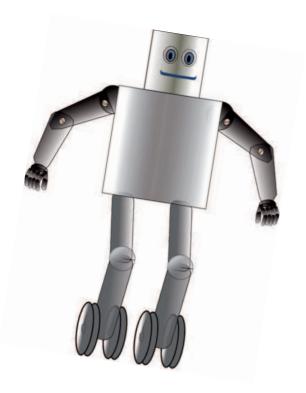


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This work has been developed in first edition in 2014 and in second edition in 2017 by:

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INNOVATIVE COMPANY NOTEBOOK

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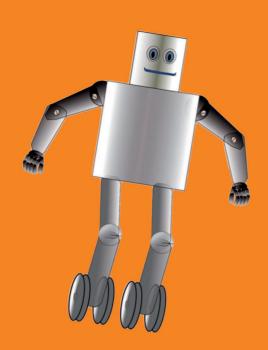
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Annex – InnoEscuela Patent Application

1



The innovative company

1.1. ESTABLISHING THE INNOVATIVE COMPANY

ntroduce you	rself as Innovativ	e Company			
What is your co	ompany name?				
Course	Boys	Girls	Ages		
<u> </u>	2073	Ciris	71863		
What are your	objectives as a c	company?			
low do you th	ink the relations	among the compa	any members have	to be?	
•			•		
	companies you a	II know and explai	n what you think tl	hey make. Draw th	eir
ogos					

My last year grade	es were:			
My favourite hobb	nies are:			
iviy lavourite nost	nes ure.			
What I want to be older	come as professional	l when	This is how I	think I am
NA/leat also select		houting 1911	n Alex Same (1977)	
What do you think	your positive contril	bution will be	n the innovative co	ompany?
What negative thin	ngs do you think the	innovative cor	npany will make yo	u improving?
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Name:				
Name: My last year grade	es were:			
My last year grade				
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My last year grade My favourite hobb	pies are:	I when	This is how I	think I am
My last year grade My favourite hobb What I want to be	pies are:	I when	This is how I	think I am
My last year grade My favourite hobb What I want to be	pies are:	I when	This is how I	think I am
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My last year grade	s were:				
My favourite hobb	oies are:				
What I want to be older	come as profession	al when		his is how I th	nink I am
older					
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What negative thi	ngs do you think the	e innovative o	ompany w	ill make you i	mproving?
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My favourite hobb	les are:				
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oldei					
What do you thinl	k your positive cont	ribution will b	e in the in	novative com	pany?
What negative thi	ngs do you think the	e innovative o	ompany w	ill make you i	mproving?

My last year grad	les were:				
My favourite hob	hies are:				
iviy lavourice floo	bles die.				
What I want to be	ecome as professional when	-	This is how I	think I am	
NAME OF THE OWNER OF THE OWNER	1	h - 1 - 1 - 1 - 1			
What do you thir	k your positive contribution will	be in the ir	inovative co	ompany?	
What negative th	ings do you think the innovative	company v	vill make vo	u improving?	
		company v	viii iiiake yo	u iiipioviiig:	
		company v	viii make yo	u improving:	
		company v	viii make yo	u improving:	
Name:		company v	viii make yo	u improving:	
Name:		company v	viii make yo	u improving:	
Name: My last year grad	les were:	company v	viii make yo	u improving:	
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My last year grad My favourite hob			This is how I		
My last year grad My favourite hob What I want to be	bies are:				
My last year grad My favourite hob What I want to be	bies are:				
My last year grad My favourite hob What I want to be older	ecome as professional when		This is how I	think I am	
My last year grad My favourite hob What I want to be older	bies are:		This is how I	think I am	
My last year grad My favourite hob What I want to be older	ecome as professional when		This is how I	think I am	

1.2. WE LOG IN OUR INNOVATIVE COMPANY IN OUR DIGITAL SPACE

Access to your digital space and make your company profile and your data. The digital platform will you give back some data to annotate. Don't forget them to Access in the future. This will be your company file.

