L1 - **Building blocks of DTD-DAD-1**
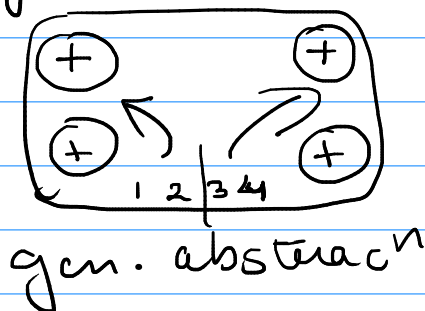   Videos, Transcripts, Reflections, Projects.
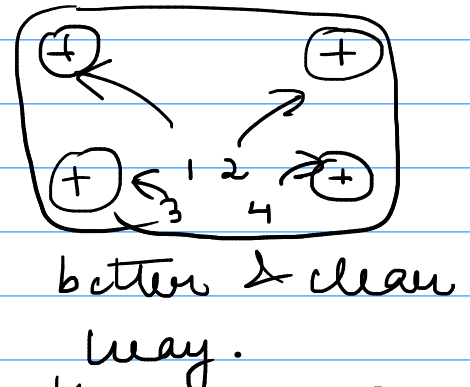   ↳ Integral part

L1.1 Building blocks of DTD-DAD-2

  - Live sessions, Industry experts (Interactions)

L2 Intro. to Design From Everyday Life

  - Design is everywhere. Eg. cockpit, door, belt buckle, footwear, cup handle, pedestrian crossing, software.
  - good design is often hard to notice. Eg. camera
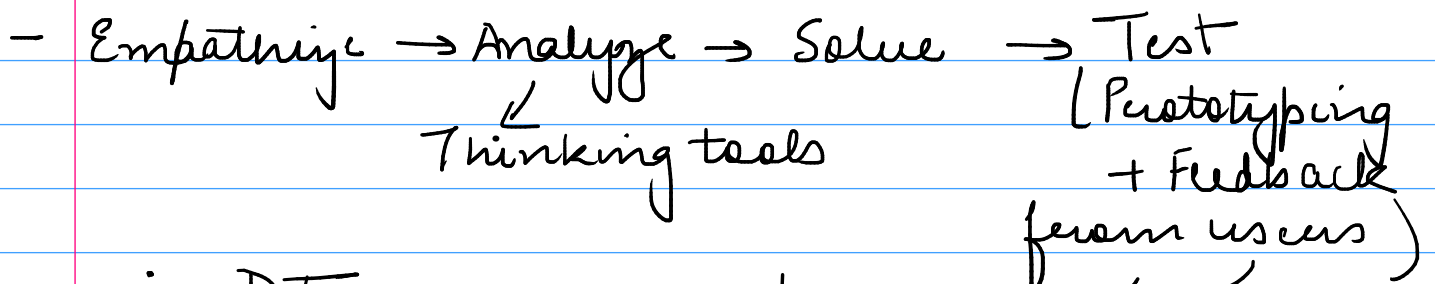 - bad design stands out.
  - Eg. 4-burner stove
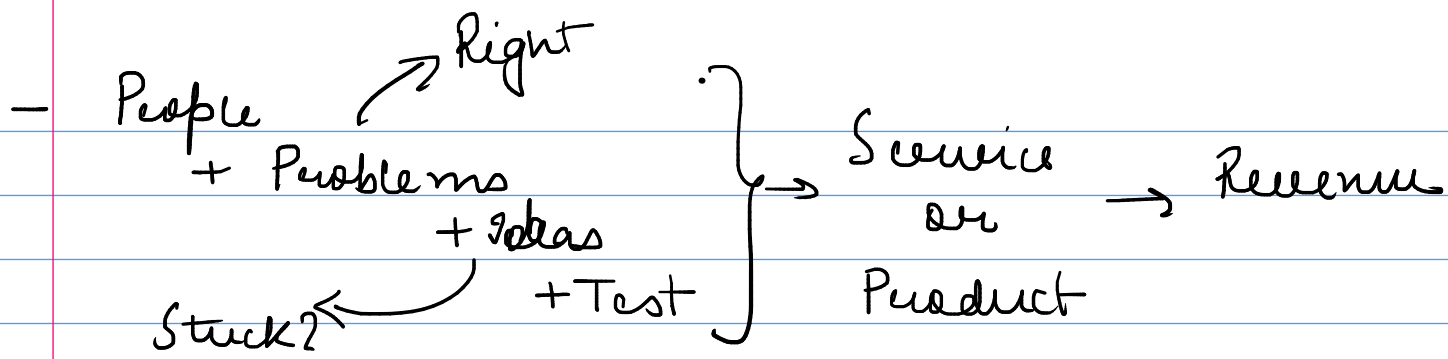

