

**COmpus**

collaborative campus



# Introduction

## COmpus collaborative campus

offer the students of Aalto possibilities to get involved and collaborate with each other in order to solve sustainability issues which relate to their everyday student life

Sustainable Product Design, autumn 2010

PERL conference; Enabling Responsible Living, Istanbul March 2011

Sustainability - a social learning process

# Presentation Outline

Enhancing Sustainability by Social Innovation

Stakeholder's Perspectives

COmpus system concept

# Enhancing Sustainability by Social Innovation

Enhancing Sustainability by Social Innovation

Social Innovation

Creative Communities

Collaboratively Produced Services

Well-being

# Involving the students of Aalto

Social innovation can support sustainability

COmpus facilitate collaboration among students

Students and the whole Aalto would benefit

# Stakeholders' Perspectives

## **Primary Stakeholders:**

Active students and moderators

## **Secondary Stakeholders:**

Various organizations in the university

# Primary Stakeholders:

## Questionnaire 1

Date: 24-29.11.2010, Number of participators: 22

## Questionnaire 2

Date: 06-15.12.2010, Number of participators: 105

# Questionnaire Results:

Topics that students want to draw attention to

- 1) Promoting sustainable lifestyles
- 2) Recycling
- 3) Better communication between the different campuses
- 4) Integration of international and Finnish students

Sustainability strategies of Aalto are unfamiliar to the students

Question about “Aalto University Student”- identity

# Primary Stakeholders:

Moderators - Administration of the platform

Interview with and feedback from Tiina Laurila,  
Head of Aalto University CS program

# Secondary Stakeholders:

Aalto University Student Union (AYY)

Interview with Lasse Granroth

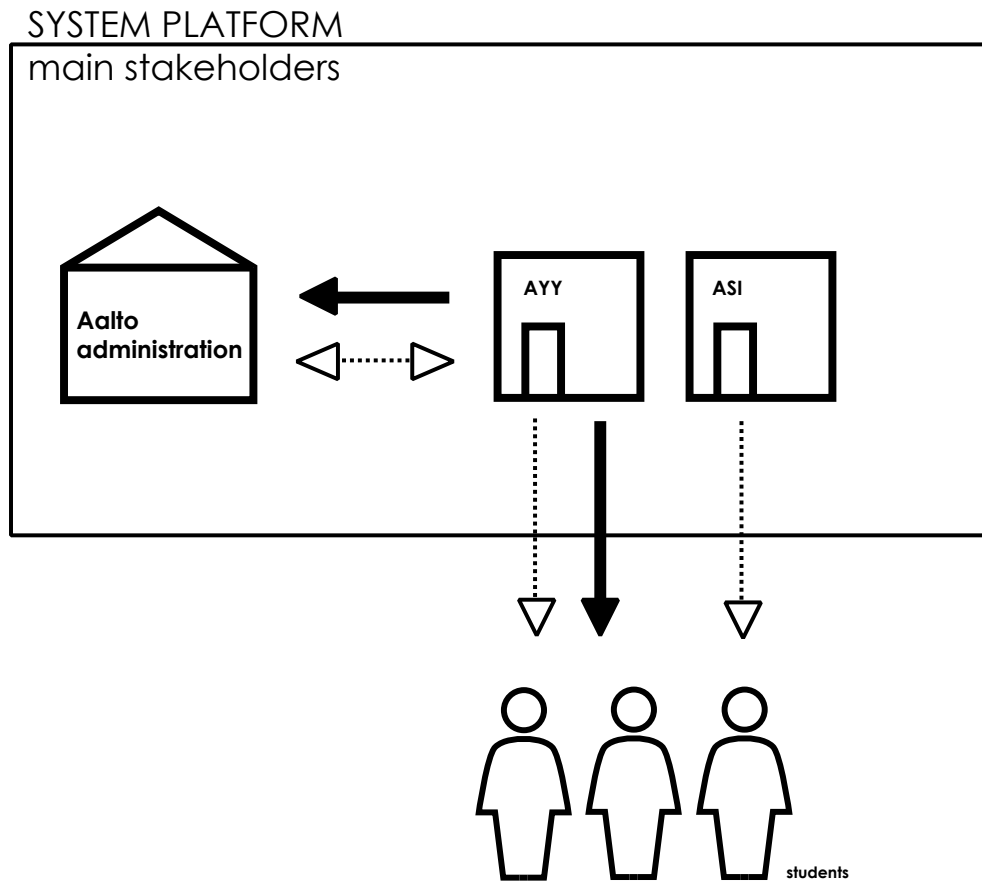
Aalto Social Impact (ASI)

Interview with Anna Keune

# System Concept For Collaboration Towards Sustainability At Aalto Campus

# System Concept: Existing System Vs. New COmpus System

## Existing System



# **The new system should contribute to...**

Improving the quality of everyday student life

Empowering the whole student community

Developing sustainability at Aalto campus

System Concept: Existing System Vs. New COmpus System

# The COmpus system consists of

Online environment...

