

LESSON PLAN OF DESIGN THINKING				
Contact Hour (Cumulative)	Unit No.	Topic	Teaching(*) Methodology	Remarks
1	I	Entrepreneurship - challenges, Prospects - Desirability, Feasibility and viability	PPT	
2	I	SDG Goals/Hackthon problems.	PPT	
3	I	SDG Goals/Hackthon problems.	GD	
4	I	Traditional thinking Vs Design thinking	PPT	
5	I	Importance of Design Thinking	PPT	
6	I	Innovation Cycle and Types of Problems to be solved by Design thinking	PPT	
7	I	Core Principles of Design Thinkings (Empathy, Define, Ideate, prototype and Test)	PPT	
8	I	Core Principles of Design Thinkings (Empathy, Define, Ideate, prototype and Test)	PPT	
9	I	Human centred approach and Importance of Iteration.	PPT	
10	IV	Case studies on Design Thinking	PPT	
11	I	Choose a problem by each student group with PPT Presentation.	GD	
12	I	Choose a problem by each student group with PPT Presentation.	GD	
13	I	Techniques for empathy building - Ethnography.	PPT	
14	IV	Personas, user Interviews, Shadowing, story telling case studies for each case	PPT	
15	IV	Personas, user Interviews, Shadowing, story telling case studies for each case and exercise.	GD	
16	IV	Journey mapping, empathy mappings - case studies for each case.	GD and BB	
17	IV	Journey mapping, empathy mappings - case studies for each case and exercises	GD and BB	
18	II	User Researchers methods - Primary and secondary research methods	PPT	
19	II	Define - skills and stages in defining a Problem.	PPT	
20	II	Define - skills and stages in defining a Problem.	PPT	

*BLACK BOARD / PPT / OHP / OTHER METHOD

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20	IV-	'Five why' thinking - case studies.	PPT	
21	II	Double dimond method in Definding a Problem with examples.	PPT	
22	IV	Case studies in Define.	GD	
23	III	Ideation techiques Creativity, Questioning.	PPT	
24	IV	Brain Storming - Mind mapping, SCAMPER - case study in each case.	PPT	
25	IV	Brain Storming - Mind mapping, SCAMPER - case study in each case.	PPT	
26	III	Redefine the problem choosen by the students of each group with PPT Presentation and Brain storming by all students.	PPT	
27	III	Redefine the problem choosen by the students of each group with PPT Presentation and Brain storming by all students.	PPT	
28	III	Redefine the problem choosen by the students of each group with PPT Presentation and Brain storming by all students.	PPT	
29	III	Prototyping fundamentals and materials.	PPT	
30	III	Rapid Evalutionary, Increamental Prototypes.	PPT	
31	IV	Case studies on Prototyping.	PPT, GD	
32	III	Testing Principles - Functionality usebility, learnability,explorability.	PPT	
33	III	Testing Principles - Functionality usebility, learnability,explorability.	PPT	
34	III	Methodologies Interactive design Cycles.	PPT	
35	III	Evaluation criteria for design solutions.	PPT	
36	V	Applications of Design Thinking to the problems selected by the students in the workshop.	PPT	
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