23BS22P2 DESIGN THINKING & INNOVATION

Course Category	Basic Sciences	Credits	2
Course Type	Practical	Lecture – Tutorial –Practical	0-1-2
Prerequisite	-	Sessional Evaluation	30
		Semester End Exam. Evaluation	70
		Total Marks	100

Course Objectives	The objective of this course is to familiarize students with design thinking process as a tool for breakthrough innovation. It aims to equip students with design thinking skills and ignite the minds to create innovative ideas, develop solutions for real-time problems.			
Course Outcomes	COs	Statements	Blooms Level	
	CO1	Define the concepts related to design thinking.	L1, L2	
	CO2	Explain the fundamentals of Design Thinking and innovation	L1, L2	
	CO3	Apply the design thinking techniques for solving problems in various sectors.	L3	
	CO4	Analyse to work in a multidisciplinary environment	L4	
	CO5	Evaluate the value of creativity	L5	
	CO6	Formulate specific problem statements of real time issues	L3, L6	
Course Content	UNIT I Introduction to Design Thinking: Introduction to elements and principles of Design, basics of design-dot, line, shape, form as fundamental design components. Principles of design. Introduction to design thinking, history of Design Thinking, New materials in Industry.			
	UNIT II			
	Design Thinking Process: Design thinking process (empathize, analyze, idea & prototype), implementing the process in driving inventions, design thinking in social innovations. Tools of design thinking - person, costumer, journey map, brainstorming, product development			
	can	vity: Every student presents their idea in three minutes, Every student process in the form of flow diagram or flow y student should explain about product development.	•	

UNIT I	\mathbf{II}
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	UNIT III			
	Innovation: Art of innovation, Difference between innovation and creativity, role of creativity and innovation in organizations- Creativity to Innovation-Teams for innovation- Measuring the impact and value of creativity.			
	Activity: Debate on innovation and creativity, Flow and planning from idea to innovation, Debate on value-based innovation.			
	UNIT IV			
	Product Design: Problem formation, introduction to product design, Product strategies, Product value, Product planning, product specifications- Innovation towards product design- Case studies			
	Activity: Importance of modelling, how to set specifications, Explaining their own product design.			
	UNIT V			
	 Design Thinking in Business Processes: Design Thinking applied in Business & Strategic Innovation, Design Thinking principles that redefine business – Business challenges: Growth, Predictability, Change, Maintaining Relevance, Extreme competition, Standardization. Design thinking to meet corporate needs- Design thinking for Startups- Defining and testing Business Models and Business Cases- Developing & testing prototypes. Activity: How to market our own product, About maintenance, Reliability and plan for startup. 			
Textbooks	Textbooks:			
and Reference books	 Tim Brown, Change by design, Harper Bollins (2009) Idris Mootee, Design Thinking for Strategic Innovation, 2013, John Wiley & Sons. 			
	Reference Books:			
	 David Lee, Design Thinking in the Classroom, Ulysses press Shrutin N Shetty, Design the Future, Norton Press William Lidwell, Universal Principles of Design- Kritinaholden, Jill Butter. Chesbrough.H, The Era of Open Innovation - 2013 			
	Online Learning Resources: https://nptel.ac.in/courses/110/106/110106124/ https://nptel.ac.in/courses/109/104/109104109/ https://swayam.gov.in/nd1_noc19_mg60/preview			