

Program Name: Bachelor of Engineering Level: UG

**Branch: ALL** 

Course / Subject Code : BE01R00071

Course / Subject Name : Design Thinking

W. e. f. Academic Year:	2024-25
Semester:	I <sup>st</sup> Year
Category of the Course:	ESC

Prerequisite:	NIL
Rationale:	This course is designed for students from all disciplines who seek to understand
	design thinking for brand, product, and service development. It covers essential
	concepts, methods, and techniques of design thinking, empowering students to drive innovation in both business and the social sector.

#### **Course Outcome:**

After Completion of the Course, the Student will be able to:

No	Course Outcomes	<b>RBT Level</b>
01	Understand the fundamental principles and importance of Design Thinking in fostering innovation and its relevance in engineering.	UN
02	Apply systematic problem identification, problem framing-articulation, and problem-solving approaches in the context of Design Thinking.	AP
03	Analyze and evaluate different tools and methodologies used in Design Thinking, such as observation, ethnographic research, and mind mapping, to gain insights into user unmet needs.	AN
04	Develop and refine product concepts by preparing product development canvases (PDC) that consider product experience, functions, features, and components. (Synthesis level)	AP
05	Create a final working prototype or an alternative prototype for projects with limitations, showcasing the functionality and features, Viability, Impact, Sustainability, Scalability, Costing, and Resources for the Creation	CR

\*Revised Bloom's Taxonomy (RBT)



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## **Teaching and Examination Scheme:**

T	c	,	ing Scheme emester)		Total	Assessment Pattern and Marks					
					Credits	The	eory	Tuto	rial / Pra	ctical	Total Marks
L	Т	Р	TW/SL	TH	- TH/30	ESE	PA	PA/	TW/	ESE	
						<b>(E)</b>	<b>(M)</b>	<b>(I</b> )	<b>SL (I)</b>	<b>(V)</b>	
00	00	60	00	60	02	00	00	20	00	80	100

Where L = Lecture, T= Tutorial, P= Practical, TW/SL = Term-Work / Self-Learning, TH = Total Hours, PA = Progressive Assessment, ESE = End-Semester Examination

#### **Course Content:**

Unit No.	Content	No. of Hours	% of Weightage
	Introduction to Design Thinking for Engineers		
	What Sets Design Thinking Apart? Essential Design Thinking Skills,	0.9	13
1	Core Principles of Design Thinking, Foundations of Design Thinking,		
1.	Building an Effective Design Thinking Team, Design Thinking	08	
	Workshops and Meetings		
	Exercises and Case-Based Discussions		
	Stages of the Design Thinking Approach		
	Class Exercise: Review the Case Study		
	<b>Observation:</b> Role of observation in understanding product and process		
	challenges, Techniques for effective product and process observation		
	Exercise: Based on the AEIOU Framework		
	Empathize with Customers/Users		
2	Exercise: Engage with Customers/Users	1.4	22
2.	Define the Problem, Exercise: Review and Follow-Up, Define the	14	23
	Point of View		
	Ideate Exercise: Develop Potential Solutions		
	Prototype Alternate Solutions Exercise: Create a Prototype of the		
	Solution		
	Test the Solutions Exercise: Prepare and Conduct Tests of the		
	Prototype and Solution		



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	Total	60	100
	Disciplines	()	100
	Application of Design Thinking in Academic Projects Across		
5.	Pitfalls and Cautions in Design Thinking Workgroups	10	10
5.	Exercise: Assumptions	10	18
	Cautions and Pitfalls: Assumptions		
	Adopt and Adapt Design Thinking		
	Test: Collet Feedback, iterate and improve the ideas		
	Feasibility Testing, Viability Testing, Sustainability Testing		
4.	Prototype: Exploration map, Minimum Viable Product (MVP),	14	23
	Ideate: Brainstorming, 2X2 matrix, NABC Methods		
	items diagram, mind map, journey map		
	Empathize: Ask five why questions, Empathy map, storytelling, critical		
	Methods and Tools for Design Thinking Practice		
	testing in Design Thinking, Prepare and A/B Test of the prototype		
	Prototype and Test Techniques: Type of Prototype (PoC), Forms of		
	effectiveness in idea generation		
	Practical exercises and case studies demonstrating SCAMPER's		
	system, process)		
	Reverse) and its application in diverse innovation contexts (product,		
3.	(Substitute, Combine, Adapt, Modify, put to another use, Eliminate,	14	23
2	Introduction to SCAMPER technique: Explanation of SCAMPER		22
	Applying innovation heuristics to foster creativity.		
	Ideation Tools: Brainstorming techniques for idea generation,		
	effective communication,		
	observation methods, Utilizing a structured, open-ended approach for		
	Understanding Listening and Empathizing Techniques: Exploring		
	Design Thinking Techniques		
	Stanford Design thinking process and Double Diamond model		
	Contrasting Approaches: Engineering Design vs. Design Thinking		
	Engineering Design and Design Thinking		
	of Design Thinking in Product and Process Innovation, Differentiating		



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#### **Suggested Specification Table with Marks (Theory):**

Distribution	of	Theory	Marks	(in	%)
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R Level	U Level	A Level	N Level	E Level	C Level
0	15	40	15	20	10

*Where R: Remember; U: Understanding; A: Application, N: Analyze and E: Evaluate C: Create (as per Revised Bloom's Taxonomy)* 

#### **References/Suggested Learning Resources:**

#### (a) Books:

- 1. Pavan Soni (2020), Design Your Thinking: The Mindsets, Toolsets, and Skill Sets for Creative Problem-solving, Penguin Random House India Private Limited
- 2. Gasparini, Andrea. "Perspective and use of empathy in design thinking." In ACHI, the Eight International Conference on Advances in Computer-Human Interactions, pp. 49-54. 2015.
- 3. Defining a Problem Statement Design Thinking by Priyanka Jeph in QED42
- 4. Scamper: How to Use the Best Ideation Methods by Rikke Friis Dam and Teo Yu Siang in Interaction Design Foundation
- 5. Design: Creation of Artifacts in Society by Prof. Karl Ulrich, U. Penn
- 6. Tim Brown, "Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation."
- 7. Jeanne Liedtka, Tim Ogilvie, and Rachel Brozenske, "Design Thinking for the Greater Good: Innovation in the Social Sector."

#### (b) Open-source software and website:

- 1. Google Workspace: Docs, Sheets, & Slides
- 2. Google Jamboard
- 3. Storyboard
- 4. Any other Relevant Tools

#### (c) Suggestive MOOC Course

- 1. B.K. Chakravarthy, Design Technology and Innovation, SWAYAM NPTEL (Online)
- 2. B.K. Chakravarthy, Innovation by Design, SWAYAM NPTEL (Online)
- 3. Nina Sabnani, Understanding Design, SWAYAM NPTEL (Online)
- 4. R T Krishnan and V Dhabolkar, Managing Innovation, SWAYAM NPTEL (Online)

#### Note:

1. Based on Design Thinking, individual BoS may propose mini projects in the relevant subject in higher semesters.