COMPANY FILE

The names of each user in the company are:

Name of member	User name

The company email address is:

Company email	Email password

Each company member's emails are:

Member's	Member's email	Email password
name		

URL addresses reserved for your company are:

URL address for your corporation blog	
URL address for your web site	

Remember that the password to operate in both blog and web site is the same than your company email's password

1.3. WE WORK OUR BRAND IMAGE The brand image, also known as corporation image, is the set of grant an enterprise. In such a way, the set of logotypes, graphics and colours that a company is using, are those for people to be able to just the logotype. This is a very important part for defining how you	designs and most of all, the to recognize the brand even
Before starting the design of your logotypes and choosing your pre Image Workshop.	ferred colours, do the Brand
What have we learnt in the Brand Image Workshop? What idea d to us to begin designing our brand?	oes the workshop has given
1.4. DESIGNING OUR LOGO	
Design and draw below a logotype for your organization. Select we follow the advices that you have learnt in the Brand Image Wor	
mean? What have you inspired in?	

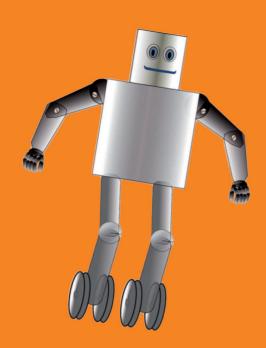
1.5. OUR RESPONSIBILITIES AND COMMITMENTS IN THE COMPANY

You've just established a company, but a last step is left. Now you have to sign a contract for linking formally to the company members. Each of you has to determine your responsibilities and commitment and sign them. Think that you will have to make written documentation, drawings by hand, drawing by a computer, taking innovative decisions, building your own innovation and control if each step you give is the correct. Choose the role that better fits to your skills and distribute the responsibilities.

COMMITENT CONTRACT

	ress our desire to be linked to form the company and indicate our mitment to make decisions in the benefit of the enterprise.
Name	
Commitment	
Specialization area	
Signature and date	
· ·	
Name	
Commitment	
Specialization area	
Signature and date	
Name	
Commitment	
Specialization area	
Signature and date	
Signature and date	
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Commitment	
Specialization area	
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2



Our innovation

2.1. REFLECTING ABOUT WHAT INNOVATION IS
Make a team meeting and try to discuss about the positive and negative issues that the Technology has brought to Mankind. In this kind of meetings, one of you have to annotate all the things are told. Then, make a summary of the discussion and write it in the space available below.
2.2. REVIEW OF THE INNOVATION WORKSHOP In the material you have available in your space in the digital platform, you will work with your teacher about the concept of innovation and what the creation of innovation has supposed for Mankind throughout the History. Take some annotations from the key ideas you think that are outstanding in the workshop.

2.3. RESEARCHING THE INNOVATION

In the workshop, you have learnt the concept of innovation and its benefit for Society. Now, it's your turn to find by your own some innovation examples.

In this course, you'll be focused to remember all those concepts that you have learnt in previous courses in the areas of mechanisms, mechanical parts and structures and we will study and practice with electricity and electronic components to be applied in your innovation. You're going to make a research of the main innovations carried out in the fields of the rational and sustainable use of the Energy, the Electricity and the Electronics. Your team will try to find some examples in Mankind History in which the introduction of an innovation has provoked a technological, scientific or social advancement.

Write some lines about the historical context, describe the innovation and add a small picture or drawing related with the innovation.

Technical Area	RATIONAL AND SUSTAINABLE USE OF	THE ENERGY
		[Paste here a picture or drawing related to the innovation]
Technical Area	ELECTRICITY	
Technical Area	LECTRICITY	[Paste here a picture or drawing related to the innovation]

Technical Area	ELECTRONICS	I
		[Paste here a picture or drawing related to the innovation]
Technical Area	COMUNICATIONS	[Paste here a picture or
		drawing related to the innovation]
Technical Area	COMPUTERS AND INFORMATICS	
		[Paste here a picture or drawing related to the innovation]

2.4. REINFORCING THE CONCEPT OF INNOVATION

After working the Innovation workshop and researching about innovation in different areas of Science and Technology, demonstrate that you have understood the concept. Describe what you understand as INNOVATION.

We have understood that Innovation is...

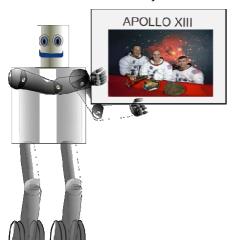
2.5. A STORY TO INSPIRE

In the First Cycle of ESO, you learnt to find needs and generate ideas. In that moment you applied the technique of Brainstorming to generate a list of ideas. This technique is very used by companies when they need to find solutions to a certain problem. Problems are often solved through an easy way but sometimes the solution turns complex.

