

VALUE ADDED COURSE

Swarrnim Institute of Design

Branch: Bachelor of Graphic design

YEAR: 2023-2024



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SWARNIM

Bhoyan Rathod, Opposite IFFCO, Near ONGC WSS, Adalaj Kalol Highway, Gandhinagar, Gujarat - 382422.



Course Title: Design Thinking and Problem Solving

Course Code: VACDTPS

PROGRAMME:	Swarrnim institute of design	Branch:	All
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Hours: 30 hrs

Course Objectives:

- 1. Understand the principles and stages of design thinking.
- 2. Develop skills to apply design thinking methods to real-world problems.
- 3. Enhance problem-solving capabilities through iterative and user-centered approaches.
- 4. Foster collaboration and creativity in team settings.

Target Audience:

- Professionals seeking innovative problem-solving techniques.
- •Entrepreneurs and startup founders.
- •Students in design, business, or engineering fields.
- •Teams and organizations looking to adopt a design thinking approach.







	Course outline			
Sr. No	Content	Total hours		
1.	 Module 1: Introduction to Design Thinking Overview of Design Thinking: History and evolution of design thinking. Key principles and mindset. Case Studies: Success stories and real-world applications. Activity: Discussion on personal experiences with problem-solving and innovation. 	06		
2.	 Module 2: Empathize Understanding Empathy in Design Thinking: The importance of empathy in user-centered design. Techniques for Empathy: User interviews, observations, and empathy mapping. Activity: Conducting user interviews and creating empathy maps. 	05		
3.	 Module 3: Define Problem Definition: How to frame the right problem based on user insights. Creating User Personas: Techniques for developing personas that represent target users. Activity: Defining a problem statement and creating personas based on collected data. 	SWARNIM INSTITUTE OF DESIGN		



Course outline				
Sr. No	Content	Total hours		
4.	 Module 4: Ideate Brainstorming Techniques: Generating a wide range of ideas and solutions. Creativity Tools: Mind mapping, SCAMPER, and other ideation techniques. Activity: Collaborative brainstorming session and idea selection. 	05		
5.	 Module 5: Prototype Prototyping Basics: The role of prototypes in testing and refining ideas. Types of Prototypes: Low-fidelity (paper sketches, wireframes) vs. high-fidelity (interactive models). Activity: Creating low-fidelity prototypes for selected ideas. 	04		
6.	 Module 6: Test (4 hours) Testing and Feedback: Methods for testing prototypes with users. Gathering and interpreting user feedback. Activity: Conducting usability tests and iterating on prototypes based on feedback 	SWARNIM INSTITUTE OF DESIGN		



Assessment and Evaluation:

Ongoing Assessments:

- Participation in activities and discussions.
- Quality and creativity of prototypes.

•Final Project:

 Participants present a complete design thinking process applied to a chosen problem.

Materials and Resources:

•Handouts:

Design thinking process templates, empathy maps, persona sheets.

•Software Tools:

• Prototyping tools (e.g., Figma, Sketch) and brainstorming software (e.g., Miro).

Recommended Reading:

Selected chapters from design thinking books and articles.

Certification:

Completion Certificate:

 Awarded to participants who complete the course and successfully present a final project.

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