Title:

0.Introduction

0.1Preface

0.1Problem Statement Definition

Different phases of design thinking
1.Empathize

- Planning Interview
    1.who is going to be interviewed?
        1.student
        2.parent
        3.management
        4.Professor
    2.place-mode of interview.
    3.Framing the open ended questions..
- Conduct Interview
- After Interview:
        1.Analyse the response
        2.Empathy Grid
        3.Finalize the insight
1.1 Redefining Problem statement .

2. Defining the Problems
   - Persona
   - POV Statement

3. Ideate
   - How Might We question.
   - 6 Hats
   - Doodling
   - Story Telling

4. prototype
   - Phase - 1 General idea
   - Phase - 2
     - UI Design
     - Video presentation
     - Working Prototype

5. Value Proposition
   - Value Pyramid
   - Product & Services VS Customer need

6. Testing
   - Real world testing
   - Feedback Grid
   - I Like, I Wish, What If

6.1 Iterative operation

7.Evaluate the results
- Fix the parameters
  - Security
  - Availability
  - Usability
  - Flexibility
  - Portability
  - Life time / Reusability
- Analyse the parameters
- Improve the product / service if needed