TRANSFERABLE SKILLS I
DesignThinking
Module

2025.2026

lesson 1

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1.1 EVALUATION

1.2 *DESIGN THINKING* MODELS
Evolution 6^2 Model

Presenças
Embora as faltas não contem para efeitos de reprovação, pelas características dos temas abordados neste módulo, uma parte importante da aprendizagem, senão mesmo a mais importante, acontece em contexto de aula através de dinâmicas de grupo. Por essa razão, há lugar a uma penalização na nota dos estudantes que faltem a mais de metade do número total de aulas lecionadas.

Objective:

To present a proposal for an innovative solution to a problem connected with one of the 17 UN Sustainable Development Goals (SDGs).

Evaluation criteria:

Project Portfolio [50%]*
Including 6 requested "pieces"

Description of the creative process [50%]
Use provided DOCX template

⚠️ All portfolio "pieces" must be inserted into the DOCX file as tables, images, or graphics. Only one single file should be uploaded — in PDF format.

EVALUATION

Guidelines for Developing the Product or Service Proposal:

Students are tasked with developing a proposal that addresses a challenge related to one of the 17 UN Sustainable Development Goals (SDGs).

The proposal may be fictional, in the sense that it can draw on technology not yet available, encouraging creative and imaginative solutions.

The objective is to present an original, disruptive idea that highlights a significant issue related to the chosen SDG.

Proposals should be innovative, thought-provoking, and designed to spark debate or inspire meaningful discussion around the identified challenge.

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EVALUATION (Round 3)

SDG 2 – Zero Hunger: Low adoption of digital and precision agriculture technologies among small farmers.

SDG 3 – Good Health and Well-being: Maternal Mortality, Shortages of obstetricians and closure of maternity units in some districts / Increasing maternal age at first birth, raising health risks.

SDG 4 – Quality Education: Ageing of the Teaching Workforce:,Difficulties attracting young professionals to teaching careers due to low salaries and precarious contracts.

SDG 5 – Gender Equality: Unequal Burden of Domestic Work / Informal Female Careers: Women overrepresented in informal and precarious employment (cleaning, domestic care, tourism services) / Lack of social protection for informal caregivers and domestic workers.

SDG 8 – Decent Work and Economic Growth: Sustainable Tourism, Over-tourism in Lisbon, Porto, and Algarve leading to housing pressure and loss of local culture. / Need to diversify tourism toward low-impact and rural models (e.g., nature, cultural, slow tourism).

SGD 9 – Inclusive industrialization: Ethical integration of humanoid robots into workplaces, ensuring trust, safety, and accountability in human–robot interaction.

SDG 10 – Reduced Inequalities: Discrimination: Racial discrimination

SDG 12 – Responsible Consumption and Production: Waste Execution, Low recycling rates in Portugal compared to EU targets (especially organic waste).

SDG 13 – Climate Action: Awareness about Climate Change, Slow behavioural change in consumption, mobility, and energy use./ Communication gaps between scientific institutions and the public. /Misinformation and scepticism in rural communities.

SDG 14 – Life Below Water: Coastal Areas Conservation, Coastal erosion and loss of beaches due to sea-level rise and construction.

SDG 15 – Life on Land: Desertification,Eucalyptus monoculture plantations

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EVALUATION (Round 1 and 2)

SDG 1 – No Poverty
Many people experiencing homelessness sleep in public spaces without minimum shelter conditions.

SDG 2 – Zero Hunger
Large amounts of edible food are wasted along the supply chain while many families face food insecurity.

SDG 3 – Good Health and Well-being
Incorrect posture in the workplace contributes to musculoskeletal disorders, affecting health, well-being, and productivity.

SDG 4 – Quality Education
The indiscriminate use of AI in education can reduce students' critical thinking and autonomy.

SDG 5 – Gender Equality
Domestic violence remains one of the main forms of gender inequality.

SDG 7 – Affordable and Clean Energy
Many old houses have poor energy efficiency, increasing energy consumption and costs.

SDG 8 – Decent Work and Economic Growth
There is a shortage of adequate housing for seasonal agricultural workers.

SDG 9 – Industry, Innovation and Infrastructure
Insufficient coverage of public transport networks forces many people to rely on private cars.

SDG 10 – Reduced Inequalities
There is a lack of inclusive solutions in children's playgrounds.

SDG 11 – Sustainable Cities and Communities
The high cost of housing in urban areas makes it difficult for students and low-income families to secure accommodation.

SDG 12 – Responsible Consumption and Production
The excessive use of plastic bags and packaging continues to generate waste.

