains the curriculum which is available in 7 languages:

- English, Greek, Italian, Romanian, Spanish, Portuguese, Czech.

The *Dashboard* contains several items such as:

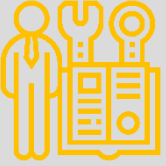
- **Site pages**
 - Site blogs
 - Site badges
 - Tags
 - Calendar
 - Upcoming events
- **My course**
 - Timeline
 - Private files
 - Online users
 - Badges (the ones that the user obtained after covering different phases of the course)
 - Grades (for evaluating you knowledge)
 - Course structure
 - Creativity & Creative Thinking
 - Creativity & Innovation
 - Motivational Creativity
 - Sustainable Creativity
 - Creativity & Entrepreneurship
 - Work-based Tool

ADMINISTRATION

Here users can manage their grades and have an overview report regarding their online performance and activity.

- Grade administration
 - Overview report
 - User report
- Course administration

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Work based learning tool

Find the right design process to create a project in an innovative, sustainable and creative way! The [work based learning tool](#) aims to offer *teachers & students* a clear guide regarding innovative products, brand identity and sustainable projects. You will quickly find answers to relevant topics: Product, Communication & Project scenarios.

HOW DO I DESIGN A PRODUCT?

Phase 1 - Company Briefing (holistic approach, selection of the most appropriate concepts, developing the creative potential of the selected concepts, define a clear objective, budget and timing)

Phase 2 – Team creation (selection of different types of specialists, creation of group hierarchy, division of specific roles and tasks)

Phase 3 – Research, analysis and gathering inspiration (holistic approach: analysis of cultural, historical, economic and social context; developing of the design concept; design thinking, creative designing)

Phase 4 – Generating ideas (brainstorming, concept creation: workshop, co-design session, B2B meetings)

Phase 5 – Designing (streamline new design, procure sustainability)

Phase 6 – Prototyping (creative manufacturing, transforming a virtual concept into a physical one, optimize/reduce material use)

Phase 7 – Test (verification, optimization)

Phase 8 – Executive creation (optimize production)

HOW DO I DESIGN A BRAND IDENTITY?

Total of 7 phases that guide you through: team creation, research, generating ideas, prototyping, test, executive creation.

HOW DO I MANAGE A PROJECT?

Total of 8 phases that guide you through: plan, research, define objectives & results, define recipients, define strategy, define impact & sustainability, test, presentation of the final project.

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