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

SEE:

60

Course code: U220E530EH

W.E.F-2024-2025

Instruction: 3 Hours

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	Credits:	3		CIE	40		Duration of SEE: 3 Hours		
COU	JRSE OBJ	ECTIVES	СО	COURSE OUTCOMES					
The	course w	ill enable	At	At the end of the course the					
1.	Understa	nd the crit	lea	learners will be able to: -					
	existing p	product or	1.	Learn the concepts that drive					
2.	Learn to identify customer needs and draft customer needs statements a						design thinking.		
	your first	step towa	rd user inno	vations.		2.	Submit project ideas around		
3.	Learn how to translate user needs into product specifications						user		
	quantitatively, and how establishing product metrics can help to define						Innovations.		
	those spe	ecifications			·	3.	Identify prospective customer		
4.	Learn to	apply crea	tivity, brains	torming, and concep	t generation process		needs and user groups.		
	in design	ing needs	solutions.			4.	Translate needs into product		
5.	Learn to	select and	implement a	a product developme	nt process that's		specifications		
			•	•	methods, strategies	5.	Build out the product		
	-		•		ed to create a design		architecture, Create a		
		-		and product specific	_		prototype and present the		
				and production			prototype.		

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
- 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

The break-up of CIE: Internal Tests + Assignments + Quizzes

1	No. of Internal tests	:	2	Max. Marks	•	30
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2	No. of assignments	:	3	Max. Marks	:	5
3	No. of Quizzes	:	3	Max. Marks	:	5
D	uration of Internal Tests	: 9	0 Minutes			

Dr Jacqueline Amaral

Head-HSS & BoS Chairman-VCE

Prof. B. Vijaya Chairperson of BOS Dept. of English

Arts College-OU NOMINEE TO HSS

Ms. Vathsala Narasimman

Director - Delivery Talent Sprint