Observe this true story. By NASA's Apollo program, mankind was able to walk on the Moon until six times. Up to six spacecrafts landed in the Moon's surface, Apollo 11, 12, 14, 15, 16 and 17. Just one, Apollo 13, with a crew of 3 astronauts, Lovell, Swigert and Heise, did not reach the objective because when going to the Moon, one of the liquid oxygen tanks exploded in the service module. The mission then dramatically changed: the goal was not to land in the Moon but to get the three astronauts back alive to the Earth.

In a few minutes, the central command in Houston could be able to transmit the coordinates to approach to the Moon, surround it, and take the accurate impulse using Moon's gravity in order to drive the spacecraft right back to the Earth. But a problem appeared inside the spacecraft. The astronauts' breathe was rapidly consuming the oxygen inside the spaceship and rising the CO2 levels. The CO2 filter had been damaged with the explosion and the spacecraft atmosphere was turning more and more unbreathable. Astronauts had to repair the filter quickly to get CO2 out and substitute it by oxygen.

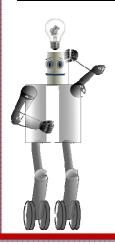
Some engineers met in the Earth to find a solution to the astronauts' problem. They put on a table all the same objects that the astronauts had inside the spacecraft and they began



thinking the way to make a CO2 filter with the available materials. They gave a lot of useless solutions and practicing brainstorming, they finally got the solution by assembling several elements including an astronaut's socks, a container, a small funnel and some adhesive tape. In a few minutes, they called to the spacecraft and told the astronauts the way to assemble these parts. They had been able to keep the crew alive and the three astronauts came back to the Earth.

This story, that has inspired many people to never give up to adversity, should be useful to observe environ and give solutions to problems. Make a list of ideas and compare their advantages and inconvenient. Now make the list of ideas you want to develop

Brief description of the idea	What are the advantages it has?	What is the inconvenient?
1000	23.24.14.00	



TRY NOW TO BALANCE THE INS AND OUTS
OF EACH IDEA IN ORDER TO REDUCE THE
LIST UP TO THREE CANDIDATES.

2.6. RESTRICTING THE LIST OF IDEAS

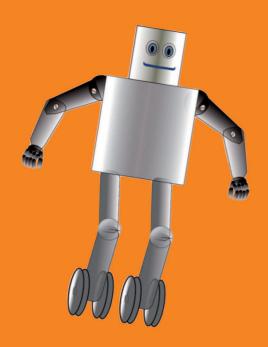
Think now that you need to apply these three restraints to the ideas:

- a) The innovative object must be feasible, i.e., it has to be possible its building,
- b) The innovative object have to work by means of electricity and,
- c) The object must include an electronic control system you would be able to develop

By applying these restraints, the list has to be reduced to three ideas. Think of each idea and make a valuation for each. Try to do a scheme or a simple sketch in each case and write some brief annotations of everyone in the available spaces. Do not try to organize the information you think about each innovative object. This will be considered later.

OBJECT FROM IDEA #1:	_
ODJECT EDOMAIDEA III.	
OBJECT FROM IDEA #2:	-
OBJECT FROM IDEA #3:	
OBJECT FROM IDLA #3.	-

3



Selecting and developing the innovative idea

3.1. CHOOSING WHAT WE WANT TO BUILD

Once you have made a list of three ideas, is time to analyze one by one to choose the definitive object to build. This is a crucial moment in your work. Answer the following questions and give some additional criteria if you consider it as important. Write in the "E" column a brief answer and write a grade in the "C" column. The grade has to be between 0 and 10.

and write a grade in the C colur	Idea 1:	_	Idea2:		Idea 3:	
Criteria	E	С	E	С	E	С
What degree of difficulty does the manufacture of the idea involve?						
What degree of usefulness is the idea for society?						
Are the idea's benefits easy to explain and understand?						
Has the idea a complex technical development?						
Will it be easy to sell, applicable and usable?						
Is large, medium or small the amount of users who will take advantage of the object?						
Would you need the help of the teacher to build it?						
Could it be easily possible to protect the object by means of a patent?						
Will the manufacture economic cost of the idea high?						
NUMERIC VALUATION	SUM OF IDEA 1		SUM OF IDEA 2	_	SUM OF IDEA 3	

3.2. THE FIRST SKETCH OF THE EXTERNAL ASPECT You've just selected your innovative idea. Now, make an easy and quick sketch to define what it consists of. The design has to be freehanded and you could make as many comments as needed in and around the drawing. This is a first level to define the object.

