



Introduction for Cross-cultural Engineering Project (CEP) based on Global PBL

Shibaura Institute of Technology (SIT)
FCT, UNIVERSIDADE NOVA DE LISBOA (FCT/UNL)

July 16, 2021

Aim of CEP

CEP enables:

- To acquire the synthetic problem solving capability to be internationally attractive
- To acquire concepts and technologies on “Systems thinking”, “Systems Method (Engineering Method)”, and “Systems Management (Project Management)”
- To acquire a capability of work as a member of an international and/or interdisciplinary team

Based on Global PBL through the problem solving experience

Cross-cultural Engineering Project (CEP)

- Global PBL (Project Based Learning) for synthetic problem solving based on multi-cultures and multi-discipline.
- Design as an engineering educational program based on system thinking.

CEP is held in three area.

1. Glocal problem at KMUTT in Thailand,
2. Industrial & community cooperative at SIT in Japan,
3. **Innovative creation at FCT/UNL in Portugal**



Time, Venue & Members

Time: July 27, 2021 – Aug. 5, 2021

Venue: Web based project

Team members*: 48 students

14 participants from SIT students

8 participants from KMUTT & SUT students

10 participants from EU FCT/UNL & TECNUN students

6 participants from ITS students

10 participants from UCSI students

English Communication (More is better):

Students have to communicate in English, even if they use freely various devices and services, such as electronic dictionaries, smartphones and the Internet.

*Both sides should be composed of graduate school student, 4th year undergraduate students.

Role of TA & Professor

Role of Teaching Assistants (TA):

4 students from SIT,

3 students from FCT/UNL.

TAs advise the teams to coordinate with the local staff, to support the management of teams.

Role of Professors:

Professors act as an assumed investor to project. They make various kinds of comments and suggestions in the Design Review (DR).

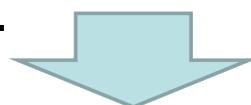
Comments from various points of view among lecturers are allowed. Basic stance is to pay respect to students' ideas and opinions; The lecturers should not force the students to follow their comments.

Oh My God Experience

In CEP, unexpected troubles, which people meet with very frequently in the real world, will be induced by intention.

This “Oh my God” experience should trigger the improvement of competency.

Each team will be requested to reconstruct the process of solving the problems by rescheduling.



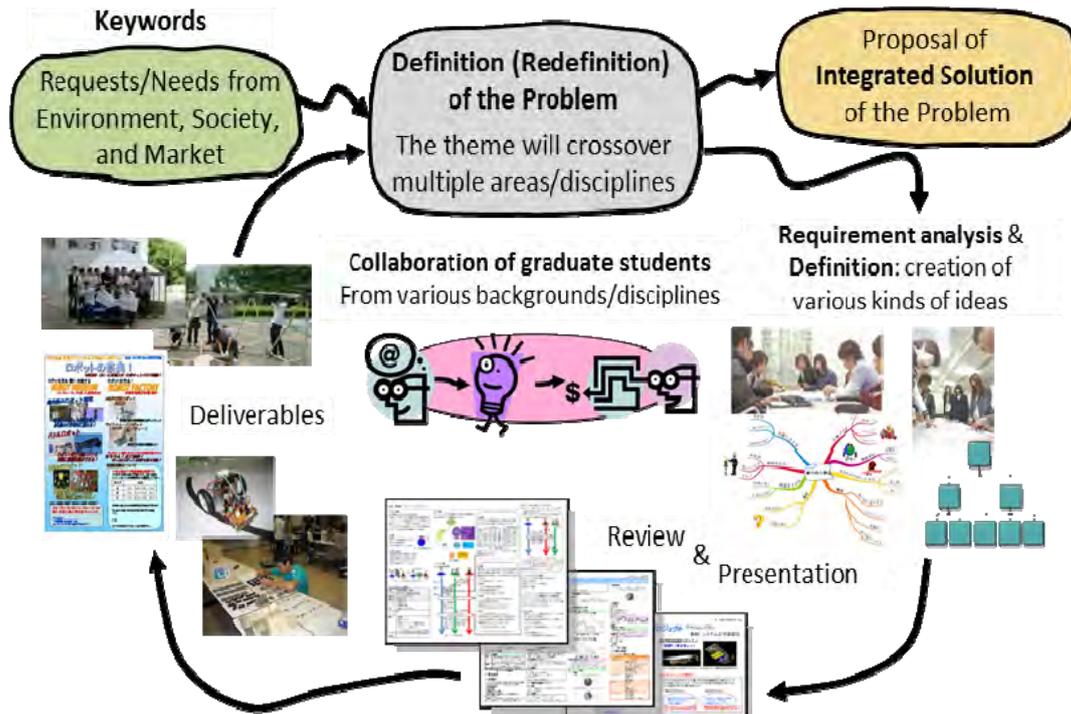
**Improvisation
Education***

**Creatively adaptation skill to
unexpected changes in a project**



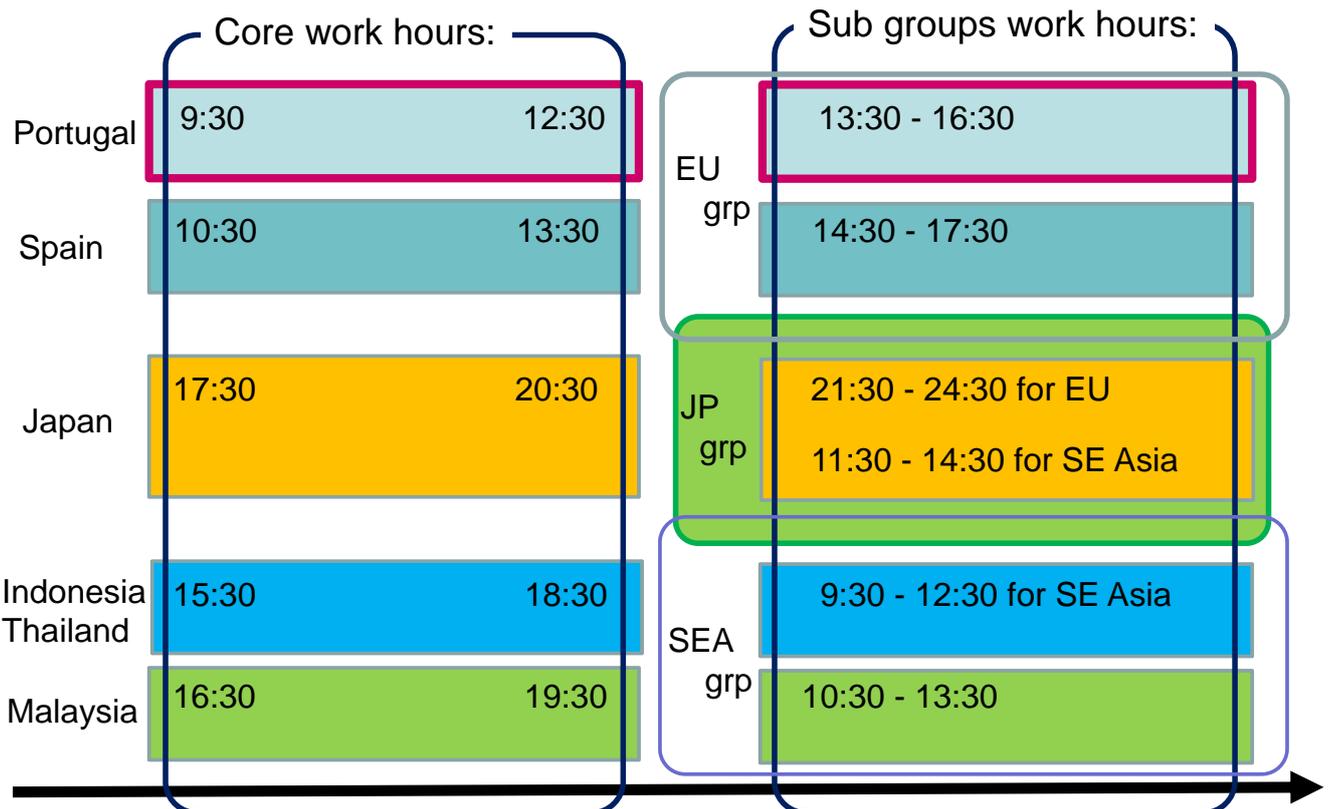
* Improvisation education has been performed to obtain creatively adaptation skill to unexpected changes in a project. As an examples, MIT and Stanford.

