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Research Interests

Social Innovation, Social Change, Creative Economies, Design Research Methods, Non-traditional Education Methodologies, Social Participation, Collaboration, Projects for Global Goals, Assistive Technologies, Makers Movement, Technology for Social Transformations.

Education

2016:

Adolfo Ibáñez University, Design School
Master's Degree in Innovation and Design

Adolfo Ibáñez University, Business School
Business Engineering Professional Degree
Honors distinction

2015:

Adolfo Ibáñez University, Business School
Bachelor's Degree in business administration
Honors distinction
Minor in Organizational Psychology

Professional experience

Socialab:

Innova La Reina Project Manager
Santiago, Chile • 2018 – today

Innova La Reina was a project to match opportunities for innovation and entrepreneurship in the commune of La Reina, involving different citizen participation tools. An open call for ventures that offered innovative solutions was made to implement those projects within the commune. Main tasks were to manage, coordinate, planning and controlling different activities for the successful development of the project.

NGO Odisea

President - Research Methodologies Specialist
Santiago, Chile • 2016 – today

Founder of Odisea, an NGO which empowers children and youth through innovation, science and technology project development. Main tasks were to conduct theoretical and practical methods of research, workshops development, project development and project management. This NGO has been supported by Colunga Foundation, Ashoka, Socialab, Google, Amazon, and UNESCO.

Riduit

Co-Founder – Research and Development Manager
Santiago, Chile • 2016 – today

Social enterprise for the development of educational innovation projects. Main tasks were to lead theoretical investigation and field research for projects development, to plan and lead workshops,

lead creativity processes and project management. This has been funded by CORFO and Start-Up Chile.

Teaching Assistantships

2017:

Ethnography II – Design School- Adolfo Ibáñez University

Graduate course focused on understanding the different human groups involved in innovation processes to develop projects, creating and measuring its impact.

Ethnography I - Design School -Adolfo Ibáñez University

Graduate course focused on learning different methods and tools to conduct field research for innovation projects and to develop creative skills.

Consumer behavior– Design School Adolfo Ibáñez University

Undergraduate course focused on including consumers into the design process by developing practical research of their needs and behaviors.

“Mujer Más Capaz” program – SENSE

Government’s program to enable vulnerable women to start a venture, learning to design, implement and evaluate their business model, besides acquiring practical management knowledge.

2016:

Design research II – Design School Adolfo Ibáñez University

Graduate course focused on applying Human/User-Centered Design to develop innovative projects.

Advanced project– Design School Adolfo Ibáñez University

Undergraduate course focused on creating projects to solve urban scale problems.

Technological innovation – Engineering School Adolfo Ibáñez University

Undergraduate course focused on creating solutions for engineering problems following the design thinking process.

Projects and research

2018:

Odisea Games:

Field and theoretical research to design creativity and innovation games for enterprises and/or families and friends. These games are iterations of different activities from the Odisea Method to unleash creativity in an entertaining and engaging way.

2017:

OdiseaLab:

Plan, conduct and develop design research for a web-based game for children and youth to develop projects in science, technology, and innovation, following the Odisea Method. In this game, they had to create a team to solve different challenges associated with a stage of the method for project development, creating a solution to a community issue linked with the UN SDGs.

2016:

Riduit: Research and design of a web-platform for teachers to find class material and create their school year planning with non-traditional methodologies as Odisea, Project Based Learning, Montessori, between others, thereby democratizing the access to them, for teachers of different public schools.

Odisea Method: Field and theoretical research to create a method for project development into classrooms contexts. This method followed 6 steps Observe, Defeat, Ideate, Solution, Evaluate and Acquire Knowledge and it was co-created with teachers and students.

2015:

Exploro

Master's Thesis. Leading the theoretical and field research for the development of a responsive toy which enhanced sensory exploration of children, between 3 and 5 years, with sensory processing disorder, as a secondary condition, (ASD, DS, ADS) thereby supporting their therapeutic advance.

Indignator

Master's Project which expressed the social discontent of people on social media, by representing and visualizing it in the real world. This was done by a volcano that exploded based on the number of tweets with #Indignator.

TAS

Technologies applied to school were a series of devices that supported teachers in their class context. It was part of a master's project to motivate students and create a higher participation in the classroom context.

Additional Courses

2016:

IDEO prototyping kit

IDEO.ORG, + Acumen

IDEO human-centered design kit

IDEO.org, +Acumen

Additional information

Nationality: Chilean

Languages: Spanish mother tongue, advanced English level (TOEIC)

Volunteering: Salta Chile; Inspiring Girls CL

Skills: Proactivity, Research, Project management, Leadership, Creativity, Design Thinking, Human Centered Design, Arduino, Illustrator.

Portfolio: marialauraramirez.com