



Course	Systematic Creativity - TRIZ Basics, 3 ECTS credits
Year and period	M. Sc. 1-2, 17 – 21.7.2017
Teacher(s)	Prof. Leonid Chechurin, LUT
Person(s) in Charge	Prof. Leonid Chechurin, LUT
Additional Information	The course topics are related to sustainable development.
Aims	<p>After having completed the course, student should be able to:</p> <ul style="list-style-type: none">- recognise the role, place and institutions of invention in innovation process/business- recognise the trends of technology/technical system evolution- model a problem situation as a contradiction and apply standard methods of their resolving. Model a problem situation as Su-Field triple and apply standard SuField transformations- formulate the model of inventive (to be) solution- organise effective search/adaptation of the inventive solution
Content	<p>Introduction: creativity, invention, innovation. Creativity obstacles and supporters. Place of creativity in modern economy. Invention and Innovation. Basic institutions of invention: know-how, patent, public good (paper). Thinking inertia and other invention killers. Tools for creativity support and place of TRIZ among them. Genrich Altshuller and the history of TRIZ.</p> <p>Part 1. Trends of Engineering System Evolution (TESE) Altshuller's finding: evolution patters engineering systems. S-curve evolution trend, Trend of ideality increase, Dynamisation, Functionality Increase, Transition to Macrollevel etc. Applications to technology intelligence and system design.</p> <p>Part 2. Ideal Final Result concept Axiom of Ideality in TRIZ. Formulation, examples. Operation time, operation zone. 3 ways to reach IFR. Ideality and system reduction (trimming).</p> <p>Part 3. Contradiction analysis and elimination.</p>

	<p>Invention as contradiction elimination. Engineering contradictions and elimination standards. Altshuller Matrix. Physical contradictions and elimination standards. Separation principles. Case studies and examples, Hands on.</p> <p>Part 4. SuFiled modeling and transformation Modeling of interactions in engineering system by subject-object-action triple. Substabce-Field. Standards for SuField model transformations. Case Studies, examples, Hands on.</p> <p>Part 5. Algorithm Algorithm of inventive problem analysis (simplified ARIZ). Case studies. Project presentation.</p> <p>Conclusion</p> <p>The course is proposed to be suitable also for doctoral studies.</p>
<p>Modes of Study</p>	<ul style="list-style-type: none"> - Lectures and exercises 24 hours - Team work and a limited project work 20 hours - Presentations of the results of the team work/ project work 8 hours - Independent work, reading 26 hours <p>Total workload 78 hours.</p>
<p>Evaluation</p>	<p>Final grade 0-5:</p> <p>Attendance 30%</p> <p>Test 30%</p> <p>Assignment - report on project 40%</p>
<p>Study Materials</p>	<p>Hand outs of lecture notes, internet resources in open access (given).</p>
<p>Prerequisites</p>	<p>Preferably, students of engineering major or Bachelor's degree in non-technical studies.</p>