Practical Process



The solution would be formed by correlating various science and technology each other, which has been obtained through environment and social activities

Time line



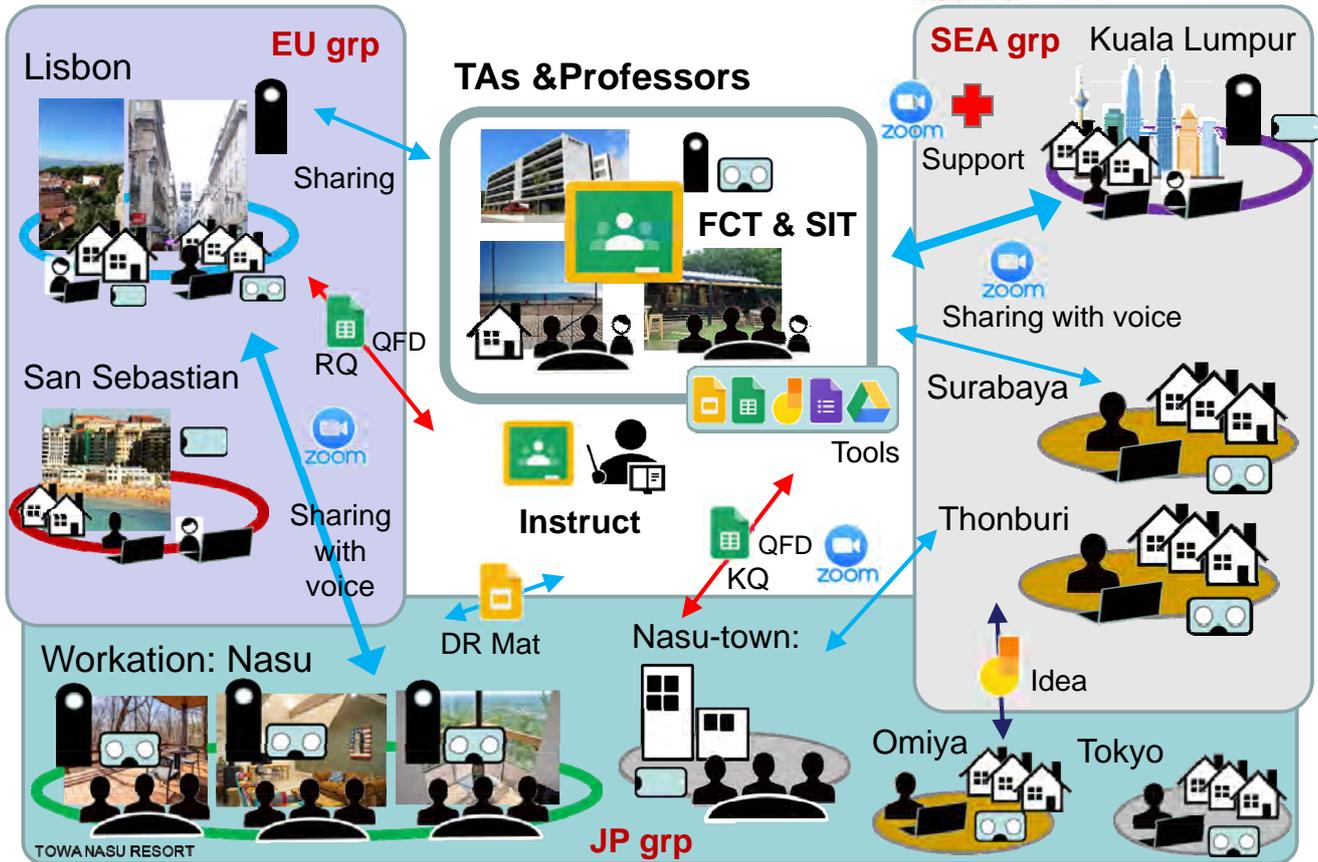
Euro (Portugal & Spain)

WEST UTC+1		Project activities
Pre Process	Web form	1 st outcomes assessment (Rubric) and Team-Forming questionnaire
Day 1 (T, July 27)	Core work Sub groups work	Guidance and Icebreaking Problem finding and gathering needs and technologies
Day 2 (W, July 28)	Core work Sub group work	Confirmation of the theme by KJ method or Mind Map Deploy needs and technologies on QFD through requirement analysis
Day 3 (T, July 29)	Core work Sub groups work	Gather Kando Quality (Emotional requirement) & deploy KQ on QFD Deploy function (solution) on QFD for needs, technologies and KQ
Day 4 (F, July 30)	Core work Sub groups work	Deploy inventive solution using Contradiction Problem on QFD matrix
Day 5 (S, July 31)	Sub groups work	Goal setting of business model Preparation of Design Review (DR)
Day 6 (M, Aug. 2)	Core work	Design Review (DR)
Day 7 (T, Aug 3)	Sub groups work	Reset goal and reschedule for the activities via DR's comments Remake business model in accordance with the planned schedule
Day 8 (W, Aug. 4)	Sub groups work	Decide business model in accordance with the planned schedule Preparation of the final presentation
Day 9 (T, Aug. 5)	Core work Core work+2h	Final Presentation Closing ceremony
Post Process	Web form	Report of Expenditures and 2 nd Outcomes assessment PROG competency test

Japan & South East Asia

		Project activities
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Day 2 (W, July 28)	Sub groups work Core work	Problem finding and gathering needs and technologies Confirmation of the theme by KJ method or Mind Map
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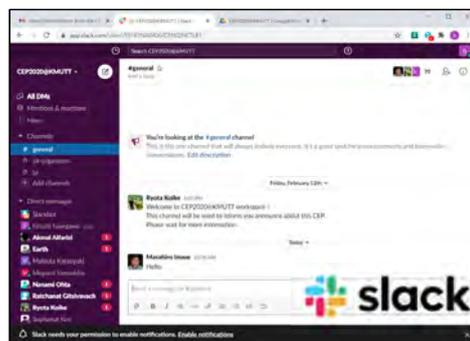
Cyber & physical space



RQ: Requirements Quality, KQ: Kando Quality, DR Mat: Design Review Material

slack and Google drive & tools

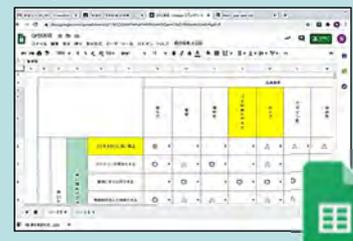
1. Announce and Instruct for the whole by slack



KJ & Mind map



Matrix

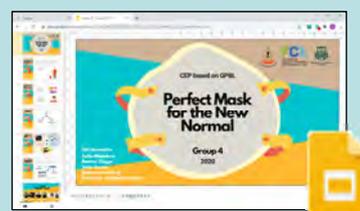


2. Work in each team on Zoom.

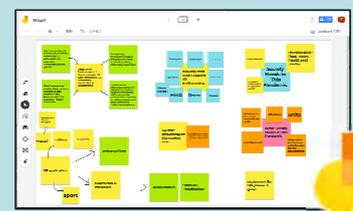
Using the google applications on Google Drive



Presentation



Idea creation



Day 1:

Icebreaking & Team-Forming

Icebreaking:

Self introductions and team-forming through simple game for communication and questionnaire

Team Formulation:

Total of 8 teams of 6 students.



自己紹介ゲームの様子



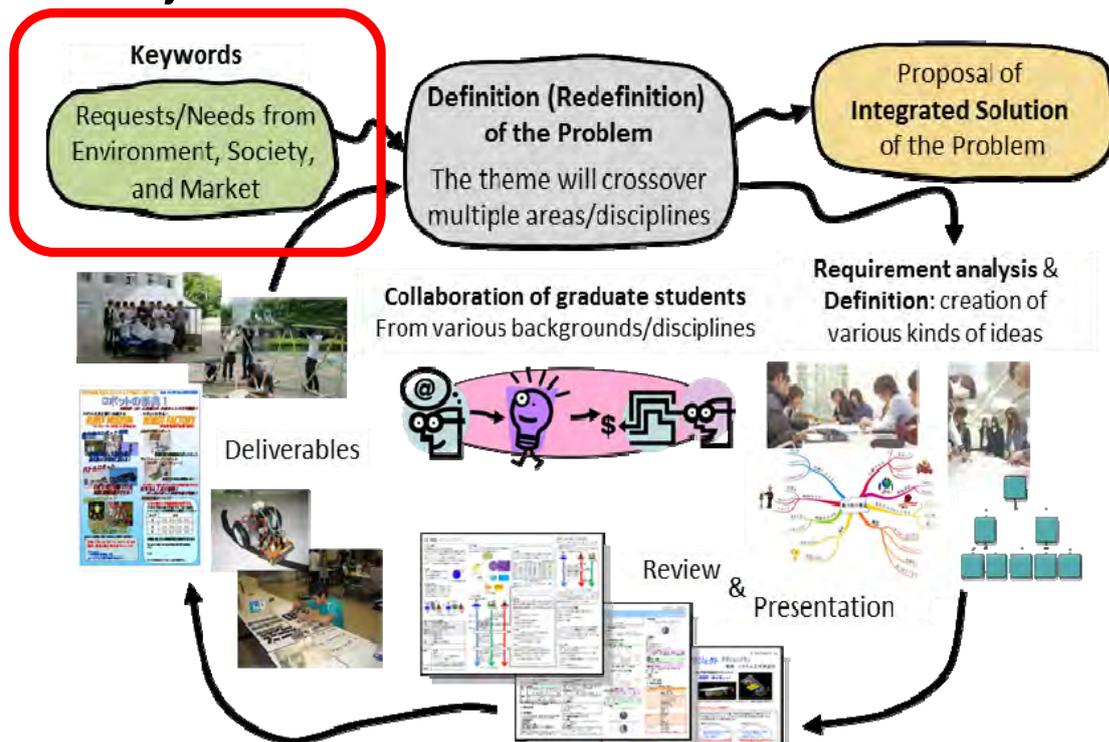
ニックネームの発表



日本人とタイ人でパディ(ペア)を組みました

Day 1:

Project's theme



The solution would be formed by correlating various science and technology each other, which has been obtained through environment and social activities

Day 1, 2:

Project's theme

Some keywords should be referred for setting the theme.

