



# Today



Check-in

Admin info

Weekly introduction

Design thinking:

- What is design(thinking)?

- Why is it relevant

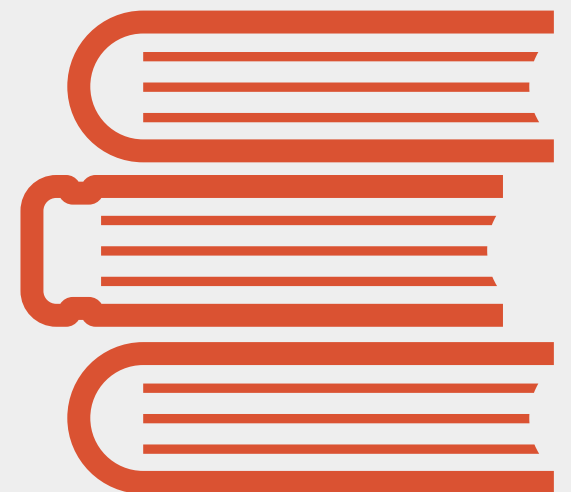
- DD/IDEO Process

- Challenge

- Design questions

- Customer research

Check-out

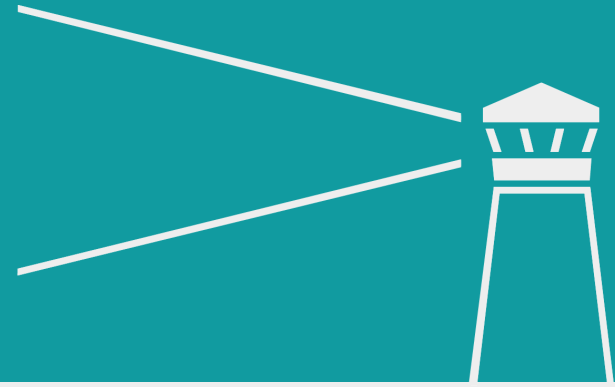


Check-in:

Without words  
this time

**admin**  
**info**

# Admin info



-1

MS Teams

\* councils

News update

changecourse.se

Mentor matching

Toolbox formalization



**weekly  
intro**

# This week

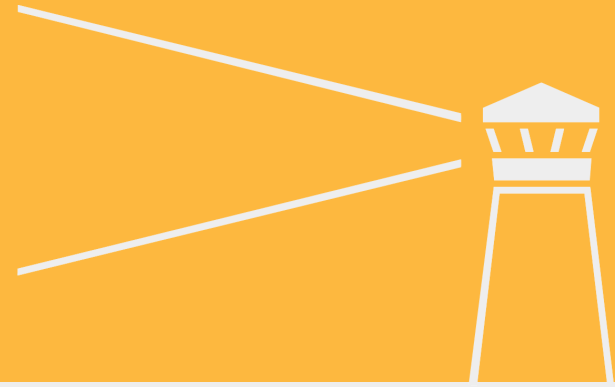


INTRO	Map of values	Improv / play	A2030	?
DT101	DT101	DT101	A2030	?
DT101	News update	DT101	A2030	
DT101	DT101	DT101	Weekly eval.	