3.3. IMPROVING THE ORIGINAL IDEA AND DEVELOPING THE FIRST DESIGNS

Answer now to this questionnaire in order to try to improve the idea. However, it's better to spend some time thinking and discussing this question. Access in the next days to the digital platform forum, open a topic of discussion, for instance, "Improvements in the original ideas" and make some comments. With a bit effort, sure you will get some solutions to carry out an improvement.

When you decide that the discussion in the forum has finished, access to your company digital space and fill in the form for this section where the next questions are available to answer

Does your innovative idea comply with the functions you have originally thought?				
Could it be improved if something else will be added? What else?				
Could it be very complex to improve new additions?				
Could it be very complex to improve new additions.				
Would the new improvements be very expensive? What's your teacher's opinion?				

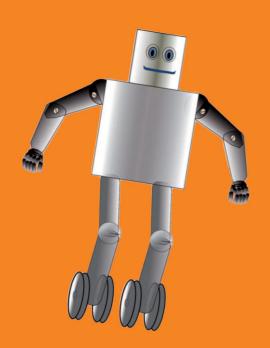
Now that you know clearly what to manufacture, draw the details in the following sheets. Use them to design the aspect of your idea. You have three sheets available to be printed, but you can print as many as you need.

		Noveme	EID144		
	FECHA	NOMBRE	FIRMA	I.E.S	
Dibujado por:					
Comprobado por:					
Escala:	Título				Versión

	FECHA	NOMBRE	FIRMA	I.E.S	
Dibujado por:					
Comprobado por:					
Escala:	Título				Versión

Dibujado por:	FECHA	NOMBRE	FIRMA	I.E.S	
Comprobado por:					
Escala:	Título				Versión
					Volume

4



We plan our innovative project

4.1. THE LIST OF MATERIALS

LIST OF MATERIALS

The list of materials is a essential document to carry out any productive process. You are going to use several material, with different sizes and shapes, by which you have to know how to describe them properly, in order to be able to reuse the document as many times as required to rebuild the project. Even, the documentation could let building the Project to other teams no related with its original manufacturing. That's why everything has to be written and described the clearer the better.

In order to avoid any purchase to be forgotten, fill up the following form. If there's no enough space, use a second sheet and write how many tables you have used to complete the full list of materials.

Innovative company:					
Date:	page number from a	page number from a total of de			
ITEM#	MATERIAL DESCRIPTION (*)	AMOUNT			

(*) For pieces to be manufactured by you, indicate the sizes and the reference to the drawing where it has been designed.

4.2. MATERIALS BUDGET

This process requires to all the team members to be responsible to find the Price of each element from the list of materials.

Where to find the prices of the parts in the list?

You may ask the Price of things in specialized shops or hardware stores. Normally, many pieces are assembly parts such as nails, screws, nuts, springs, collars, etc. A good choice is to take a look into the online shop in the Internet. Make a search in the Internet in order to get the price of each object in several websites in order to compare and take the lowest price.

Fill in the list of materials including the prices. If you do not have enough space for all the parts, make a second sheet to increase the list.

MATERIALS BUDGET

Innovative o	company:					
Date:	Date: of a total of					
ITEM #	DESCRIPTION OF THE PART	Amount	Unit price	Total Price		
	SUM OF TOTAL PRICES			€		
	V.A.T. (%)			€		
		€				

4.3. HOW MUCH DOES OUR WORK COST?

To know the total cost of a certain product is needed to evaluate how much the materials cost, the labour costs, etc. In addition, you have to consider that the final price of your innovative object has to cover the manufacturing spending, the labour workforce cost in order to pay the wages and finally, you have to take into account the profit to get. Companies use the profit to be shared among the owners or to invest for improving the firm.

In the case of valuating the cost of the workers jobs, one of the items to consider is the valuation of the labour work force. To know this economical cost, some questions have to be accurately answered:

- a) How much does the worked hour effectively cost?
- b) How many hours have to be invested to develop each task?

4.3.1. Calculating the labour work force

The question is easy to answer, since the cost of the worked hour will be estimated for each worker, in your case, for each member of the team according to your roles. Perhaps you would like to simplify the calculation model to that in which all the team members hour is valuated the same, no matter the kind of job is made. For example, you can fix the amount of 7 euro for each worked hour. This means that each hour you all are working is considered as a cost of 35 euro in the case of being five members.

If you want to simulate what is calculated in the real industry, each of the members has to assume different roles or responsibilities. This means that the cost will vary depending on the type of responsibility. For instance, if the role accepted by one of the member is the designer role or assembly worker, work manager, planning technician, etc, the cost will be respectively 7 €/hour, 5 €/hour or 10 €/hour. You choose the amount of money to pay depending on your organization. Calculate in the following space the labour work force cost and ask your teacher for help.

The calculation of the labour work force				

4.4. THE PLANNING WORKSHOP

Planning how to build an object is understood as the first step to forecast what the best way to manufacture is, before the work is started. One of the better solutions is to determine the task to follow as a sort of stages and how long each stage or task is estimated to take.

Make a stop in your way in order to receive some good advices about planning by doing the "Planning workshop". Your teacher will introduce you the topic and will help you to estimate the tasks to make and the time has to be invested.

4.5. PLANNING THE MANUFACTURE STAGES

Once you've made the Planning Workshop, make a list of the tasks you think your manufacturing process will be made up in order to complete the building of your innovative object.

Lists of tasks

Number of	Description
the stage	
1.0	PREPARATION OF MATERIALS

4.6. WE DRAW THE PROCESS DIAGRAM In this step you have to make the design of the process diagram or flow diagram using the proper symbols and shapes you have learnt in the Planning Workshop. PREPARATION OF **MATERIALS**

4.7. PLANNING WITH THE GANTT DIAGRAM

Create the Gantt diagram on this template, shading the required squares according with the duration of each task.

Number of the stage	Time line → One square = hours
1.0	
"	
<u> </u>	

4.8. WE CALCULATE THE LABOUR COST

Once you know the stages the manufacturing process consists of, who is the responsible of each stage and what is the cost of each task, you can calculate the labour work force total cost

Number of	Duration	Type of worker role	Cost per hour	Total cost
the stage	(hours)			
		TO.	TAL CUMA OF LABOUR COST	
		10	TAL SUM OF LABOUR COST	
IOW, ADD A	LL THE CONCEPTS A	AND CHECK THE FINAL COST		

4.9. MANUFACTURING: THE INCIDENCE DIARY

You've just considered how you are going to carry out your innovation manufacture. Now, let's implement it. It's possible some events that you haven't taken into consideration, appear as unpredicted problems or lack of materials in a certain moment. All these events are considered as incidences and they have to be written. Use the following table to annotate and explain each of the incidences in order to determine the proper corrections:

Incidencia nº	Fecha	Etapa corregida	Descripción

4.10. MONITORING THE MANUFACTURE

As soon as the manufacture is carried out according to the planning, monitoring its evolution is really suitable. You can do it by means of different pictures or photographs taken in different moments. Paste some pictures in the following squares in order to monitor how the manufacture is evolving.

Picture about the preparation of materials

Picture 1 of the manufacturing process

Picture 2 of the manufacturing process

Picture 3 of the manufacturing process

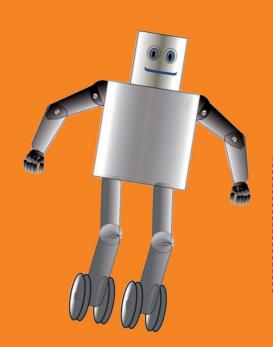
Picture 4 of the manufacturing process

Picture of the object when manufacturing process is finished

4.11. WE MAKE OUR INNOVATIVE OBJECT INSTRUCTIONS MANUAL

You've just finished the building of your innovative object and now you're checking how it works. Now you can develop a document to explain its functionality and composition: the instructions manual. It's even possible your object to need a certain or specific arrangement of components to be used. The best way to write an instructions manual is to compose simple and direct sentences by which you need to use a synthetic and direct language to allow people to understand it clearly.

to understand it clearly.					
Use the following space to write the instructions manual. If you prefer, you could also write the document by a text processor, save the file and upload it to the digital platform.					



