

Subject Code	Subject Name	Category	L	T	P	C
GE23627	Design Thinking and Innovation (Type - Project based learning)	EEC	0	0	4	2

Objectives:

- To understand the design thinking concepts and deep understanding of user needs and experiences.
- To find the problem statement and To develop innovative design solutions that address identified user challenges
- To master the process of prototyping and iterating on designs.
- To conduct thorough market analysis and financial planning
- To effectively communicate design concepts and findings.

Unit-I: Introduction to Design Thinking : The design thinking concepts - Different design thinking models - Details of Stanford Design thinking process: Empathize, Define, Ideate, Prototype, Test

Activities:

- Case studies of successful domain based Design Thinking and Innovative projects
- Group discussions on design thinking

Unit 2: Empathize and Define : User research methods (interviews, surveys, observation, contextual inquiry) - Persona development- Journey mapping – Brainstorming Defining the design problem statement

Activities:

- Conducting user interviews and surveys
- Creating user personas and journey maps
- Identifying key user needs and pain points
- Analyze the user needs and Brainstorming to define problem statement

Unit 3: Ideate and Create : Brainstorming techniques (e.g., mind mapping, SCAMPER) - Ideation tools (e.g., design thinking tools, concept sketching) - Concept generation and evaluation (e.g. Brainstorming)

Activities:

- Group brainstorming sessions to select the best idea
- Creating concept sketches and prototypes
- Evaluating ideas based on user needs and feasibility

Unit 4: Prototype and Test : Low, Medium and high level fidelity for prototyping-Usability testing -Iterative design

Activities:

- Building low-fidelity prototypes (e.g., paper prototypes)
- Conducting usability tests with users
- Iterating on designs based on feedback

Unit 5: Market Analysis and Implementation : Market research and analysis - Business model development- Financial planning-Implementation strategies

Activities:

- Conducting market research
- Developing a business model canvas
- Creating a financial projection
- Developing an implementation plan
-

Course Outcomes: On completion of the course, the students will be able to	
CO1	Construct design challenge and reframe the design challenge into design opportunity.
CO2	Interview the user, and know the feelings of users to foster deep user understanding and be able to uncover the deep user insights and needs.
CO3	Develop ideas and prototypes by brainstorming.
CO4	Organize the user walkthrough experience to test prototype
CO5	Develop smart strategies and implementation plan that will deliver/achieve the idea/solution deduced from earlier phases.

Assessment:

- Encourage students to work on real-world design challenges based on the user needs
- Group presentations
- Quizzes and exams
- Evaluation of Project report and viva and also encourage the students for filing patent/ copyright / presenting in conference / publishing in journal

Text Book(s):	
1	Handbook of Design Thinking by Christian Müller-Roterberg, Kindle Direct Publishing, 2018.
2	Design Thinking – A Beginner’s Perspective, by E Balagurusamy, Bindu Vijakumar, MC Graw Hill, 2024
Reference Books:	
1	Design Thinking for Entrepreneurs and Small Businesses: Putting the Power of Design to Work – by Beverly Rudkin Ingle, Apress; 1st ed. Edition, 2013
2	Design Thinking: Understanding How Designers Think and Work by Nigel Cross, Bloomsbury Visual Arts; 2 edition 2023
Web links	
1	Design thinking Guide https://www.rcsc.gov.bt/wp-content/uploads/2017/07/dt-guide-book-master-copy.pdf
2	NPTEL Course on Design Thinking and Innovation By Ravi Poovaiah ; https://onlinecourses.swayam2.ac.in/aic23_ge17/ preview
3	IITB Design course tools and Resources https://www.dsource.in/

CO-PO Mapping

COs/ POs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	3	3	3	2	2	3	3	3	3	3
CO2	3	2	3	3	3	2	2	3	3	3	3	3
CO3	3	2	3	3	3	2	2	3	3	3	3	3
CO4	3	2	3	3	3	2	2	3	3	3	3	3
CO5	3	2	3	3	3	2	2	3	3	3	3	3
Average	3	2	3	3	3	2	2	3	3	3	3	3

1-Slight (Low), 2- Moderate (Medium), 3- Substantial (High) , “-“ No correlation