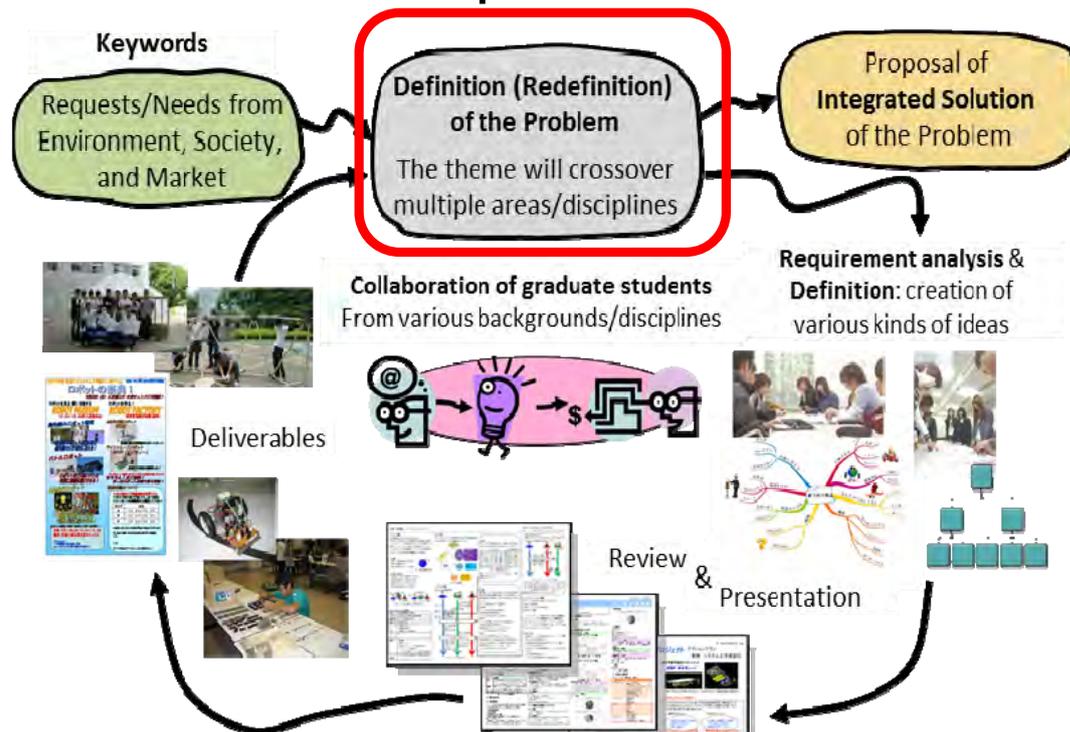
All through the project, students are expected not only to make a plan but also make a design, implementation and a fieldwork.

Keyword:

Ecology, Energy, Eco-tourism, Community development, Service, Mobility, Welfare and medical system, Disaster prevention, Multi-language communication, User experience, Innovation, Education system, Global leadership, Unexamined Patent, Others (student's idea)

Day 1, 2:

Definition of the problem



The solution would be formed by correlating various science and technology each other, which has been obtained through environment and social activities

Day 1, 2:

Definition of the problem

Problem finding and gathering needs and technologies

Using learned methods and thinking process in Systems Engineering courses as a systematic communication tools, such as Brain Storming, KJ method, Mind map et al.

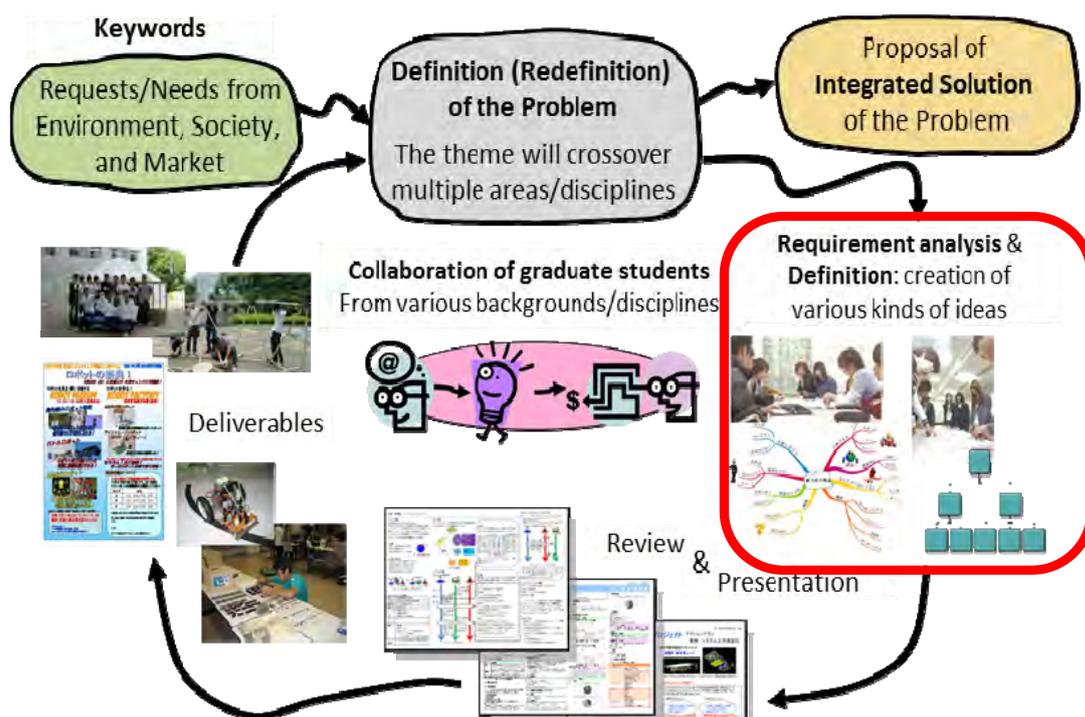


Using sticky notes during discussions open to any challenge

		Solutions			New solution			Sales point
Requirements Quality	To add fined Requirement Quality (RQ) to this area							
KANDO Quality	Deliver and add RQ on the QFD matrix between each the group of EU, JP, and SEA							

Day 3:

Requirement Analysis and Definition



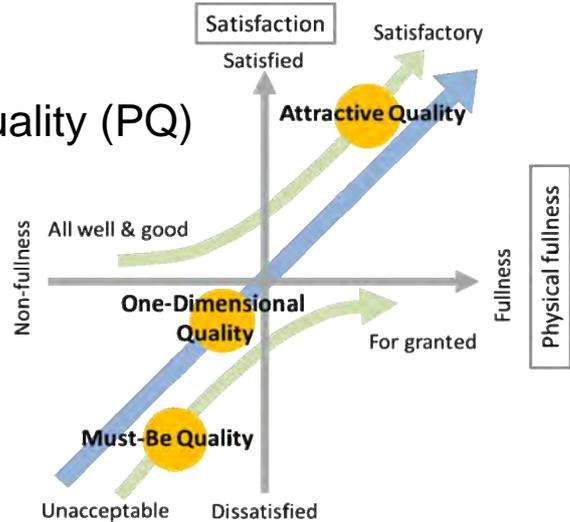
The solution would be formed by correlating various science and technology each other, which has been obtained through environment and social activities

Day 3: Attractive Quality

- ◆ Introduce viewpoint of Product Quality (PQ)
- ◆ Apply Kano model for PQ

Kano model has classified the product quality into five categories.

