

Workshop on Prototype/Process Design and Development

Activity Report

Academic Year	2024-25
Program Driven by	
Quarter	IV
Program / Activity Name	
Program Type	Workshop on Prototype/Process Design and Development
Program Theme	
Start Date	03/04/2025
End Date	03/04/2025
Duration of the Activity (in Mins)	1Hr
Number of Student Participant	52
Number of Faculty Participant	7
Number of external Participant	--
Expenditure Amount in Rs.	
Any Remark	--
Mode of Session Delivery	Offline
Objective	
Benefit in terms of Learning / Skills / Knowledge obtained	
Feedback	
Video url (mp4)	
Photograph 1 (jpg)	Attached
Photograph 2 (jpg)	Attached
Overall report of the Activity (pdf)	As given below



Dr. P. H. Zope
Convener IIC



Semester 2

Thrust area: Validation and Innovation & Business Model Development

Quarter 3

Theme	Innovation
Activity Name	Workshop on Prototype/Process Design and Development
Mode of Conduct	Offline/Online
Level of Activity	Level 2 or 3*
Participants	<ul style="list-style-type: none"> Students: Minimum 40 students from the organising Institute. Faculty: Maximum possible participation
Online Resource**	https://www.youtube.com/watch?v=m9UcoEawfIA
Description	<ul style="list-style-type: none"> Organise one-day Workshop on Prototype/Process Design and Development for the Student & Faculty (Early Stage Entrepreneurs) in campus. This workshop should provide opportunity to learn basics of prototype designing through engaging with experts/innovators. <p>The workshop should mainly focus on:</p> <ul style="list-style-type: none"> Prototype Idea generation & designing How to develop prototype: challenges and strategy <p>Participants:</p> <ul style="list-style-type: none"> Students: Minimum 40 students from the Institute Faculty: Maximum possible participation <ul style="list-style-type: none"> Use IIC Logo on all Communication materials like Poster/Banner. Institutes are encouraged to record the complete training or activity, and the YouTube link can be shared with the complete or edited video as proof of the activity during report submission in the portal. Kindly submit the activity report in PDF format under the "Overall report of the activity" option. The report should include the IIC and institution's logos, the title and objective of the event, speakers' details, key points from their speeches and actionables, participant details, and up to five photographs (for offline events) or screenshots (for online events) of the session. The key outcomes of the activity, media coverage (if available), and feedback from guests and participants should also be included. For dissemination & outreach of the session, share brief summary/report on social media platforms and tag MOE's Innovation Cell.

* Level 2- An Activity of 5 to 7 contact hours or Full Day Event, Level 3- An Activity of 8 to 15 contact hours or more than a Day but less than Two (Pre-Event Preparation Period is Excluded)

**Online resources are given for reference purpose. Institutes can either use this resource link to share with the participants in advance or they can design their own training/workshop module based on the activity description.

Report on One-Day Workshop

Title: Prototype/Process Design and Development

1. Introduction

Prototyping and process design are crucial steps in transforming innovative ideas into tangible solutions. To strengthen students' and faculty members' understanding of these concepts, a **one-day workshop** was organized on "*Prototype/Process Design and Development*".

The workshop aimed to provide practical knowledge on developing prototypes, understanding design processes, and exploring how systematic approaches can accelerate innovation and problem-solving.

2. Objectives of the Workshop

- To familiarize participants with the **principles of prototype development and process design**.
 - To provide hands-on exposure to **design thinking, ideation, and prototyping methods**.
 - To develop skills in converting **concepts into functional models**.
 - To highlight the role of **iteration, testing, and refinement** in design and development.
 - To encourage students and faculty towards **entrepreneurship and innovation-driven projects**.
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3. Collaboration and Organisation

The workshop was organized by [Name of Institution/Department] with the support of faculty mentors and experts from industry/academia. Collaborations with technical institutions and innovation centres further enhanced the practical learning experience.

4. Expert Sessions

Invited experts delivered sessions on the following themes:

1. **Introduction to Design Thinking** – understanding empathy, ideation, prototyping, and testing.
 2. **Prototype Development Process** – steps from idea sketching to functional prototype creation.
 3. **Process Design & Development** – structured methodologies for designing efficient processes.
 4. **Case Studies & Best Practices** – examples of successful prototypes leading to real-world solutions.
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5. Workshop Highlights

- Interactive brainstorming and **idea-to-prototype exercises**.
 - Demonstration of **prototyping tools, techniques, and low-cost design methods**.
 - Guidance on refining prototypes through **feedback and testing cycles**.
 - Hands-on participation of students in **group-based prototype development activities**.
 - Discussions on how prototypes can evolve into **startup opportunities and marketable products**.
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6. Outcomes of the Workshop

- Enhanced understanding of **prototype design and development methodologies**.
 - Improved capability of participants to **transform ideas into working models**.
 - Practical exposure to **design thinking and iterative development approaches**.
 - Strengthened linkages between **academia, industry, and innovation centres**.
 - Encouragement for students and faculty to take part in **innovation challenges and competitions**.
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7. Conclusion

The workshop on “*Prototype/Process Design and Development*” successfully met its objectives by equipping participants with practical skills and insights into the design and development process. It created a platform for creativity, problem-solving, and collaborative learning.

Such workshops contribute to building an **innovation culture** in institutions and nurture participants to take forward their ideas towards **market-ready solutions**.

Report on One-Day Workshop