Putting into practice our works quality control

5.1. CONTROLLING THE QUALITY OF OUR WORK

You've just finished your Project and now it's the moment to assess both the object and your work. Answer to the following questions, shading the numbers in the scale according to your valuation. The minimum grade is when only the square "1" is shaded and the maximum is the shading of all the numbers until the last one on the right.

1.	1. What is the degree of similarity of your origin	al idea	and the	manufactured	innovative
ol	object?				

Ī	1	2	3	4	5	6	7	8	9	10

2. Do you think that the modifications made in the manufacturing have been carried out due to inadequate design of the object?

1	2	3	4	5	6	7	8	9	10

3. What is the degree of satisfaction according the finishing of the innovative object?

1	2	3	4	5	6	7	8	9	10

4. What would you improve in the original design to get a better product?

5. Has involvement and participation been equitable in relation with all the team members?

1	2	3	4	5	6	7	8	9	10

6. Have all the members of the company committed the same way?

Ī	1	2	3	4	5	6	7	8	9	10
ĺ										

7. Do you think that the innovative object would have been better if you had worked more in the design and manufacture?

1	2	3	4	5	6	7	8	9	10

8. Do you think that the innovative object had been better if you had used better tools and materials?

Ī	1	2	3	4	5	6	7	8	9	10
Ī										

9. Indicate in general what the best and the worst have been in the team:

The best has been: _____

The worst has been:

5.2. WHAT ARE THE ADVANTAGES AND WEAKNESSES OF OUR INNOVATION?

In order to promote a product, it's very important for a manufacturer to know the main advantages and the added values, as well as the weaknesses such as if there's something left to manufacture, if something is not comfortable to be used, if the product is difficult to manage, etc.

Make a group debate as a discussion team in which one of you has to annotate what is said in the meeting. Then you have to write what's commented in the following table.

Our innovation advantages are:	Our weak points in our innovation are:

We are going to name the table as the "3-3-3 traffic light". Observe that each column has been coloured in red, yellow and green. Only writing in the advantages column red zone means that your innovation hasn't got many advantages and probably, your product will be difficult to sell in the market. The same happens with the weaknesses column. If you write so many items as to write in the red zone, this means that your product will be considered as a bad product. Perhaps you have to talk with your teacher to reconsider some parts of the design or try to include some added value to reduce weak points and to enhance advantages.

The yellow zone is a moderate zone for both features. In this zone, there are enough advantages to start an advertising campaign, although the number of weak points is relatively high.

The ideal situation is achieved when advantages reaches the green zone and the weak points are limited to the red zone. This is the ideal situation to start the advertising campaign to promote the product.

5.3. APPLYING QUALITY CONTROL TOOLS: THE IMPROVEMENT TABLE AND THE IDEALS TABLE

Try to improve your product by using the following tables:

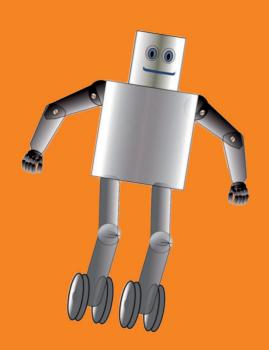
Improvement table

Is it possible to be corrected? Propose a modification	modification, is it possible to be converted into a advantage?

Ideals table

What other advantages could we have in our innovative product?	Could they be introduced in the last manufacturing stage? Describe how to do it

6



We make our own web page

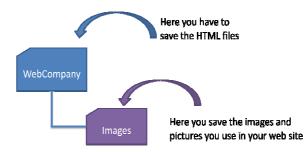
6.1. FIRST CODE FOR OUR WEB SITE

As you have probably learnt in the class of Technology, making a web page consists of the writing of HTML code. Thus, you are going to develop a text file that will be later understood by a browser such as Mozilla Firefox, Google Chrome, Safari or Microsoft Explorer.

The first thing to do is to know clearly what the file structure to be. For this, choose a location

in your computer and create a folder, that you can name "WebCompany" where to locate all the web elements such as html files, images, videos, etc. Look at the picture in order to know how to make the folders structure.