SDG 15 – Life on Land
The recurrence and increasing severity of forest fires destroy ecosystems, soils, and biodiversity.
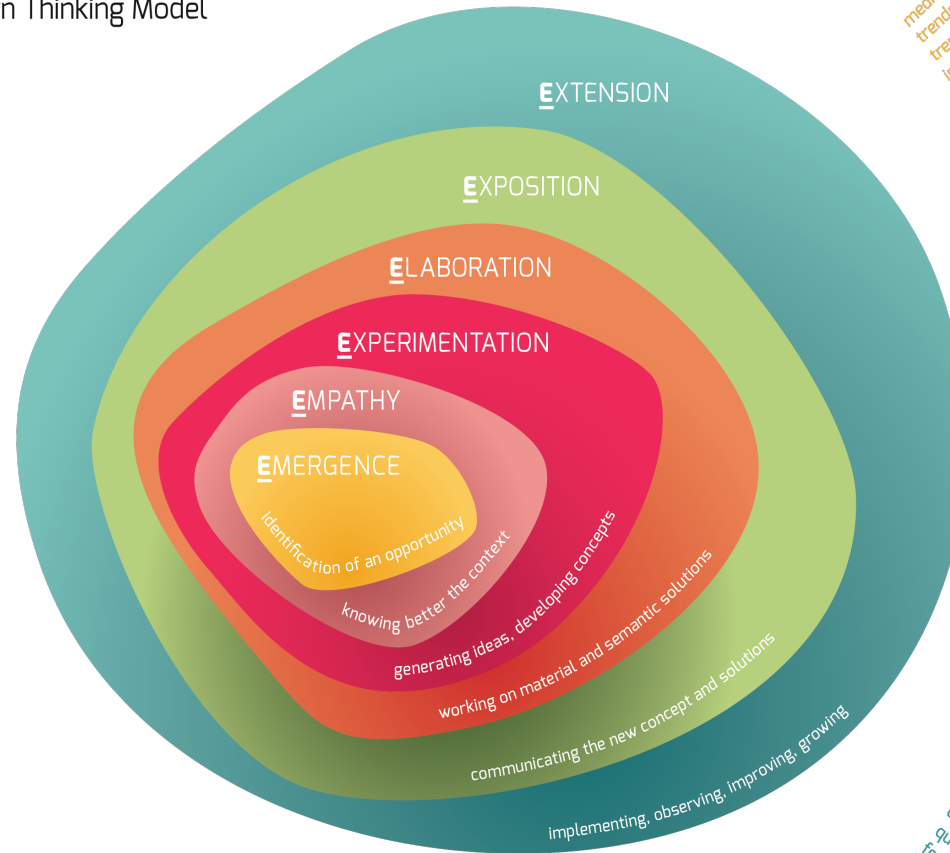
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DESIGN THINKING MODELS

E6² Model

MIND SHAKE

EVOLUTION 6²

Mindshake Design Thinking Model

E6²

EXPLORATION
EVALUATION

present throughout

- **EXTENSION**
- **EXPOSITION**
- **ELABORATION**
- **EXPERIMENTATION**
- **EMPATHY**
- **EMERGENCE**

identification of an opportunity

knowing better the context

generating ideas, developing concepts

working on material and semantic solutions

communicating the new concept and solutions

implementing, observing, improving, growing

media research
trendobservation
trendmatrix
inspiration board
opportunity mind map
intent statement

stakeholder map
image interview
persona map and cards
empathy map
moodboard
user journey map

brainwriting
insight clustering
experiential drawing
semantic confrontations
analogies
desktop walkthrough

role play
proposition drawing
rapid prototyping
evaluation matrix
service blueprint
pilot testing

solution storyboard
concept ilustration
vision statement
solution prototype
presentation board
visual business model

implementation map
print media
digital media
questionnaire
feedback map
roadmap

MIND SHAKE

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DESIGN THINKING MODELS
E6^2 Model

MINDSHAKE

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EMERGENCE
identification of an opportunity

EMPATHY
knowing better the context

EXPERIMENTATION
generating ideas, developing concepts

ELABORATION
working on material and semantic solutions

EXPOSITION
communicating the new concept and solutions

EXTENSION
implementing, observing, improving, growing

TÉCNICAS OBRIGATÓRIAS
(para inclusão no Dossier)

EMERGÊNCIA:
Benchmarking (contendo pelo menos 3 ideias "concorrentes")
+ Declaração de Intenção,

EMPATIA:
Mapa de Empatia

EXPERIMENTAÇÃO:
Analogia

ELABORAÇÃO:
Desenho/Protótipo

EXPOSIÇÃO:
Solution Storyboard

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