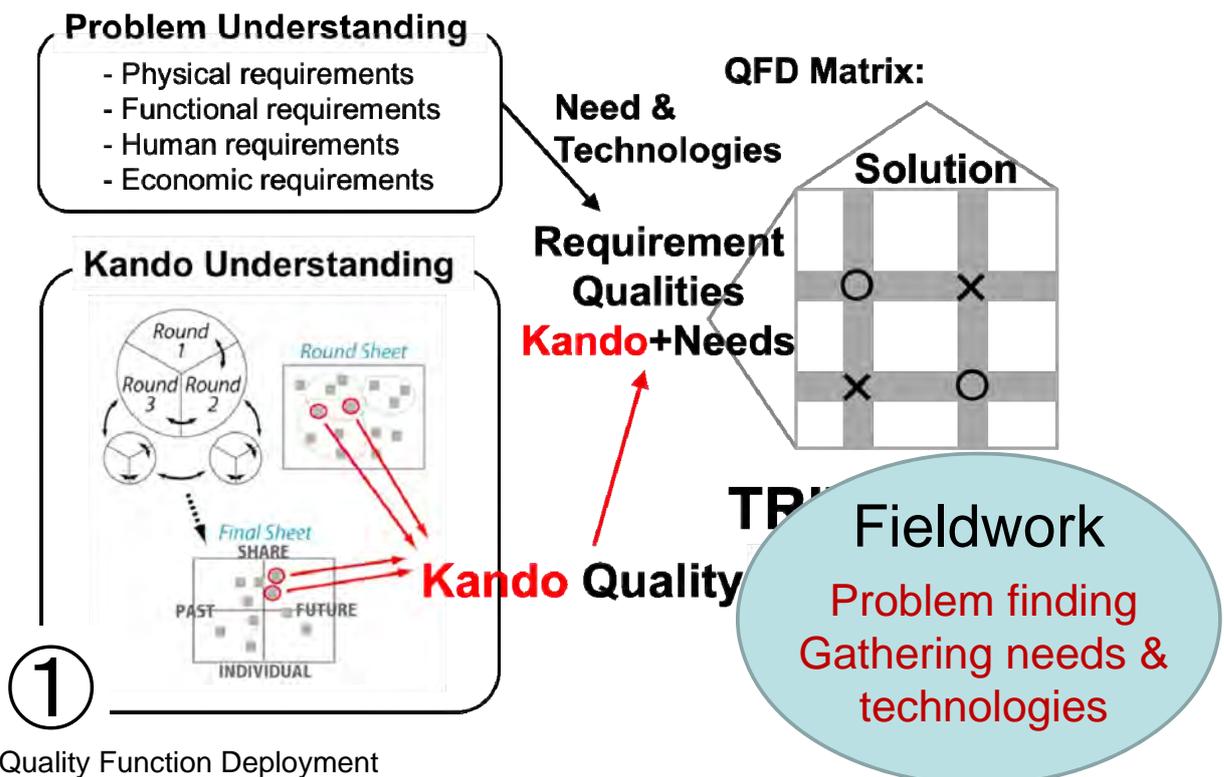
Evaluations of same quality element through progress of time change with "AQ -> ODQ -> MBQ".



Quality elements	Customer response	
	Fullness of Quality	Non-fullness of Quality
Attractive Quality (AQ)	Satisfaction	All well and good
One-Dimensional Quality (ODQ)	Satisfaction	Dissatisfaction
Must-Be Quality (MBQ)	Taking for granted	Dissatisfaction
Indifferent Quality (IQ)	Not provide satisfaction and dissatisfaction	
Reverse Quality (RQ)	Dissatisfaction	Satisfaction

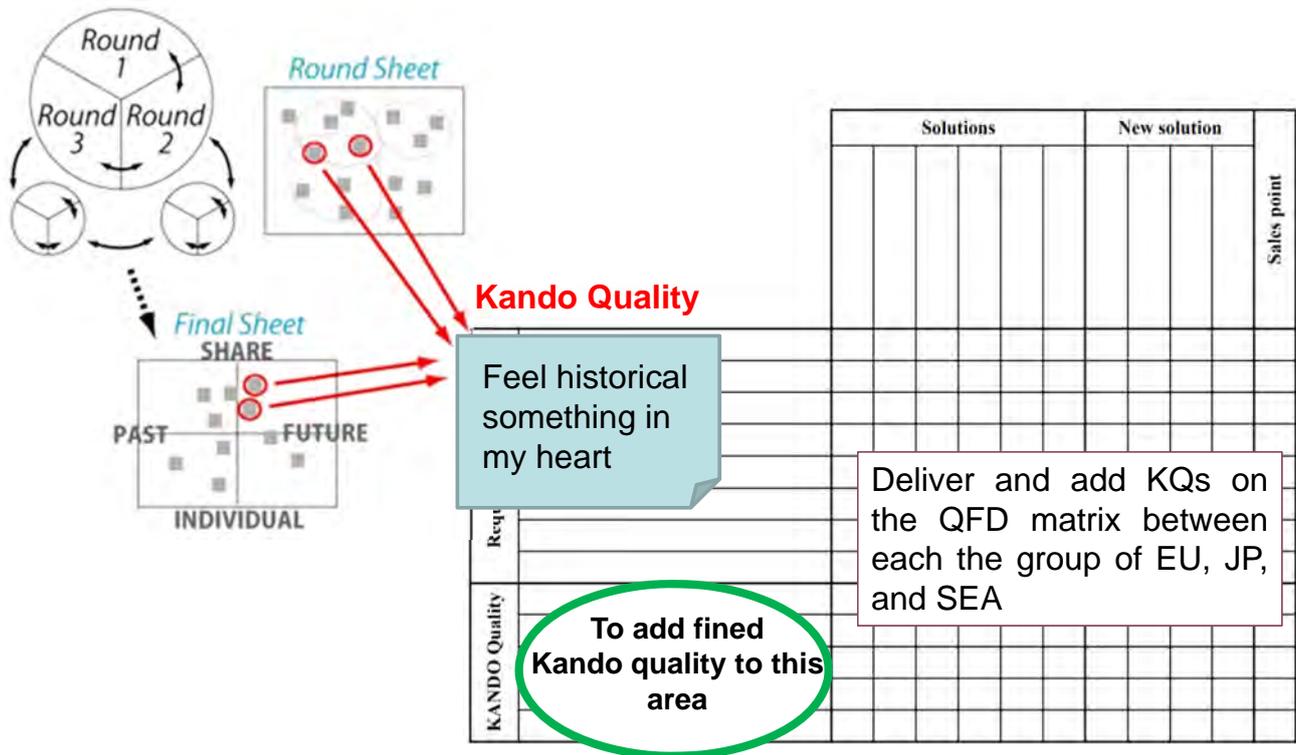
Day 3:

① Kando Quality (Emotional requirement) finding



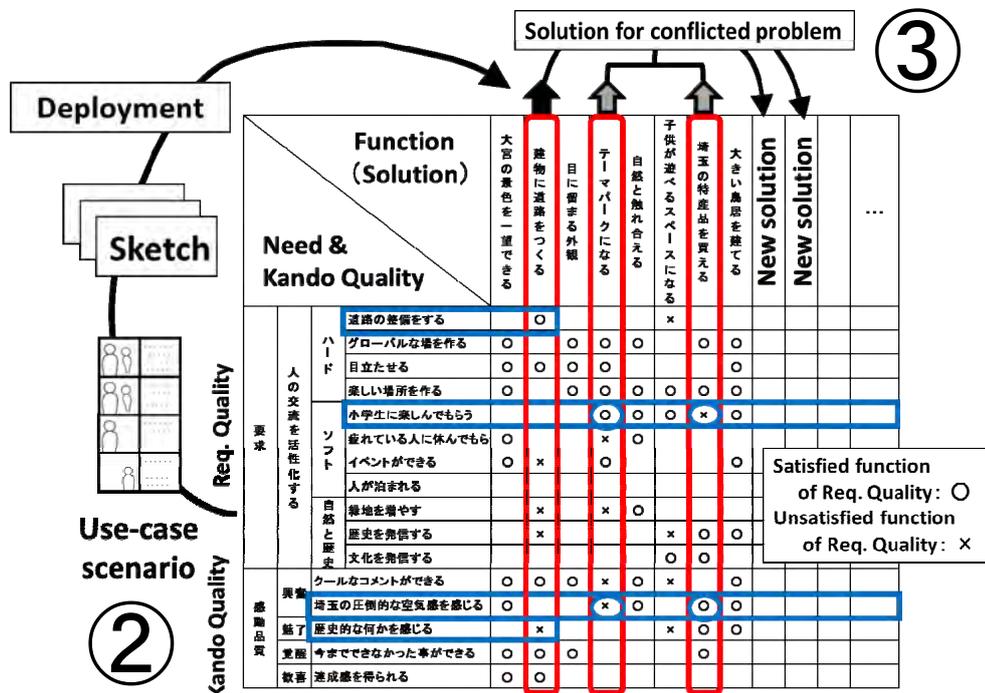
Day 3:

