



# Intelligent Councelling – Design Jam 12.-14.4.2021

Artificial intelligence-aided study and career counselling  
1.9.2019-31.12.2021



# Goals of the Intelligent Counselling project

## Goals

- Development of study and career counselling in the following areas: impact, accessibility and application to different stages of life.
- Supporting the quality and benefits of counselling.
- Applying digital solutions such as data, AI and mobile technologies to enhance counselling.
- Producing tools and methods to be used both by the counsellors and the target groups.

# What is Design Jam?

- Design Jam is an event that can last from 2-3 hours to a couple of days.
- Individuals from different fields of expertise gather to work together on the design challenge of the organizer or a company sponsoring the event.
- Participants split into groups of 3-5 people to innovate, design and present their ideas.
- These ideas often come in the form of simple models or interactive prototypes.

# Design Jam - assignment

## What are we doing?

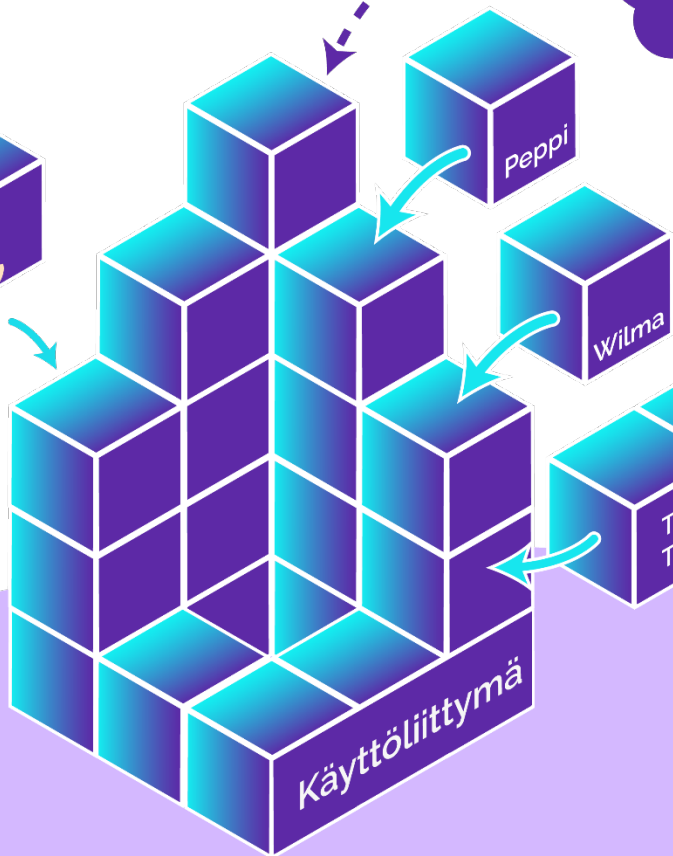
- The Intelligent Counselling project is developing an AI-assistant application that helps the user before, during and after their studies.
- The application can be intergrated into different sources of data; student administration softwares, TE services, social media (Linkedin, Facebook, Instagram)
- **In this Design Jam you will be generating ideas on the possible user interface for the AI-application.** The user interface should contain gamified features and – regardless of the user – good usability and accessibility. In best case scenario the user interface should be such, that the user can tailor it to best fit their needs. The user should also be able to define how their data is used.
- **The objective of the teams is to provide a potential solution for the user interface.** The solution can be presented verbally, but it is extremely desirable to include visualized presentation as well.

# Design Jam – presenting the solution

- The team may use any graphical software or device to pitch their solution (videos, pictures, animations, Power Point, Sway, etc.).
- The solution will be pitched in online event (wednesday 14.4.). Each team will have ten minutes for their presentation. This includes both the presentation (in whatever manner you choose to do it) and some time for questions from other participants of the Jam.
- Name contest: suggest a fitting name for the application.
- After the presentations are done, teams will vote for the best solution.



Käyttäjä



Tulevaisuudessa  
 muita datalähteitä

Kestävää kasvua ja työtä -ohjelma



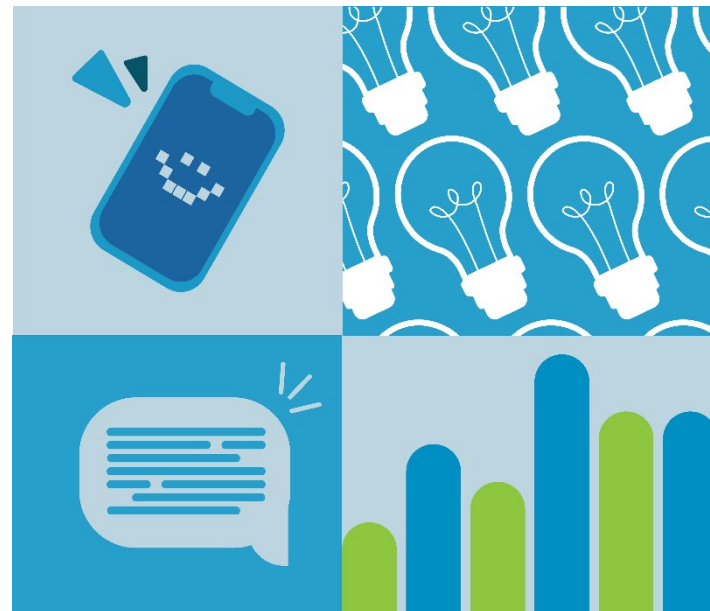
# How can I Jam with you?

- Gather your team consisting of 4 – 6 participants.
- Get to know the Intelligent Councelling project
- Come up with a team name and register by filling [this form](#)
- Deadline for registration: 8.4.2021

## For more information:

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Kestävää kasvua ja työtä -ohjelma

# Design Jam - schedule

Monday 12.4.2021	
12.00 – 12.10	General presentation of the event, Niilo Korhonen HAMK, Taneli Selin Esedu
12.10 – 12.30	Design Jam info, Mikko Lampi, Metatavu Oy
12.30 – 12.35	<a href="#">Artificial intelligence-webinar</a> presentation
12.35 – 12.45	Gamification theory, Niilo Korhonen HAMK
12.45 – 13.10	UI design, tools and methods for implementation, Jani Saari, software designer XAMK
13.10 – 13.35	Information on counselling, Milja Manninen XAMK, Intelligent Counselling project manager
13.35 – 14.00	Discussion and questions. Teams start on their projects.
14.00 – 20.00	Independent work by the teams. Support available in Discord.



# Design Jam - aikataulu

<b>Tuesday – Wednesday 13. – 14.4.2021</b>	
Tuesday 09.00 – 20.00	Teams work on their solution, online support available at all times when needed. 2 -3 open online sessions during the day.
Wednesday 9 → as long as required	The teams present their solutions. A vote on the best solution + name contest (using Forms, every participant gets a vote)
	End of the event, virtual coffee and cake.