gen. abstrac^n   better way   better & clean way.

  - Eg. Switch boards in classes, there are so many switches, which is mapped to what?
  - Eg. Table chair → good design → instead of typical 4 legs, -there are 2 legs (curved); that helps.
  - Eg. Hotel showers → blue dot & red dot but still how to adjust the speed

L3 Intro to DT-1

— People → Right
  + Problems
    + Ideas → Service → Revenue
      + Test   or
  Stuck? ←   Product

— Empathize → Analyze → Solve → Test
              ↙   (Prototyping
         Thinking tools   + Feedback
                                   from users)
  ∴, DT   Human- ←
  ‗‗‗   Centered design

— Easy, learnable & teachable method

L3.1 Intro to DT-2

— Buddhistic Philosophy —   → E
    1. Dukha (accept suffering)
← 2. Samudaya (why? cause)   → S (Ideas)
A   3. Nirodha (end of suffering)
  ↙ 4. Marg (walk of the path that ends
  T   suffering)

— E, A, S, T ⟹ comp. DT
— Caution — apply these principles for
              yourself
  ↳ cycles (iterative process of development)
            Eg. Phone series
— Results into great product & service.

L3.2 Why take up DT?

- Goal → app dev. is central to this course.
- Eg. Uber, Car service people → all gets done by app. ⟶ real human needs

L3.3 Stages & Obj. of DT

→ Eg. of untested car

- People → Problems → Ideas → Test
  ↓
  Product → Revenue
- Nobody likes untested ideas.
- Always analyze the problem → Solve these problems.
- Prototype ⟶ give shape & form to your ideas.
- DT → A systematic & efficient process

L3.4 Human-Centered Design

- E A S T ⇒ fundamental block of DT
- We human beings take care of each other.
- Eg. Aryabhatta Life Story
- DT is a human-centered design.

L3.5 Design & DT

- DT is a offspring of design

- A design is a plan or specifica^n for the construc^n of an obj. or sys. or for the implementa^n of an activity or process or the result of that plan or specifica^n in the form of a prototype, product or process. .
- There are numerous design disciplines.

- Uncertainity   Clarity

Research   Concept!   Design!
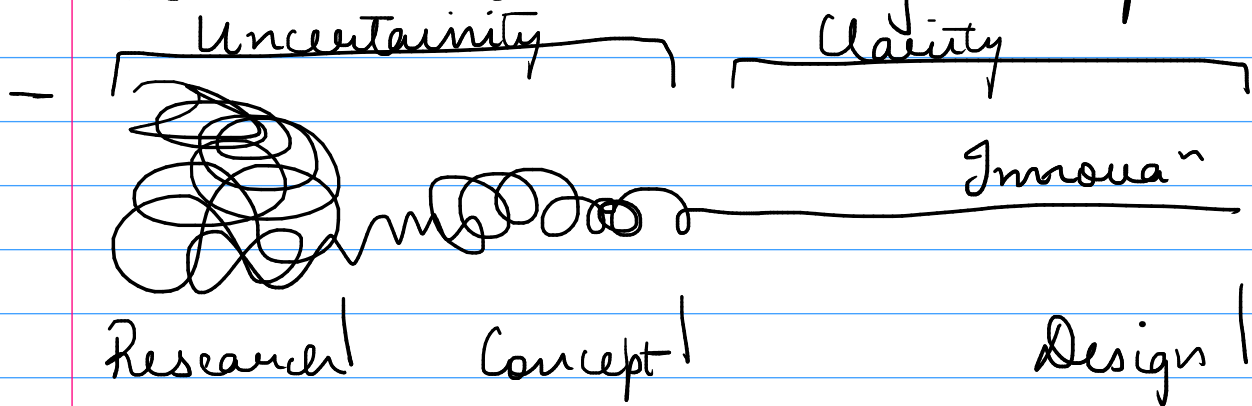
- Design is "how it works."
- DT is an iterative problem-solving approach that involves applying design solu^n, to solve problems.
- HCD puts people at the center of every dev. process.
- DT → innovative solu^n, HCD → good usability & great user experience
- They're both user-centric & driven by empathy. Both methods are iterative.