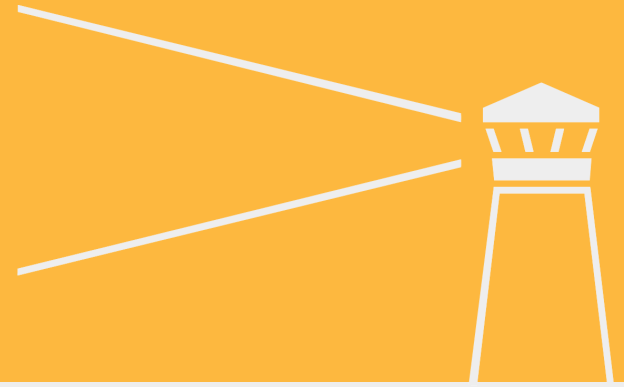
design  
thinking



# Design thinking 101



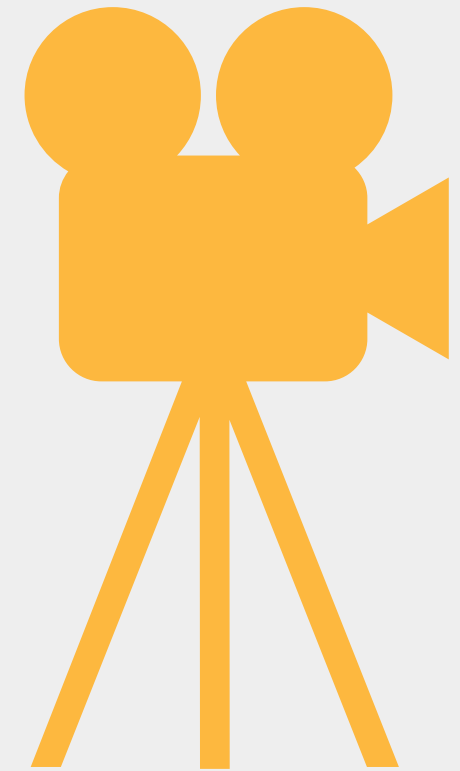
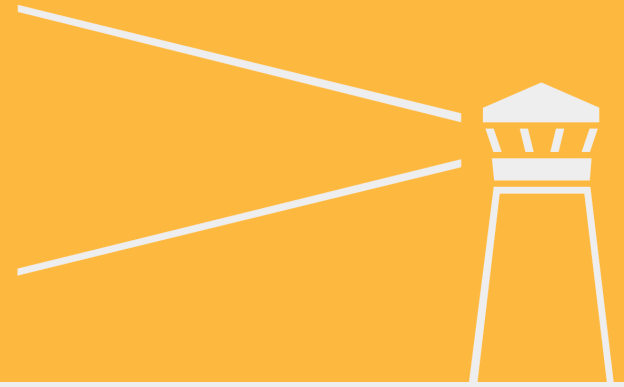
Q: What is design(thinking)?



Q: Why is it  
relevant?