Definition of Kando Quality (KQ)



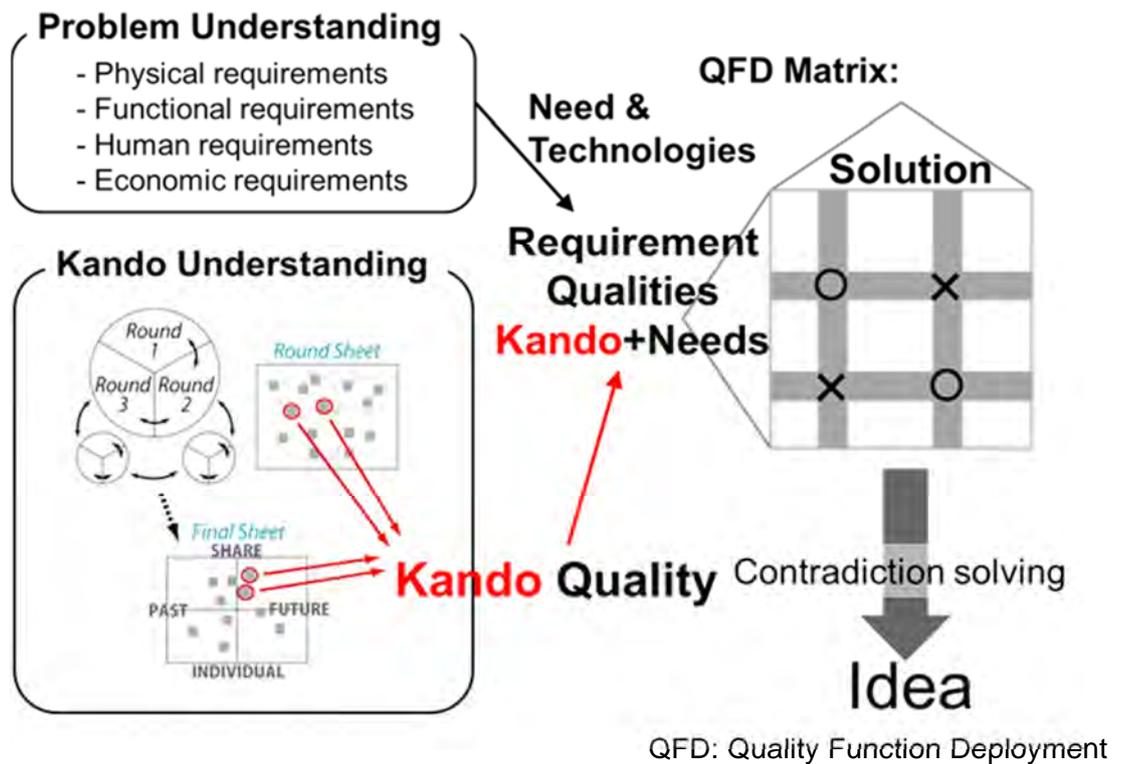
Day 4:

- ② Definition of needs & technologies on QFD
- ③ Deployment of function (solution) on QFD



Day 4:

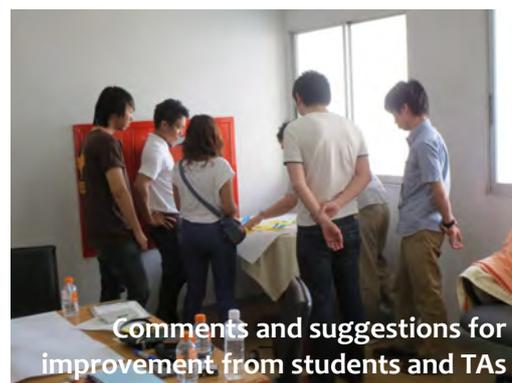
④ Inventive solution using Contradiction Matrix



Day 5:

Goal setting and others planning

- ✓ Goal setting
- ✓ Assessment planning
- ✓ Budget planning
- ✓ Schedule planning for activities



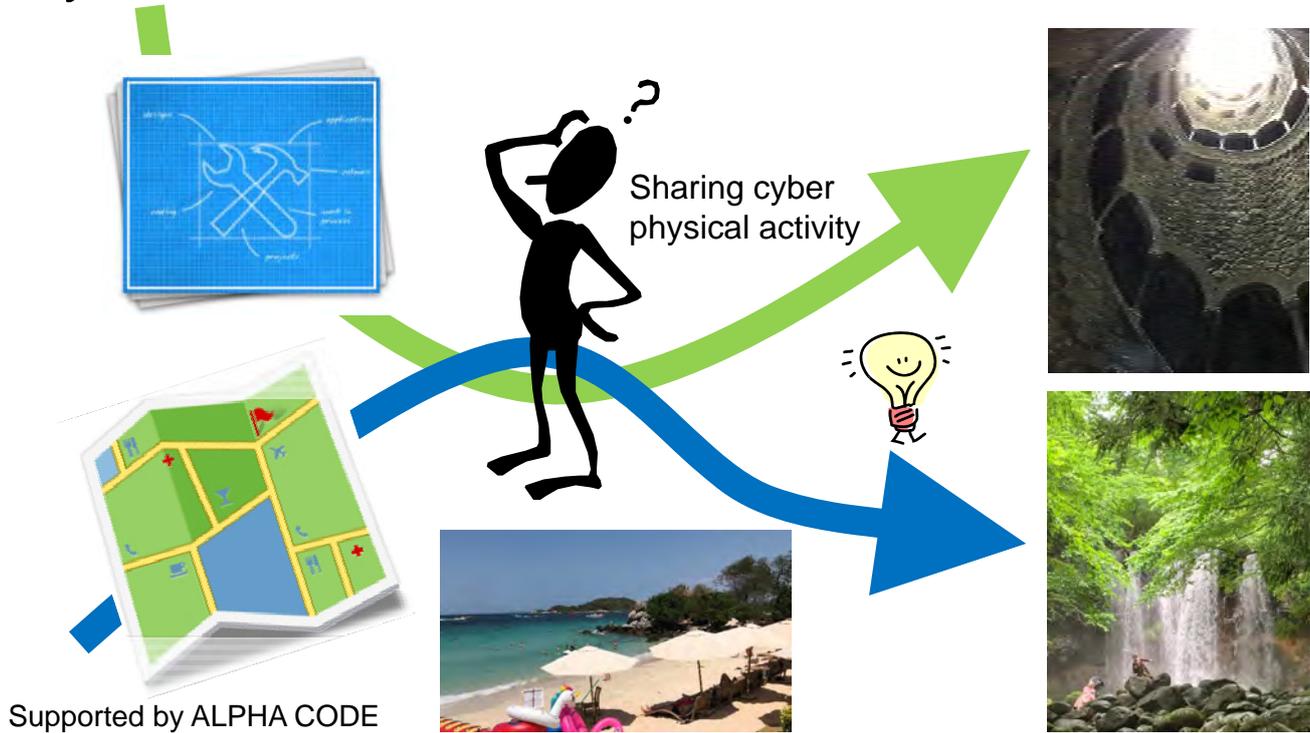
- ✓ Preparation of design review (DR) materials



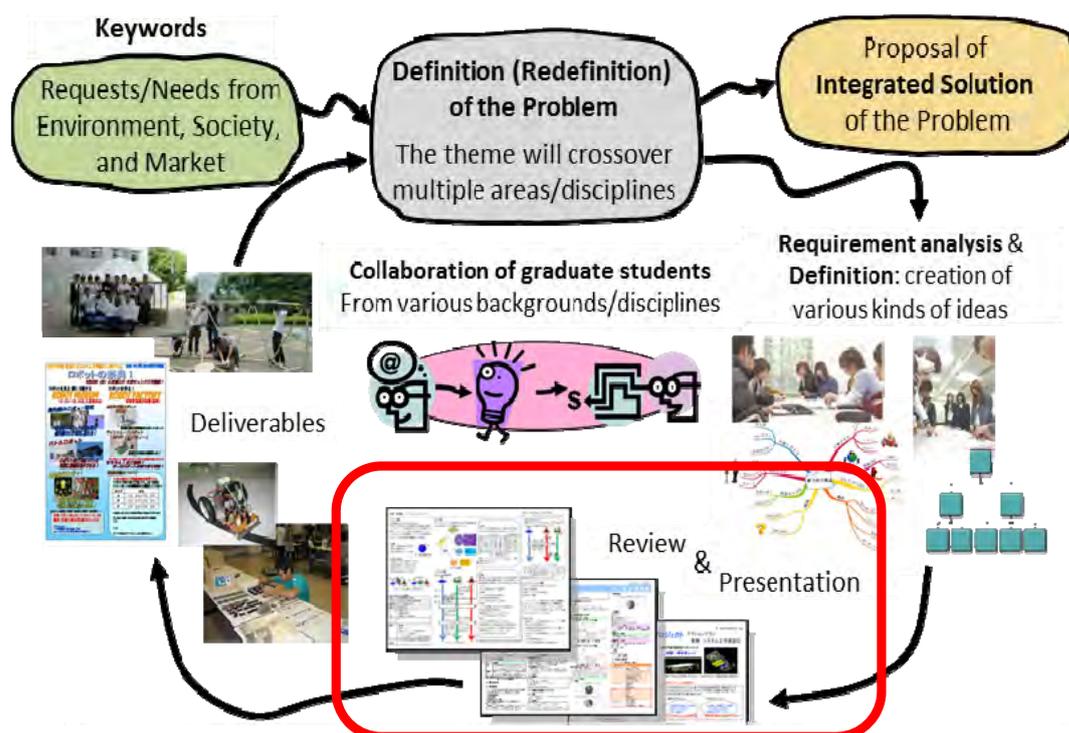
Using learned methods and thinking process in Systems Engineering courses as a systematic communication tools, such as 5W1H, Logical tree, Matrix method, Quality Function Deployment etc.