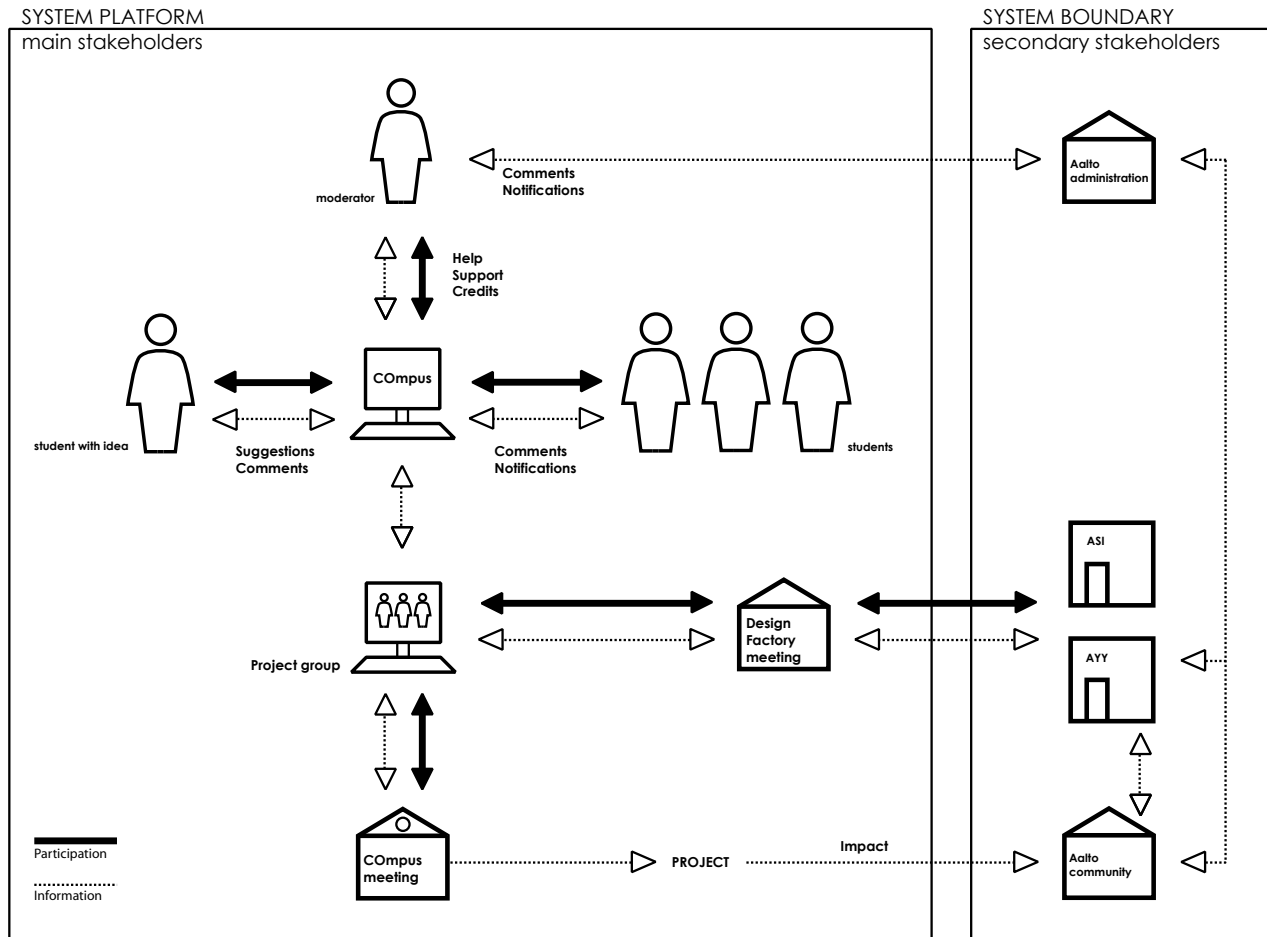
to bring together stakeholders and enhance intercampus communication

Offline environment...

to serve as venues for meetings and actual project implementations

# System Concept: Existing System Vs. New COmpus System

## New System



System Concept: Stakeholder Participation

# COmpus system is

## A self-organising system

Stakeholders organise their own inputs and schedules

## An actor-centered system

Stakeholders are provided with tools and incentives to participate on a regular basis

## A learning system

All stakeholders develop and modify the system as they use it

# Stakeholder roles and contributions

## Users

Share and comment ideas (Students)

Implement projects (Students)

## System stakeholders

Inform, mentor and encourage users (Moderators, AYY, ASI, Administration)

Share and co-develop ideas (ASI)

Provide resources and rewards (AYY, Administration)

# User-System Interaction Storyboard

How the system would ideally work

## System Concept: Storyboard



USER ROLE

Student gets an idea for  
improving sustainability  
at Aalto University.

## System Concept: Storyboard



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### USER ROLE

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Student logs in on Cmpus and posts his idea on the discussion wall of a relevant category page (eg. Food).

# System Concept: Storyboard



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## USER ROLE

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Student gives and receives feedback to and from other users on Compus.