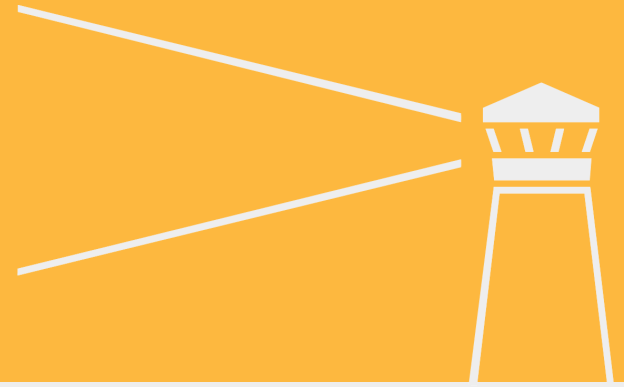
# Design thinking 101



**A design thinking process**

<https://www.youtube.com/watch?v=izjhx17NuSE>

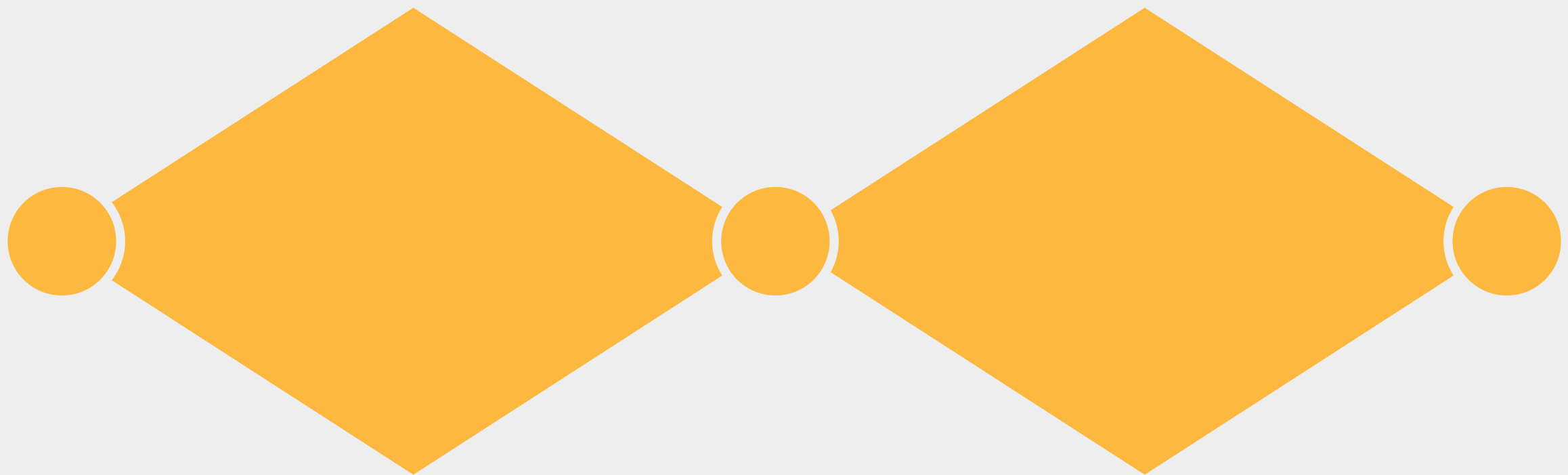
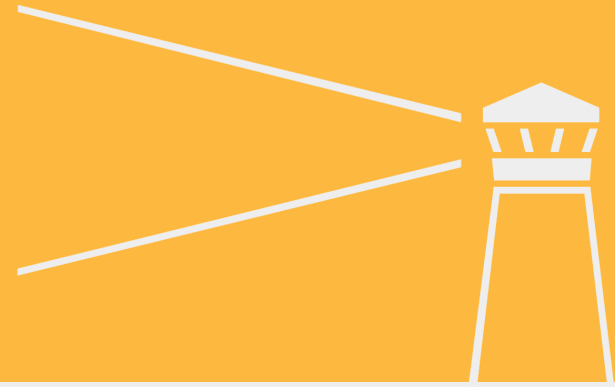
# Design thinking 101