OMG's Day:

Team activity: Improvisation education produced by OMG Professor with TA



Day 6: Design Review



The solution would be formed by correlating various science and technology each other, which has been obtained through environment and social activities

Day 6:

Standard of Evaluation for DR

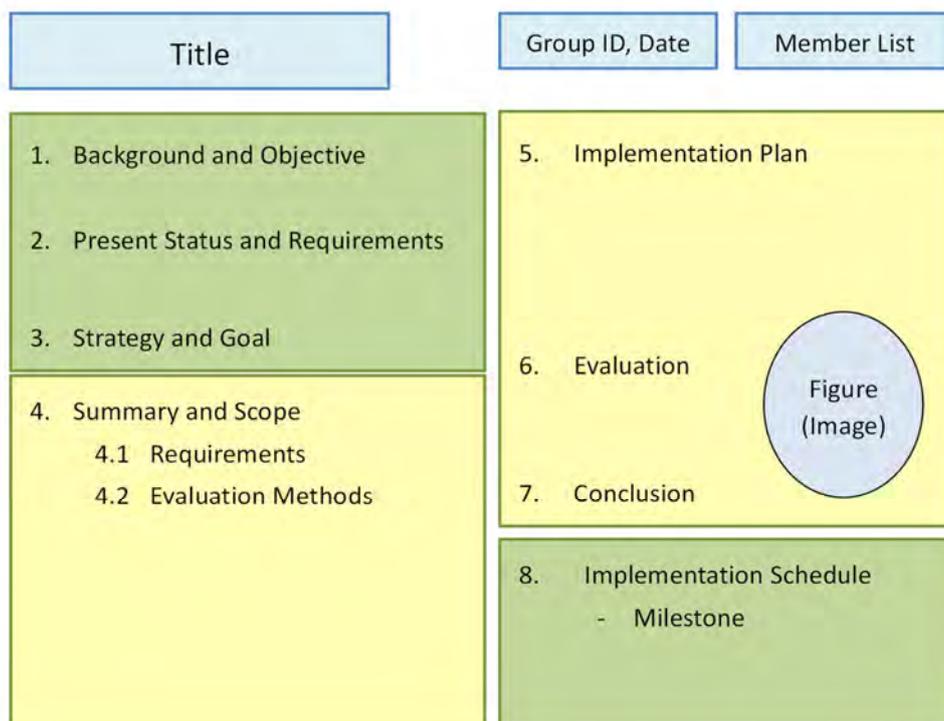
In DR, evaluation is made with scale from 1 to 5, by using the standards (1) through (6) shown below.

The actual evaluation will be conducted in 2 levels consecutively; (a) Evaluation by students among groups, (b) Evaluation by the professors and TAs.

- (1) What are the requirements for the theme?
 - Are Background and Objective stated clearly?
 - Are Present Status and Needs analyzed well?
- (2) What is the goal to meet the requirements?
 - Are any ideas and proposals clearly described to reach the goal?
- (3) Was the relationship between Requirements and Goal an appropriate one?
- (4) Was the Evaluation Method planned properly?
- (5) Was the Budget Plan planned properly?
- (6) Did the resource and the oral presentation help your understanding?

Day 6:

A3 Material for DR



A3 Material is used for DR at many Japanese companies, such as automotive or electric-appliance companies, Mitsubishi, Toyota...

Day 6: A3 Material for DR

Language Connect
Group G – 16 Feb 2014
Yuki, Yuta, Ryosuke, Yuka, Tee, Pare

Background & Objective

Language barrier has been one of the biggest problem since we have languages. Thai and Japanese people are not an exception. As both Thai and Japanese is not the official language, they need English in order to communicate with each other. However, both of them are not native speaker either. Therefore, we need a good solution to solve language barrier issues, as it would help in both communicating with each other and for working with international company.

Present Status and Needs

- 375 Million people use English as first language and other 375 million as second language
- Two-third of the world's scientist read English publication
- 700,000 people go to UK to study English
- Students have to learn English as a second language in their school

	Thailand	Japan
English in class cannot use in the real life		Can read and write English Not good at speaking it
Good at grammar but bad at speaking		To study English for the test. After test, we forget that English
Don't have chance to practice with native speaker		There is no situations of speaking English
After test, we forget what we learned		For the entrance examination
Thai are afraid to speak native		Too shy

Strategy and Goal

We propose the new social network system as a solution for English language learning problem. This solution would provide a lot of great opportunity for students to practice their English with native speakers.

Evaluation

Easy to join
(can make some friends)

Increase the opportunity to speak English with native speaker
Keep the motivation to use our system

Keep the motivation to use our system

Improve user English skill

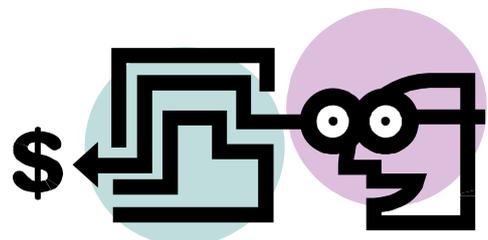
Schedule Action

Day 6	Day 7	Day 8
Feedback from DR comment	Evaluation	Final Presentation
System Design	Final Present Preparation	

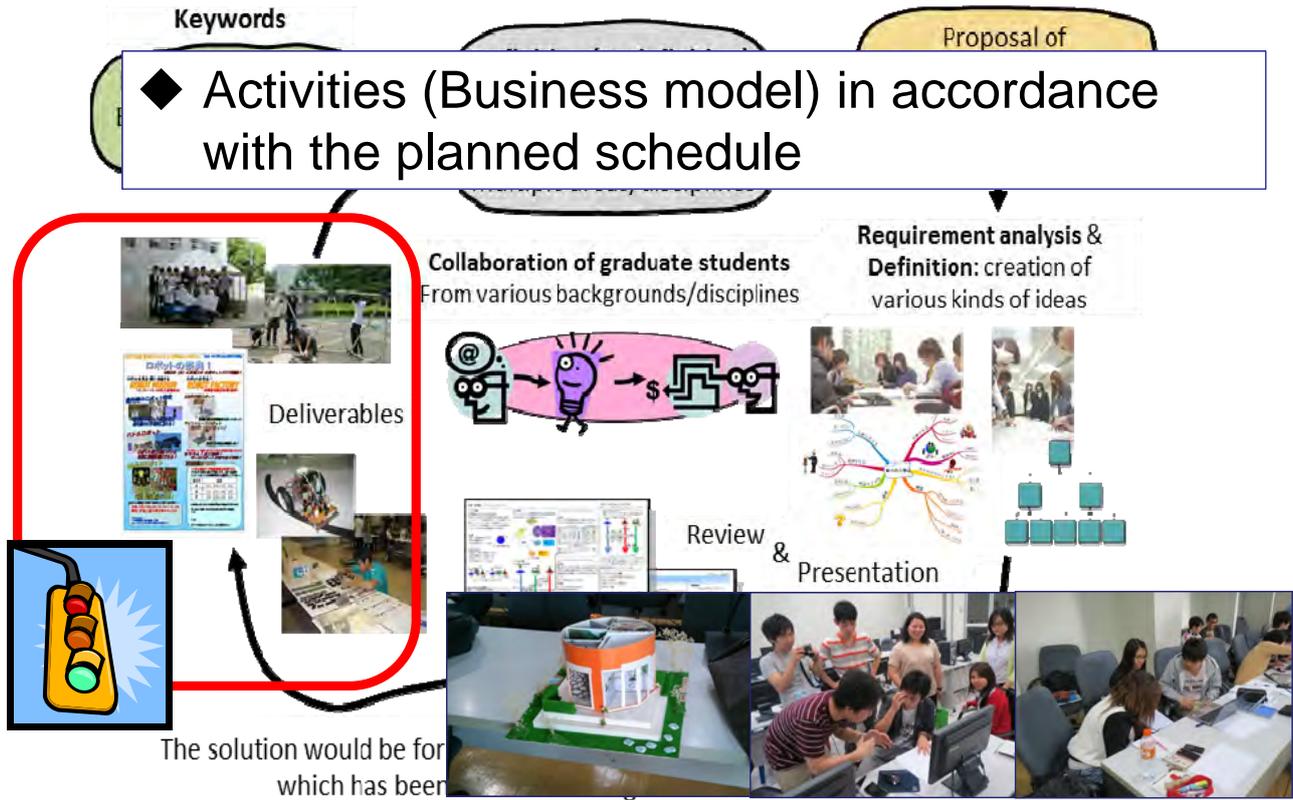
Day 7:

Resetting goal and reschedule for the activities via DR's comments.