L4 | Intro. to Project Mgmt.

- Eg. KRCL → project mgmt.
- Agile Project mgmt.
Roles & Responsibilities
Time-Tracking & Communica^n

- Project
- Project Mgmt.
  - → Project Life Cycle
  - → Methods (Agile)
  - → Tools (jira)

L4.1 Proj. & Proj. Mgmt.

- A project is a series of tasks that has unique deliverables with a diff beginning & end. A project is a temporary endeavour undertaken to reach the desired outcome or to create a unique product or service.
- Project mgmt. is the critical practice that uses specific knowledge of process, skills, tools & techniques to deliver stn. of value to people.
- It involves planning, tracking & comm. to ensure the proj. meets its stated goals & req. within the time & budget constraints.
- Tasks —
  1. defining scope of proj.
  2. managing expectn
  3. creating plans
  4. implementing proj. mgmt. methods
  5. managing tasks
  6. allocan of resources
  7. monitoring the project status
  8. leading the team
  9. planning & fascilitating meeting

<u>L4.2</u> <u>Project Life Cycle</u>

1. Initiation
2. Planning
3. Execution
4. Closure
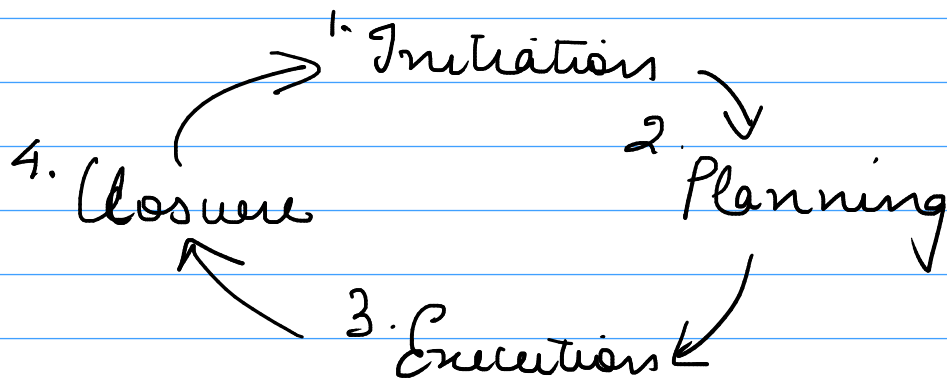
1. define proj goals & deliverables, resources, team of people. (9 via)
2. create a schedule, assess customer needs, communicate the plan → discuss with Team
3. kickoff → begin work, manage workflow, verify milestones → use agile
4. obtain acceptance of the deliverables, hold a project outcomes meeting, formalize closure

<u>L4.3</u> <u>Agile & Design Thinking</u>

- Proj. mgmt. methodology is a set of guiding principles, a combina^n of practices, methods & process that determine how best to plan, develop, control & deliver a proj. thru its life cycle.
- DT ⟶ Agile ⟶ increment development
  ↳ EAST
  ↓ user-focus

— Common btw. Agile & DT
1. Learn from user experience
2. Repeated improvement
3. Balance team efforts
4. design the right solution
5. Understand the problem
6. Rapid prototyping