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Professional web design and digital manufacturing. High school teacher, promoter of the maker movement in Bilbao, organizing workshops on challenges of additive manufacturing and DIY philosophy and was also promoter in Spain of "Enabling The Future" for prosthetic printing.



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Pedagogical pathway

DESIGN THINKING

It is essential that students, when taking on a challenge, know first-hand the person who will be the user of the product that they are going to develop through the Design Thinking Methodology in the classroom.



EMPATHY

The first step that students must take is EMPATHY, putting themselves in the other's place in order to develop a product. Understand the people for whom we are going to design and their context and discover what is truly important to them. To achieve this, it will be essential to carry out a research and ethnographic work process.

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USER EXPERIENCE (UX)

UX design is the design of the elements that determine the interaction a user has with a product or service. The VET learners needs to develop challenges and for that reason they need to explore deeply the final user's needs and motivations.

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Technological way

LAMINATING SOFTWARE.

Laminating software is an indispensable tool to be able to make 3D prints. The laminator is in charge of converting the 3D model into a file in charge of giving the instructions to the 3D printer, so correct lamination directly affects the print quality.

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3D DESIGN SOFTWARE

A 3D modeling program is software that allows you to create three-dimensional objects on a computer. The element generated by these programs is known as a 3D model. Software like Sketch Up or Blender give us very powerful and free license solutions.

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ON SHAPE

OnShape is a cloud-based CAD (Computer Aided Design) software. Through the use of Internet-based servers, software users can collaborate on the same model, editing and interacting at the same time. The program is intended for a multitude of industries that seek to design products, machine parts, industrial equipment



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HOW TO BE A EDUPRENEUR

CONCERNNESS

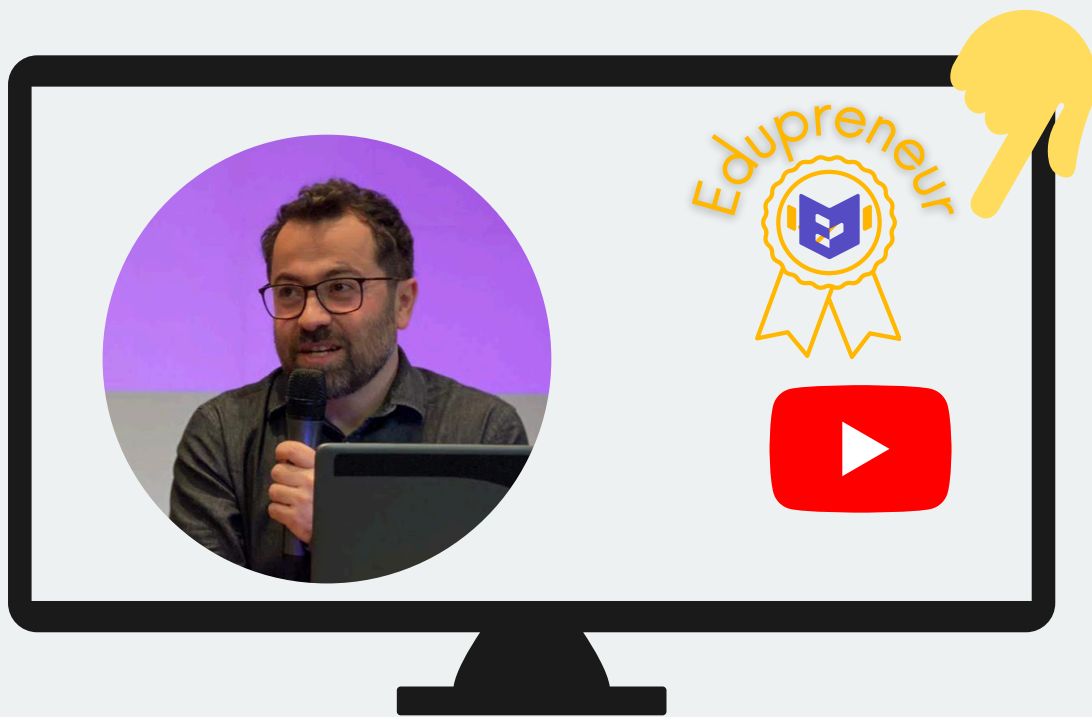
Right now there are many resources available to anyone to be a person with concerns. An EDUCHAMPION must be concerned about doing the job well, meeting a proposed objective, or doing something unique and exceptional.



CURIOSITY

An EDUCHAMPION boosts learning and motivation, encourages empathy and contributes to critical thinking, decision making and relationship skills, and is key to satisfaction in the pedagogical process.

More info...



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