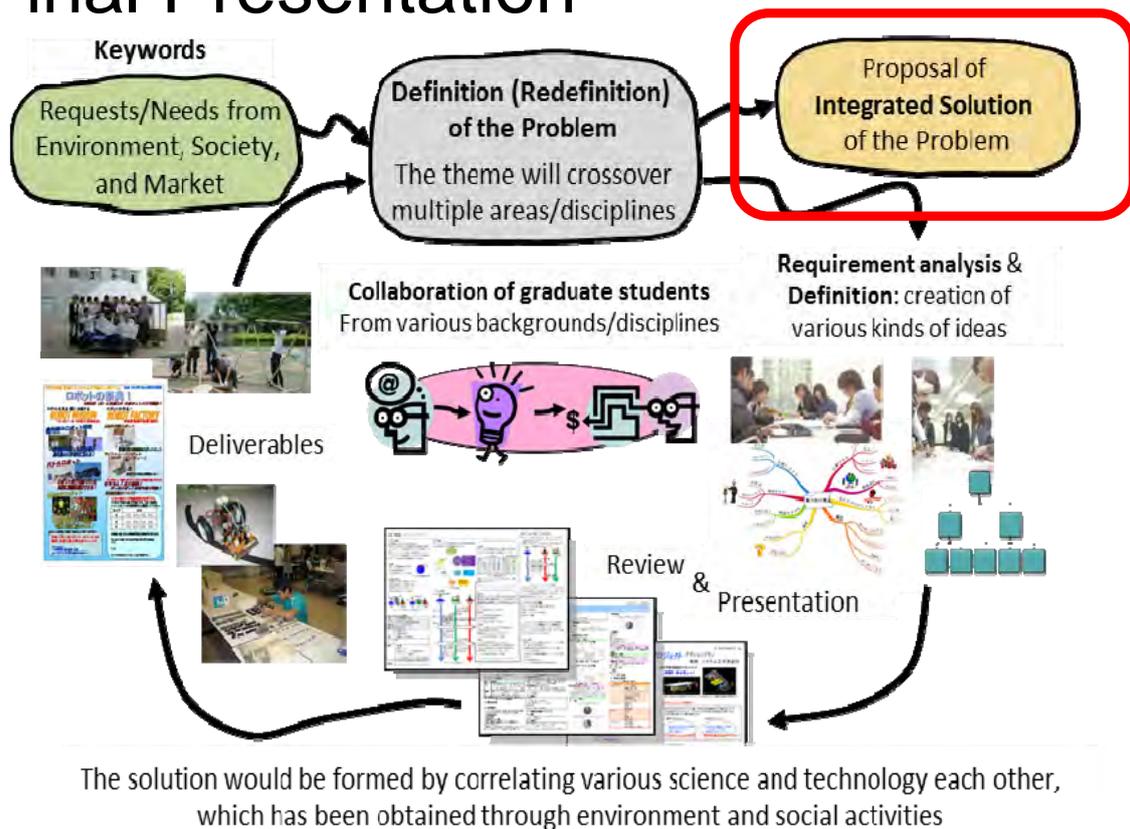
- ✓ Re-requirement analysis
- ✓ Goal setting
- ✓ Assessment planning
- ✓ Schedule planning for activities



Day 7, 8: Scheduled Actions



Day 9: Final Presentation



Day 9:

Final Presentation material

The A3 Material should include following points for the final presentation.

- Background and Objective
- Requirement Analysis
 - Present Status and Needs, Objective Analysis
 - Requirements, Strategy, and Goal
 - Criteria plan for evaluation
- Implementation
 - Summary and Scope
 - Implementation Plan
- Evaluation
 - Evaluation Method
 - Evaluation Result
- Conclusion

A3 Material

Green Room(緑の部屋)

Group 6 : 2013/3/2

Background and objective

Decrease of tree by deforestation
Environmental problem



We want to implant the children to conserve the forests.

Strategy and goal

We propose the room that make children to understand the importance of protecting the forest and we create the Tree Bank. **These 2 strategies can increase the forest.**

Tree Bank
Tree bank is the area for exchange the young plant (from children) to money.

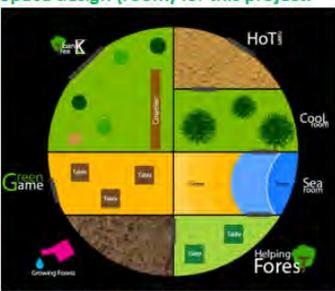
Summary and scope Project

The project created for educate the children to get knowledge about the important of the forest.

Scope

- The interesting group who will join this project is the children and the elders.
- Make good habit in children for good starting point to grow up to nice people.

Space design (room) for this project.



- Hot Room (simulation the calamity)
- Cool Room (simulation the beautiful environment)
- Sea Room (explain the environment importance)
- Helping Forest (teach about how to grow the tree)
- Growing Forest (the space for do grow tree activity)
- Green Game (the space for game activity that give the knowledge about environment)
- The Tree Bank

Tree Bank flow chart



Grow the tree for 3-6 months → Tree Bank young plant

Member List

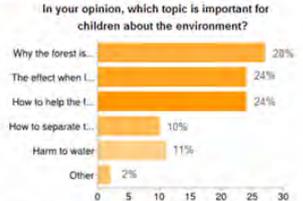
Junichi Kawasaki	Makoto Sugawara
Kanitta Maneerat	Monenarpas Limleartponboon
Mai Ishibashi	Nattakrit Limjanthong

Take the questionnaire

- Understanding of environmental issues (Such as in which there is no problem that the tree would happen)
- Evaluation of the Green room
- Awareness to the Green room
- The advantage of working on environmental issues (Which becomes the money by selling the trees)

Survey result

In your opinion, which topic is important for children about the environment?



Topic	Percentage
Why the forest is...	28%
The effect when L...	24%
How to help the L...	24%
How to separate L...	10%
Harm to water	11%
Other	2%

Do you interest to join the green room?



Yes 87%, No 13%

In your opinion, we should have the green room in your country?



Yes 94%, No 6%

Conclusion and future work



Waste land → Forest increase

Final Presentation

Day 9:

Standard of Evaluation for Final Presentation

The final presentation are evaluated with scale from 1 to 5, based on the following evaluation standards.

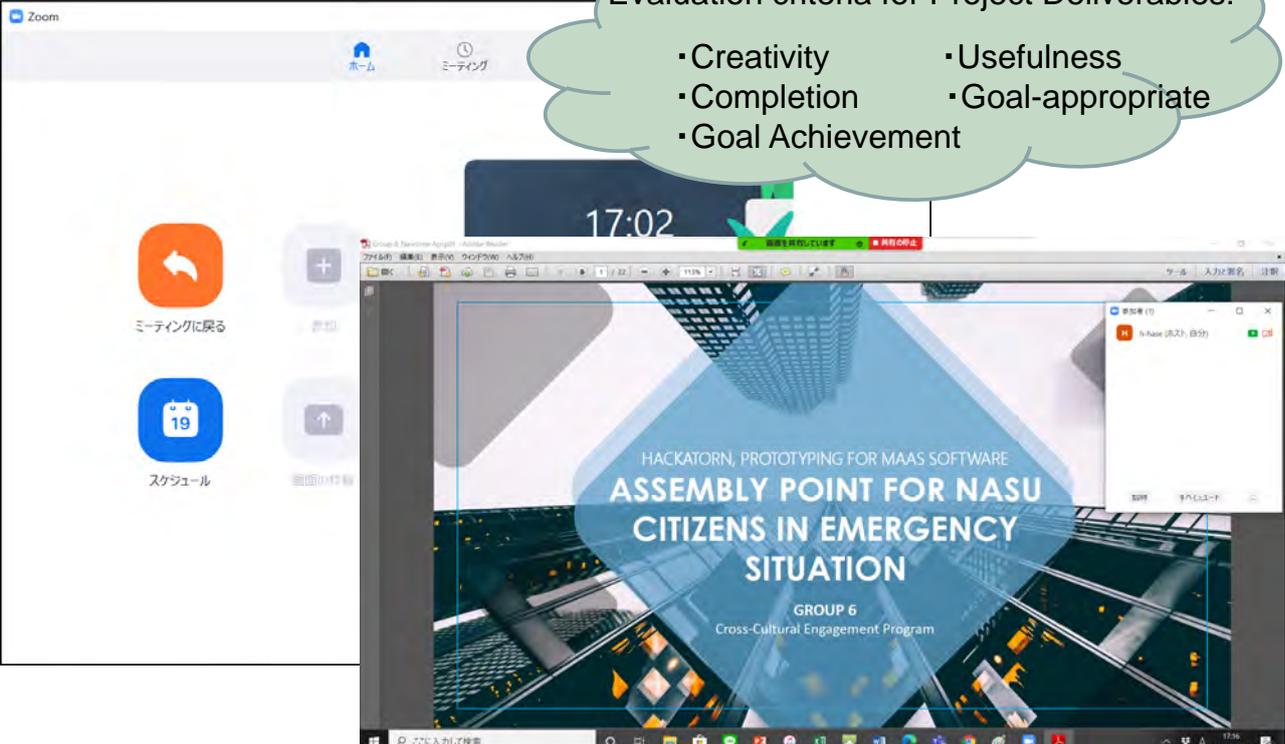
The actual evaluation will be conducted in 2 levels consecutively; (a) Evaluation by students among groups, (b) Evaluation by the professors and TAs.