## System Concept: Storyboard



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### SYSTEM ROLE

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Student earns points for commenting and voting other students' ideas. Points can be translated into ECTS. (eg. 500 points = 1 ECTS)

## System Concept: Storyboard



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### SYSTEM ROLE

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Student receives encouraging feedback from a moderator to start a project on the idea.

## System Concept: Storyboard



USER ROLE

Student starts a new project on Compus. Projects have their own pages on the site.

## System Concept: Storyboard



### SYSTEM ROLE

Students (users) are notified of a new project they have already commented or voted on. (in discussion/idea phase)

## System Concept: Storyboard



### USER ROLE

Student posts a message on his project page wall. He suggests that the project group meets face to face to brainstorm.

## System Concept: Storyboard



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USER ROLE / SYSTEM ROLE

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Students self-organise project meetings and execute projects independently. AYY supports teams by offering space, funding and/or mentoring. Moderators also help students with guidance.

## System Concept: Storyboard



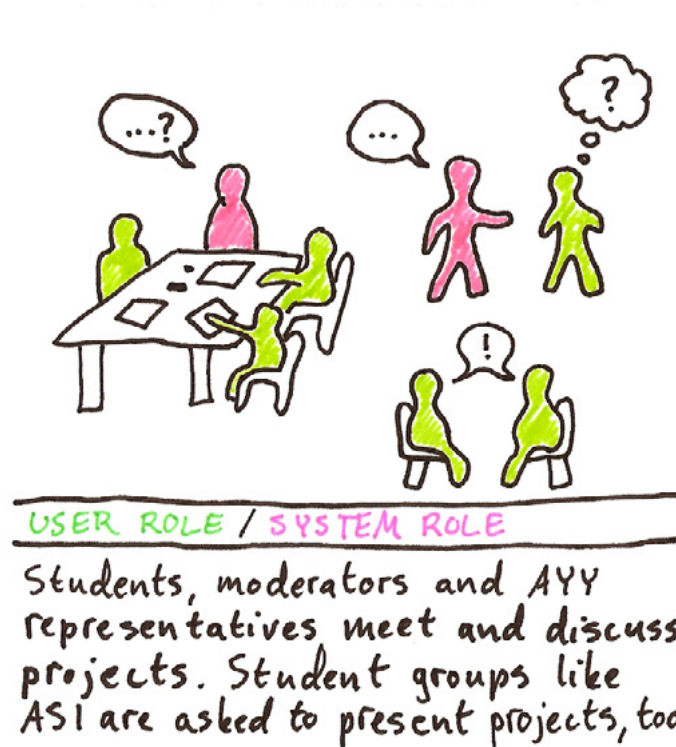
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### USER ROLE

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Students update the project page as they proceed with the project. Other users can follow the development and comment.

## System Concept: Storyboard



## System Concept: Storyboard



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### USER ROLE

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Student defines the project on Compus as status completed. The project can still be continued or developed further if wanted.

## System Concept: Storyboard



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### SYSTEM ROLE

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After the project has been completed, students can receive credits for their hard work. The amount of credits has been agreed on for each student before hand.

## System Concept: Storyboard

**Message from AYY:**  
It's soon time for the annual  
Compus Awards! Check out  
all completed projects and  
vote for the one you think  
should win. Then join the  
award ceremony at Design  
Factory on May 20, 2011!

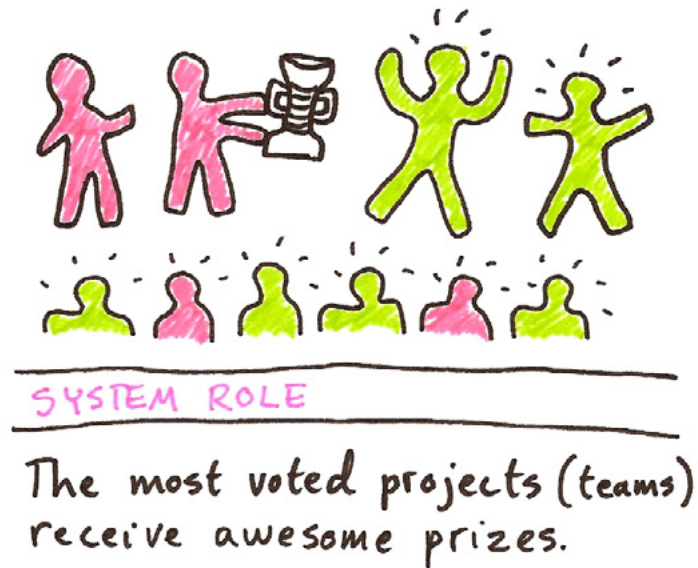
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### SYSTEM ROLE

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Projects are awarded annually.  
Most voted projects receive  
awards from AYY / Aalto.

# System Concept: Storyboard



# System impacts

## Shared ideas and discussion

Impacts on attitudes and relationships of stakeholders

## Implemented projects

Concrete changes in campus environment both socially and physically

# Conclusions

Students should be given opportunities to get involved in the sustainable development of Aalto

Social and environmental sustainability

Further development, testing and research needed

# Thank you for your attention.



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*Sustainability*

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