DESIGN THINKING

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ONE DAY VIRTUAL WORKSHOP
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DESIGN-THINKING: ONE DAY VIRTUAL WORKSHOP

The following workshop is designed for beginners as an introduction to 'Design Thinking'. The online workshop implements a 'game-based learning' method to introduce learners with new concepts and topics related to Design Thinking and facilitate learning, interaction, and transfer. Using games like Two Truths and a Lie, graded Quiz, and Scoring system for group presentation, the workshop brings elements of game and play, competition and cooperation into the learning environment to engage and motivate the learners. The participants will interact with each other on the virtual platform via Zoom on the day of the workshop. The workshop will be held online synchronously whereby participants are required to attend the entire workshop online at the designated time and day.

Program:

Time	Activity	Objectives
8:00 am - 8:30 am	**Welcome** • The instructor opens the workshop sessions and welcomes all participants. • The instructor explains the learning objectives and gives a rundown of sessions for the day. **Activity:** **Two Truths and a Lie:** The participants are asked to come up with 3 statements about themselves for their introduction. The statements should state two truths and a lie about the participant. Taking turns, participants share the statements while others guess the lie.	• Welcome participants and provide them with an overview of the day's workshop including the learning objectives. • Use 'Two Truths and a Lie' game to break ice amongst participants and get to know one another in a fun way.

8:30 am - 9:00 am	**Introduction to Design Thinking** • Instructor gives a presentation on Design Thinking and provides an overview on its origin, definition, application, and current state of Design Thinking praxis **Activity:** **Timed quiz on the presentation:** The quiz will be based on the information presented in the introductory presentation and will have points. The participants will take the quiz online. The participant who completes the quiz earliest with the most correct answer will score the highest.	• Learn about the history of Design Thinking, including its definition and four stages. • Understand its relevance, current state, and application today
9:00 am- 10:00 am	**Stages of Design Thinking: Clarify** The instructor will describe the first stage of Design Thinking and provide exemplars of 'Clarify' in design thinking. **Activity: Design Thinking Challenge** The instructor will present the groups with a case scenario based on which participants will come up with a 'design' as a part of Design Thinking Challenge. The groups will judge and score other groups at the end of the design thinking process based on their presentation. The group with the highest score will be announced the winner of the challenge. **Group work:** Based on the given case scenario, Clarify the problem in groups. Participants will be assigned into groups of 2 to 4 by the instructor for group work. Based on the case scenario, the groups will discuss and clarify their respective problem statements in breakout rooms (Zoom).	• Learn about the first step in Design Thinking • Discuss and apply the first stage of Design Thinking i.e., Clarify in groups

	Note: All groups are presented with the same case scenario.	
11:00 am-12 noon	**Stages of Design Thinking: Ideate** The instructor will describe the second stage of Design Thinking and provide exemplars of 'Ideate' in the design thinking process. **Activity: Design Thinking Challenge** **Group work:** Based on the same case scenario, participants will continue with the Design Thinking and 'Ideate' for problem solving. Participants will continue to work and discuss in the same group.	• Learn about the second step in Design Thinking • Discuss and apply the second stage of Design Thinking i.e., 'Ideate' in groups
12 noon-1:00 pm	**Lunch Break**	
1:00 pm - 2:00 pm	**Stages of Design Thinking: Develop** The instructor will describe the third stage of Design Thinking and provide exemplars of 'Develop' within design thinking. **Activity: Design Thinking Challenge** **Group work:** Building on to their previous works, the groups will continue to 'Develop' ideas and solutions for the given case scenario. Participants will continue to work and discuss in the same group.	• Learn about the third step in Design Thinking • Discuss and apply the third stage of Design Thinking 'Develop' in groups
2:00 pm - 3:00 pm	**Stages of Design Thinking: Implement** The instructor will describe the last stage in Design Thinking and provide exemplars of 'Implement' within design thinking.	• Learn about the fourth step in Design Thinking • Discuss and come up with strategies for fourth stage of Design Thinking i.e., 'implement' in groups

	Activity: Design Thinking Challenge Given the limitations on actual implementation, the groups will discuss implementation strategies for their design in the same group.	
3:00 pm - 3:30 pm	**Present & Discuss** **Present:** The groups will present their 'Design Thinking' among peers and instructors. **Discuss:** At the end of the presentation, the groups will have the opportunity to ask questions and discuss their respective presentations. **Score:** The groups will score each other on their presentation. The instructor will announce the group with the highest score as the winner of 'Design Thinking Challenge'.	• Collaborative learning via groups works and presentation of works. • Discussion on 'Design Thinking' ideas of groups
3:30 pm - 4:00 pm	**Reflect** The instructor asks the participants to reflect on the overall workshop with following questions for discussion: 1. What were your initial thoughts on Design Thinking and has that changed after this workshop? If so, how? 2. Where and how do you see yourself using Design Thinking in your daily lives? **Wrap-up & Close:** The instructor wraps up the discussion and thanks the participants for their time. The instructor will share resources on design thinking including instructors' email address should the participants	• Participants are able to draw connections between 'Design Thinking' and their day-to-day work. In doing so, they are able to establish its practical relevance

	have any questions or wish to communicate in the future.	

Reference

Han, E. (2022). *What Is Design Thinking & Why Is It Important? | HBS Online*. Business Insights Blog. https://online.hbs.edu/blog/post/what-is-design-thinking