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

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EVALUATION

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 documents

Written Text [50%]
Use provided DOCX template

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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

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.
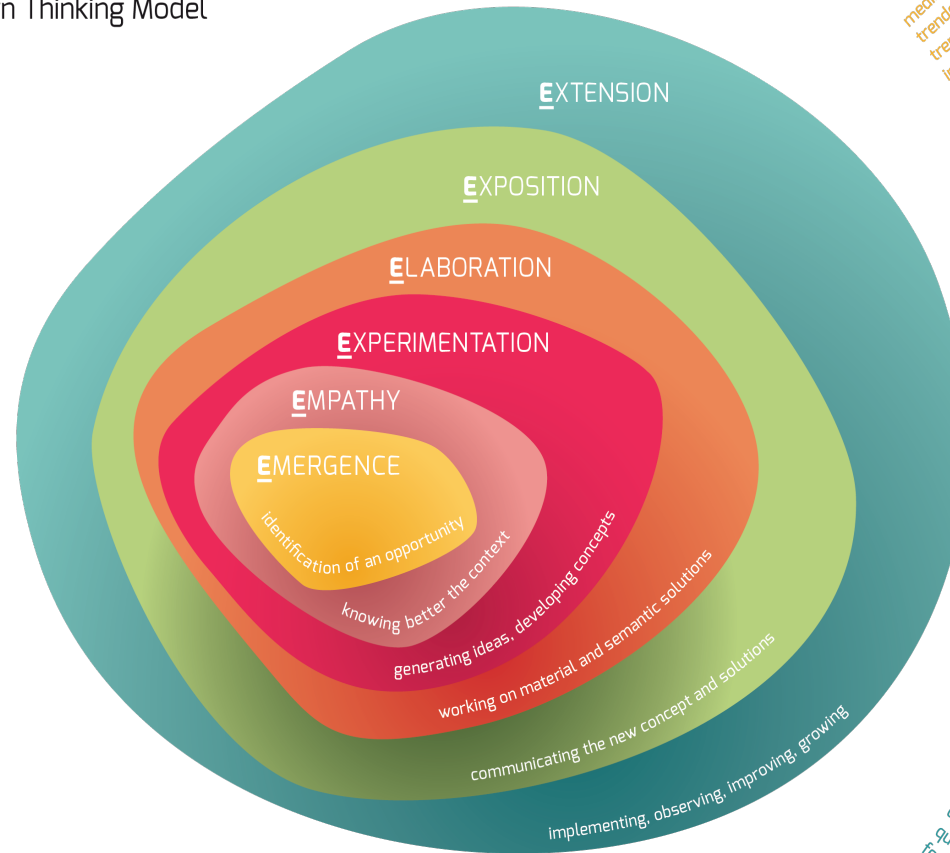
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DESIGN THINKING MODELS

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
E6² Model

MINDSHAKE

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**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