

## G2: What is Design Thinking?

### Instructions:

G2 activity has only one question. "What is Design Thinking?", however, do not underestimate this activity. There are a lot of ways on how to answer this and how to approach this question.

Design thinking is a most innovative way of solutions made in different techniques to solve problem in a creative way. It helps us to systematically extract, teach, learn, and apply these centered techniques to all our own problems. Design thinking has a very wide context depending to all the great innovators which is us and other professions. Like for us who creates website, we think of a solution that helps our target users to have a comfortable, presentable and user-friendly website to use, that makes us a great innovators and that is how powerful design thinking is!

Design thinking can be defined in many terms depending on what is your goal as an innovator. Design thinking can be defined as iterative process in which we seek to understand the user, challenge assumptions, and redefine problems in an attempt to identify alternative strategies and solutions. It can be defined as simple as a development of a solution that can understand users. But understanding the user is hard to do. Design thinking consists of five phases that helps you truly understand what the focus should be and what should be the problem of a user.



These five phases help you to observe and develop empathy with the target user, it creates assumptions and questioning the implications of a specific problem. It helps you produce different solutions and ideas that you may brainstorm to produce the most innovative solution. And lastly, it helps you to have a proper opportunity to test it and evaluate your work.

## References

Rikke Friis Dam, T. Y. (2020, August). *What is Design Thinking and Why Is It So Popular?* Retrieved from interaction-design: <https://www.interaction-design.org/literature/article/what-is-design-thinking-and-why-is-it-so-popular>