List steps



# Design thinking 101



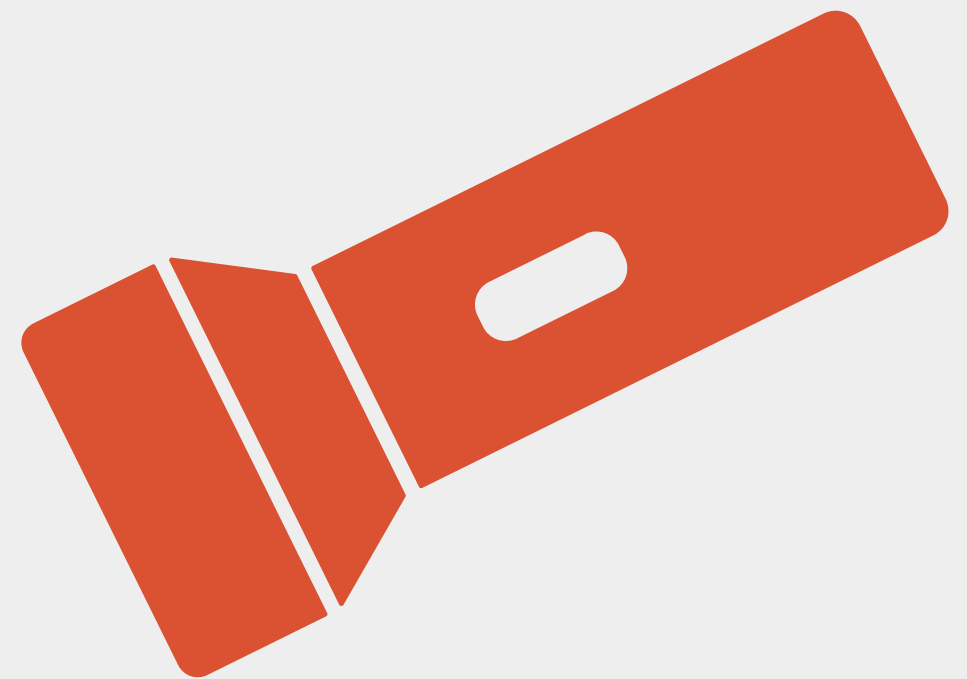
Create- & make choices

design  
challenge

# Design challenge



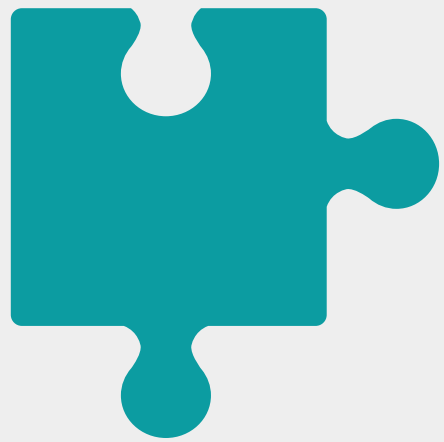
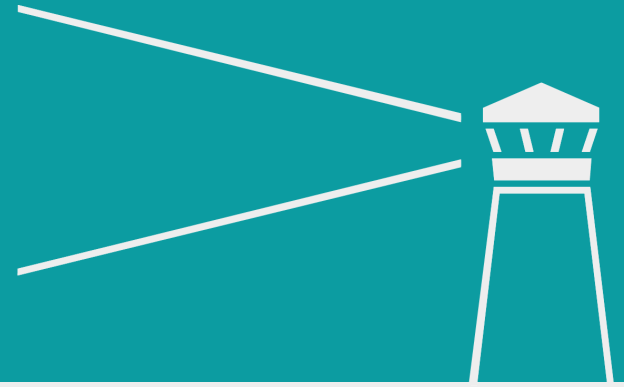
How might Vädö Folkhögskola  
become a catalyst for social change  
in the local community?



design  
teams



# Design teams

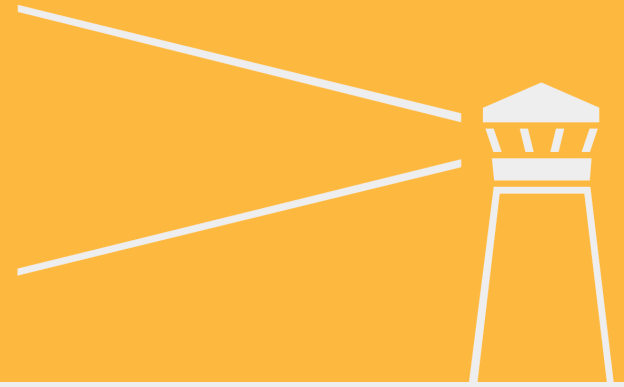


Groups of 3-4



customer  
research

# Customer research



What questions do you need to ask?

Who do you need to ask?

Where can you find them?



go go go

# Customer research



Where did you go?

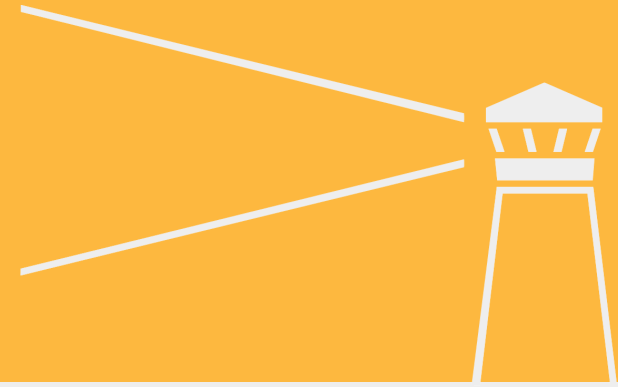
Who did you talk to?

