VASAVI COLLEGE OF ENGINEERING (AUTONOMOUS), HYDERABAD DEPARTMENT OF HUMANITIES & SOCIAL SCIENCES

COURSE NAME-DESIGN THINKING

(Open Elective) SYLLABUS FOR B.E. 3/4 - V SEMESTER

W.E.F-2023-2024

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ourse code: U210E630EH
Ouration of SEE: 3 Hours
Duration of SEE: 3 Hours SE OUTCOMES e end of the course the ers will be able to: - earn the concepts that drive esign thinking. ubmit project ideas around user anovations. lentify prospective customer eeds and user groups. ranslate needs into product ecifications wild out the product architecture, reate a prototype and present e prototype.
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Unit 1: Design Thinking Skills

Understand the critical design thinking skills needed to either improve an existing product or design a new product.

- 1.1 The Need for Design Thinking
- 1.2 What makes design thinking unique?
- 1.3 Design thinking checklist

Unit 2: Identifying Customer Needs

Learn to identify customer needs and draft customer needs statements as your first step towards user innovations.

- 2.1 Think Users' First
- 2.2 Users' inherent needs
- 2.3 Empathy and Design Thinking
- 2.4 Asking the Right Questions
- 2.5 Persona Empathy map

Unit 3: Product Specifications

Learn how to translate user needs into product specifications quantitatively, and how establishing product metrics can help define those specifications

- 3.1 Creating a Design Brief Template
- 3.2 Stakeholder map template
- 3.3 Customer journey template

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3.4 Context map template

3.5 Opportunity map template

Unit 4: Applied Creativity

Learn to apply creativity, brainstorming, and concept generation process in designing needs solutions.

- 4.1 The need to ideate
- 4.2 The Rules of ideation
- 4.3 Participating in an ideation session
- 4.4 Building a Creative Culture
- 4.5 Divergent—5 common ideation techniques

Unit 5: Product Development Processes and Prototyping

Learn to select and implement a product development process that's aligned to your project needs. Explore prototyping methods, strategies, and real-life examples where these have been applied to create a design that represents customer needs and product specifications.

- 5.1 The need for a prototype
- 5.2 The Need to Test and how to conduct a structured test
- 5.3 How to conduct the observers' debrief

METHODOLOGY

ASSESSMENTS

- Online assignments

- Individual and Group

- Case Studies
- Demonstration
- Presentations
- Expert lectures
- Writing and Audio-visual lessons

Suggested Books

The Art of Innovation, by Tom Kelley* Insight Out, by Tina Seelig* Change by Design, Tim Brown Weird Ideas That Work, by Robert Sutton* Wired to Care, by Dev Patnaik Rapid Viz, by Kurt Hanks and Larry Belliston

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1	No. of Internal tests	:	2	Max. Marks	:	30
2	No. of assignments		3	Max. Marks	: "	5
3	No. of Quizzes	:	3	Max. Marks	:	5

Duration of Internal Tests

: 90 Minutes

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