To program a web page you may use a HTML editor, but once you know the code,



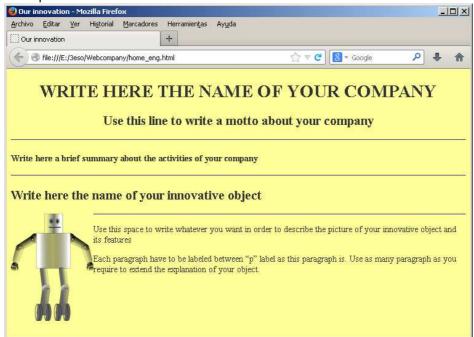
you can use any text editor, such as the NotePad Open this application and write the following text. Observe that the text in blue belongs to the HEAD section that contains code that will not be visible when opening the file in the browser. By other side, the text written in black belongs to the BODY sections, the one in which is written all the elements that are visible when opening the file in the browser.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
<title>Our innovation</title>
<style type="text/css">
body,td,th {color: #333333;
body {background-color: #FFFF99;
</style></head>
<body>
<h1 align="center">WRITE HERE THE NAME OF YOUR COMPANY </h1>
<h2 align="center">Use this line to write a motto about your company </h2>
<hr />
<h4>Write here a brief summary about the activities of your company </h4>
<hr />
<div style="font:'Times New Roman', Times, serif">
<h2>Write here the name of your innovative object </h2>
<!—In the following line you have to substitute the file robot.png by the name of the file of the image you
are using to show your innovative object -->
<img src="images/robot.png" width="150" align="left" class="float_left" /></div>
<hr />
<Use this space to write whatever you want in order to describe the picture of your innovative object</p>
and its features 
<Each paragraph have to be labeled between "p" label as this paragraph is. Use as many paragraph as</p>
you require to extend the explanation of your object.
</body>
```

6.2. CHANGING THE CODE AND EXPERIMENTING

Once you have written the previous code, where a very simple example, with text and images, is shown, observe how it looks in the browser. To do this, firstly you have to write the text and save it, for instance, as "home_eng.html" in the "WebCompany" folder. Remember that the image you want to show has to be saved in the folder "Images" and in the HTML text file you have to write exactly the name of this picture file in substitution of the line "robot.png"

Now, when double-clicking on the file icon, your browser will show you the HTML file. Observe how the example looks like.



Now, it's the time to change anything you want in your web site, such as:

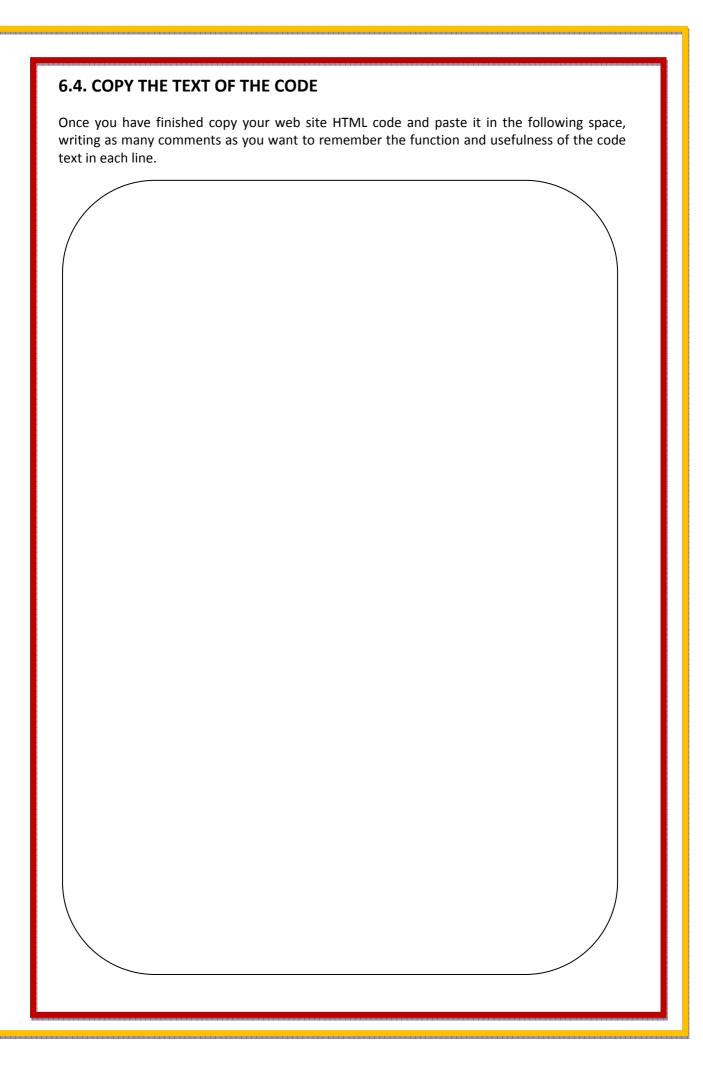
- Texts to be adapted to the content you want to show,
- The background colour of the web site,
- The font colour, type and size
- The picture and its relative location in the web site
- The horizontal separation lines between paragraphs.

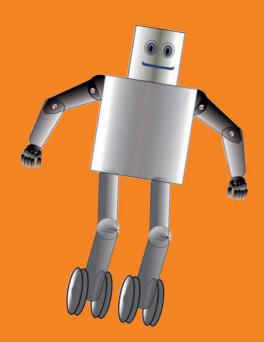
Try to find out what the lists are and implement the proper code to write. This is a very useful resource to navigate in your web site in the case of developing several HTML set of files composing the web site.

If you have some doubts about how to do it, ask your teacher for help.

6.3. UPLOADING THE WEB TO THE INTERNET

When you have finished the web site, upload the set of HMTL files to your space in the digital platform in order to let the teacher to publish it in the Internet. It's a good way, not only to save your work but also to let the world accessing to your web site in order to know something else about your company and your innovative activities.