What did you learn?

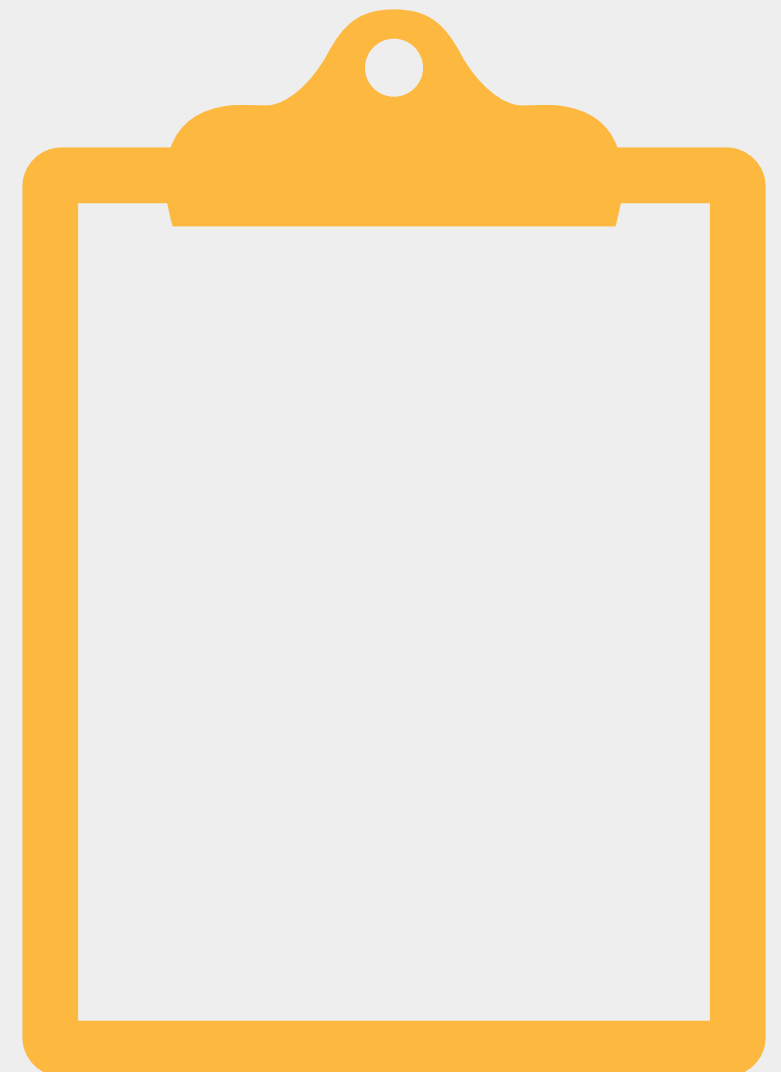
Which questions worked?



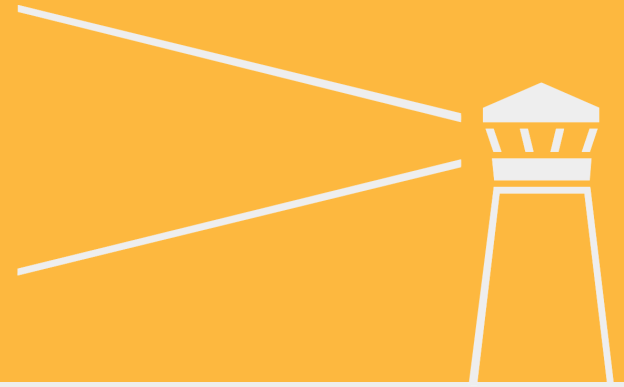
# Customer research



Extract insights  
- identify patterns



# Customer research



# Cross-pollination

Check-out :

Who surprised you  
the most today,  
and how?



end