- (1) Creativity: Did the group obtain creative results?
- (2) Usefulness: Did the group obtain results that hit the point of the theme, which is useful in general or global problem solving?
- (3) Completion: Did the group obtain results with higher degree of completion through analysis, plan, and evaluation?
- (4) Feasibility: Did the group set a goal with an adequate level of feasibility?
- (5) Achievement to the Goal: Did the group achieve the goal that was set at the beginning?

Day 9: Final Presentation

Evaluation criteria for Project Deliverables:

- Creativity
- Usefulness
- Completion
- Goal-appropriate
- Goal Achievement



Day 9:

Outcomes Assessment

gPBL Outcomes Assessment Sheet

(for student)

YYYYMMDD: _____

Group Number : _____ Department: _____
Bachelor/Master _____ Grade: _____ Student Number: _____ Name: _____

Personal Outcomes Assessment by yourself and peer students (High:5,4,3,2,1:Low)

Learning Outcomes	Competency	Self Assessment		Peer #1	Peer #2	Peer #3	Peer #4	Peer #5	Peer #6	Average of Peers
		Pre gPBL	Post gPBL	Student Name						
Work in multi-culture and interdisciplinary team	Communicate and teamwork in multi-culture and interdisciplinary team									
Engineering Design	Design system, service and process which satisfy needs and constraints									
"System Thinking" - Solve interdisciplinary problem by understanding engineering process.	1. Understand engineering process and apply it to solve interdisciplinary problem. 2. Recognize and analyze problem, and design and evaluate solution.									
"Engineering Methodology" - Apply engineering methodologies to solve interdisciplinary problem.	1. Understand engineering methodologies and apply them to model, and determine system.									
Leadership (especially for graduate students)	Can find out about a situation and can lead the leadership in quick response in the focus of group									

Evaluation on Learning Outcomes is made after the Global PBL was completed.

Team Outcomes Self Assessment (High:5,4,3,2,1:Low)

Project Outcomes	Description	Self Assessment (Pre: gPBL)
Creativity	Propose creative system and service	
Usefulness	Propose useful system and service	
Completion	Obtain results with higher degree of completion through analysis, plan, and evaluation.	
Feasibility	Technically, socially and economically feasible	
Achievements	Achieve goal	
Written and Oral Presentation	Written presentation Oral presentation	

What did you obtain from the gPBL

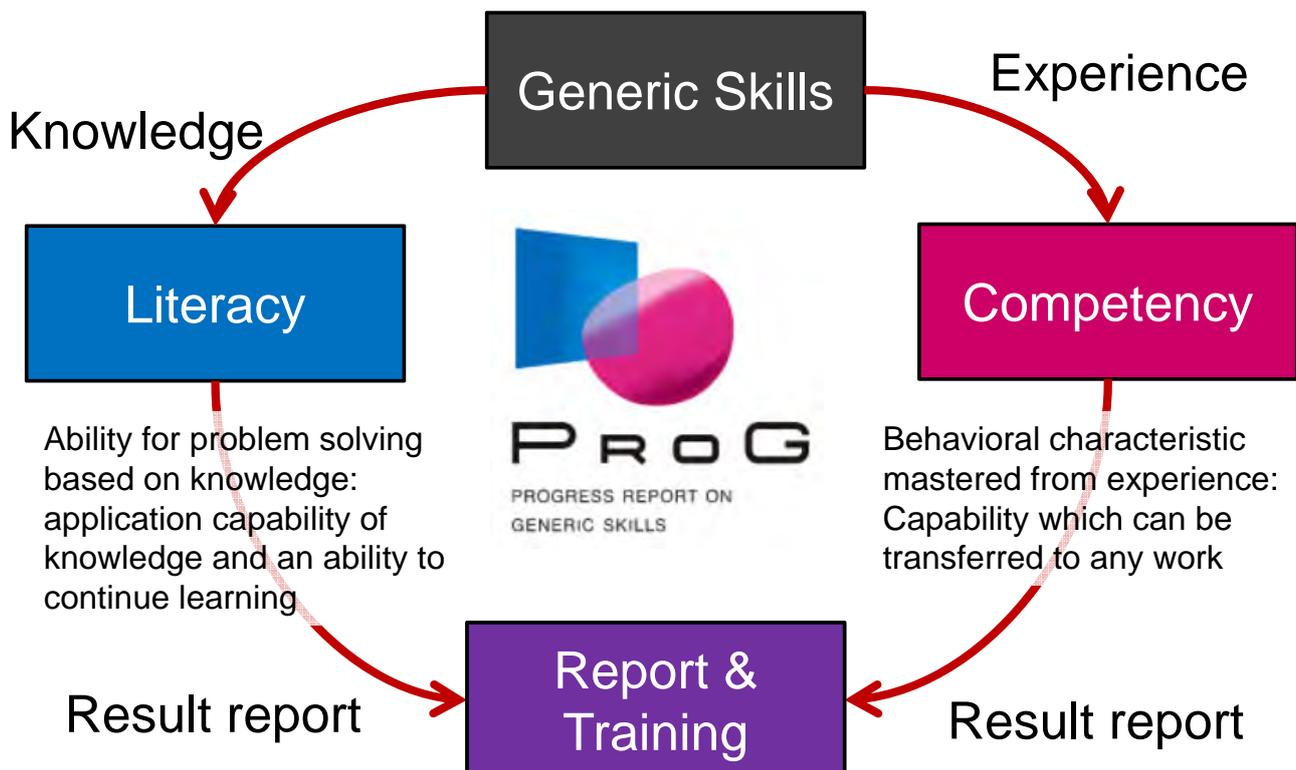
Comments and Suggestions on the gPBL

The actual evaluation will be conducted in three levels consecutively;

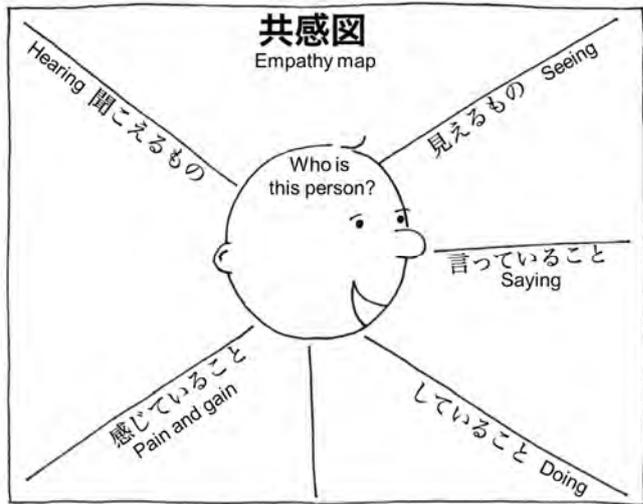
- (a) Evaluation by students within the same group,
- (b) Evaluation by students among groups, (c) Evaluation by the professors and TAs.

Day 9:

Progress Report On Generic skills (PROG)



Let's exercise



Let's exercise on CEP at Web based PBL

Activities in CEP

Last year GPBL



<https://www.youtube.com/watch?v=KMVEk6M7GM>

gPBL@FCT/UNL 2017



<https://www.youtube.com/watch?v=Ssh1R9A5r3M>