We protect our ideas

7.1. MAY WE PROTECT OUR IDEAS? INDUSTRIAL AND INTELLECTUAL PROPERTY WORKSHOP

Your ideas are really useful and because of this, they have to be protected. That's why Industrial Property rules have been developed for innovative objects and inventions as well as Intellectual Property to protect artistic and literary creations. Ask your teacher to take a look with your classmates to the "Property Workshop" to learn about the protection of inventions, innovations and creations.

7.2. THE KEY POINTS OF OUR INNOVATION

The object you've just designed and built contains at least an innovation. These are the key points to protect and they are what in a patent document will be name as "Claims". Use the following space to write what you are considering as the most important new properties your innovative object has. These comments will be later extended in the patent document you will develop.

What we are claiming as innovation in our object:

7.3. FINDING OUT WHAT'S EXISITING: OUR INNOVATION STATE OF THE ART

Probably your innovative object has been based in an existing object or system. And it's also possible that some other inventions are similar to yours or have the same usefulness. Use the Internet or the searching tools provided in the Property Workshop to make a list of similar or equivalent objects and system, which have just been invented and patented. These patents belong to what's known as the State of the Art. Take this information and write it in the space provided for the State of the Art in the patent document that follows.

In order to miss any data, you are going to make a database with the information obtained in the search. Ask your teacher for help in order to design a State of the Art database with a table that will contain data in the following fields:

- Name of the invention
- Name of the inventor
- Patent application date
- Brief summary of the invention

Data saved in the database will be the source of information to fill your InnoEscuela patent application up. Now, develop your own document. Use as many pages as required to widely describe your innovation. Do not forget all of you to sign the document at the end.



INNOVATION PATENT APPLICATION

Applicators data	High School Data
Application Date:	Name:
Name of the inventors:	Address:
	Telephone:
Web address:	Web address:
Title of the innovation	
Abstract of the innovation	
Abstract of the illiovation	

Inn ⊕Escuela				
Patent Application	Page of			
Description of the State of the Art				

Inn⊕ Escuela				
Patent Application	Page of			
Textual description of the Innovation				

Inn o Escuela		
Patent Application	Page of	
escription of the innovation – Designs and drawi	ings	

Inn⊍ Escuela				
Patent Application		Page of		
Claims				
To whom this may concern, he	reby the components	of the innovative company are		
signing this patent application, ensuring that all that has been written is true and				
corresponds with an original idea.				
THE INNOVATIVE COMPANY (Signature of all the members of the state of t	ne innovative company)			
	[City or Town]	[Month, Day, Year]		

