



**ESOGU Faculty of Art and Design
Industrial Design Department
COURSE INFORMATION FORM**

SEMESTER	Spring
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COURSE CODE	1411xx	COURSE NAME	Design Thinking
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SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Labratory	Credit	ECTS	Type	Language
5	2	2	0	3	5	COMPULSORY () ELECTIVE (X)	Turkish

COURSE CATEGORY

Basic Education	Design	Natural and Applied Science	Social Science	Art
	X			

ASSESSMENT CRITERIA

	Evaluation Type	Quantity	%
	MID-TERM	1st Mid-Term	
2nd Mid-Term			
Quiz			
Homework		5	30
Project			
Report			
Others (Participation)		1	30
FINAL EXAM		1	40

PREREQUIEITE(S)	
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COURSE DESCRIPTION	<ul style="list-style-type: none">* Definition of design thinking.* Applied learning of five-stage design process and tools that can be used in each stage through a project-based approach.
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COURSE OBJECTIVES	<p>The aim of this course;</p> <ul style="list-style-type: none">* Presenting and applying the mindset, process, and tools of design thinking approach,* Gaining experience of teamwork,* Exploring various fields of application of design thinking approach.
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ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION	<p>This course's contribution to professional design education is to reinforce students about below list of design approaches:</p> <ul style="list-style-type: none">* Empathy with the user.* Common and valid problem statement.* Generating numerous ideas on a valid problem statement.* Testing generated ideas with users to come up with better solutions.* Bein open for collaboration for better solutions.
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<p>COURSE OUTCOMES</p>	<p>Students who took this course;</p> <ul style="list-style-type: none"> * Gain knowledge and experience about design thinking, * Experience human-centered design approach, * Gain experience in design research, * Generate numerous ideas on a single problem statement, * Get quick feedback about their ideas by prototype and test cycles, * Being open to teamwork and collaboration.
<p>TEXTBOOK</p>	<ul style="list-style-type: none"> * Lewrick, Link, & Leifer. (2020). The Design Thinking Toolbox: A Guide to Mastering the Most Popular and Valuable Innovation Methods.
<p>OTHER REFERENCES</p>	<ul style="list-style-type: none"> * Brown, T. (2009). Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation. Harper Collins. * Dunne, D. (2018). Design Thinking at Work: How Innovative Organizations are Embracing Design. Rotman-UTP Publishing. * Kelley, T., & Kelley, D. (2013). Creative confidence. Crown Publishing. * Kelley, T., & Littman. (2001). The art of innovation. Doubleday. * Kelley, T., & Littman. (2005). The ten faces of innovation. Random House. * Liedtka, J., King, A., & Bennett, K. B. (2013). Solving problems with design thinking: 10 stories of what works. Columbia University Press. * Liedtka, J., & Ogilvie, T. (2011). Designing for growth: A design thinking tool kit for managers. Columbia University Press. * Martin, B., & Hanington, B. (2012). Universal Methods of Design. * Stanford d.school. (2010). An Introduction to Design Thinking PROCESS GUIDE. https://web.stanford.edu/~mshanks/MichaelShanks/files/509554.pdf * van Boeijen, & Daalhuizen. (2010). Delft design guide. * https://www.designkit.org/
<p>TOOLS AND EQUIPMENTS REQUIRED</p>	<p>Working papers, sticky notes, basic office supplies, personal computers for design work</p>

WEEKLY COURSE SYLLABUS

WEEK	TOPICS
1	Introduction
2	What is design thinking?
3	Announcement of project title and exploration of users (Empathize stage)
4	User interviews (Empathize stage)
5	User interviews (Empathize stage)
6	Definition of the problem (Define stage)
7	Idea generation (Ideate stage)
8	MID-TERM
9	Idea generation (Ideate stage)
10	Prototype production and test cycles (Prototype and test stages)
11	Prototype production and test cycles (Prototype and test stages)
12	Prototype production and test cycles (Prototype and test stages)
13	Detailing and production of high-fidelity prototypes (Prototype and test stages)
14	Detailing and production of high-fidelity prototypes (Prototype and test stages)
15	Detailing and production of high-fidelity prototypes (Prototype and test stages)
16	FINAL EXAM

NO	PROGRAM OUTCOMES	Contribution Level		
		3	2	1
1	Within cultural, historical and artistic contexts the ability to integrate theoretical knowledge about production and consumption mechanisms into the design practice			X
2	The ability to plan the design process, to choose and use appropriate methods and techniques	X		
3	The ability to identify design problems and related sub-problems and to produce creative solutions with a critical and dialectical approach	X		
4	The ability to design in terms of spatial thinking using design principles and elements		X	
5	The ability to make applications in the interaction of aesthetics and function using design elements and means and to evaluate these applications		X	
6	The ability to visualize and present using two and three dimensional design tools		X	
7	The ability to follow and apply technological developments, current design approaches, sustainable production methods, materials and innovations in the field of informatics in design projects		X	
8	The ability to use field knowledge in industrial design projects by considering the needs and interests of the society and target users within the scope of environmental awareness, professional ethics and the laws	X		
9	The ability to carry out the design process effectively individually or in a team	X		
10	The ability to take an active role in discipline-specific or interdisciplinary studies at the national and international levels;			X

1: None. 2: Partially contribution. 3: Completely contribution.

Instructor(s): Öğr. Gör. Nimet Başar Kesdi

Signature:

Date: