



PRACTICING INNOVATION WITH DESIGN THINKING

A creative approach to problem solving and innovation

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IIMU

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SESSION 1

COURSE INTRODUCTION

- This course is focused on building ‘practitioner skills’, emphasizing on solving real problems.
- This is only about ‘learning by doing’ and the course is designed in a workshop format.
- These workshops demand your creativity and action, emphasizes to work in teams.
- This is a unique and ideal course that will bring the best in your creative ability, through empathy, synthesis, ideation and prototyping that you will discover, experience and practice in every session.

EVALUATION CRITERIA

Individual Assignments (60%)

- Individual: Pre-reading and 1-page deliverable of students' understanding of what Design Thinking is and what it can do for innovation: 10%
- Individual: quizzes: 2 x 10% each = 20%
- Individual: post-final presentation 250 words on learnings from the course = 10%
- Individual contribution to the team (teamwork), based on faculty observation and 360-degree peer review = 20%

Group Assignments (40%)

- Group: evaluation of the process followed during the research, synthesis and ideation stages = 20% (based on face to face and discussions with faculty)
- Group: evaluation of the prototype during final face to face interaction = 20%

COURSE - WORKSHOP FLOW

1. Course Introduction
2. Introduction to Design Thinking
3. Ultra-Short Project 1
4. Ultra-Short Project 2
5. Short Project 3
6. Final Presentation

INTRODUCING DESIGN THINKING

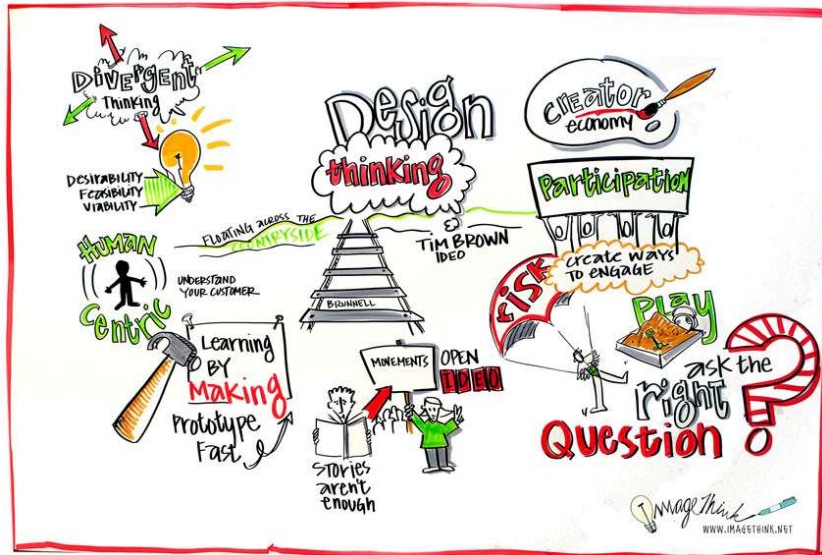
Design transforms people, organizations and society

OBJECTIVE



This workshop is intended to let you *experience the problem-solving process and practice of innovation* through the *Design Thinking* approach

WHAT TO EXPECT?



- You will learn the concepts, process and values of Design Thinking
- You will work in teams on three projects (two ultra-short and one short) to solve a few Design Challenges and develop a 'prototype' solution/service
- This is a workshop-based course for beginners



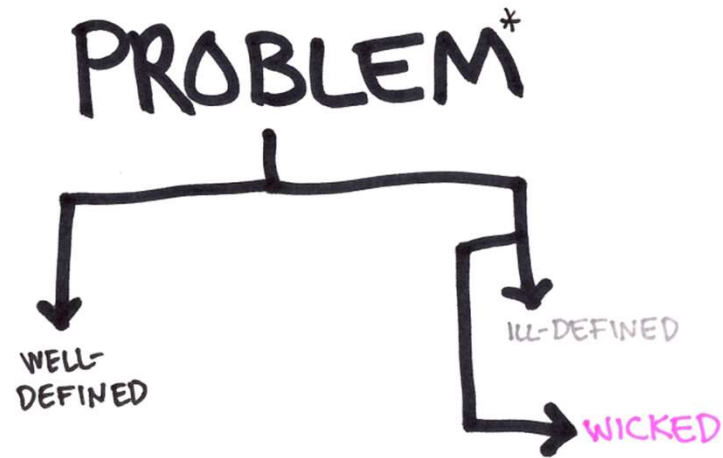
BREAK YOUR CONVENTIONAL PRACTICES

- Hang in there! And immerse yourself in the process, even if it might feel odd at times
- Active participation by everyone
- Defer judgement
- The goal is not to agree - it is about hearing and exploring divergent perspectives
- Be conscious of body language and nonverbal responses
- Please - no cell phones
- Use laptops when told
- Agenda and time at Facilitator(s) discretion

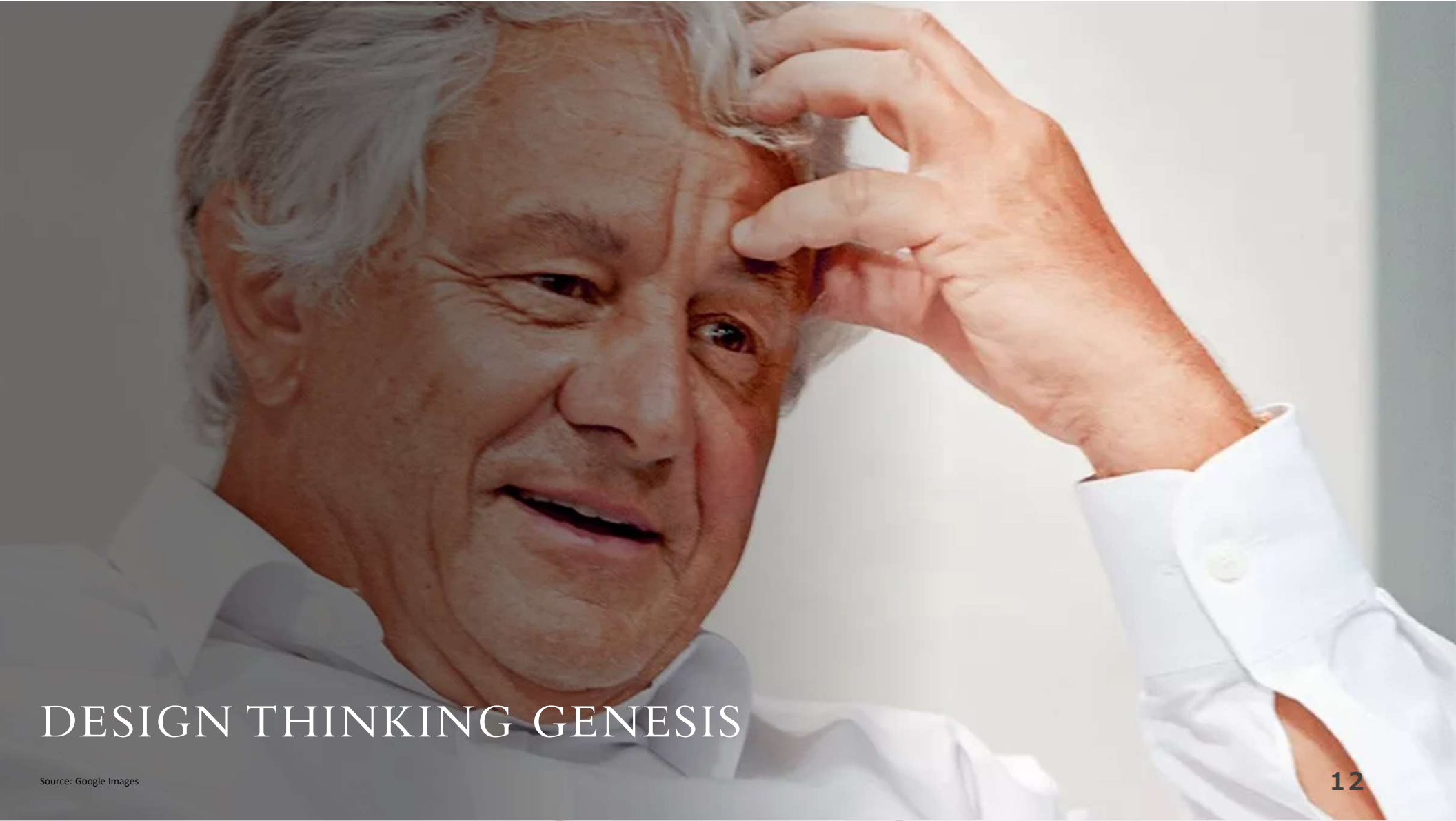


WHERE DO YOU THINK
DESIGN THINKING
BECOMES APPLICABLE?

WICKED PROBLEMS



* THORNDIKE, 1931: PROBLEM = WHERE THE ACTIONS NECESSARY TO ATTAIN GOAL(S) ARE NOT OBVIOUS.



DESIGN THINKING GENESIS

Source: Google Images

DESIGN
THINKING IS
CERTAINLY
IN THE NEWS

Source: Google Images





DESIGN THINKING
IS CERTAINLY IN
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WIRED

IBM's Got a Plan to Bring
Design Thinking to Big
Business - Jan 21,
2016

The New York Times

Want to Find Fulfillment at
Last? Think Like a Designer -
Sep 17, 2016

**McKinsey
& Company**

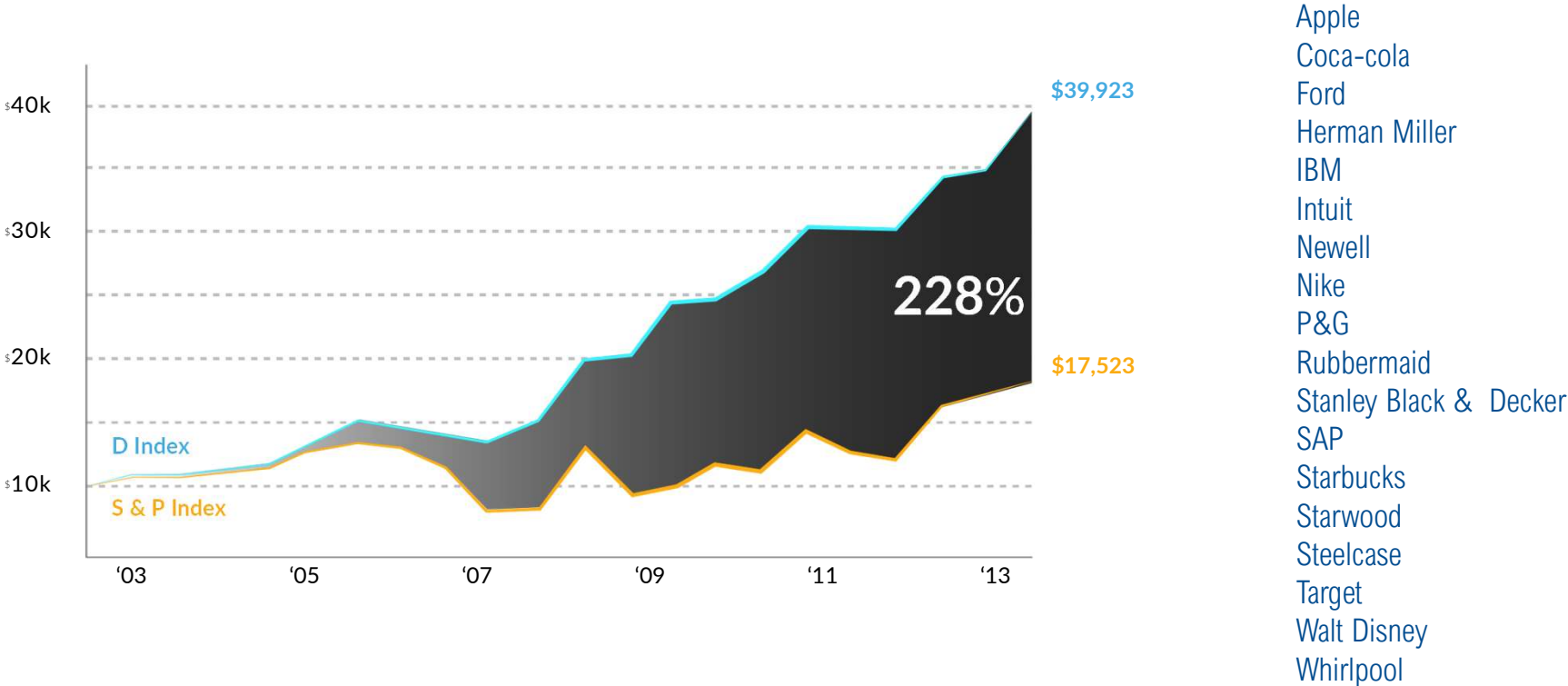
Ten Principles of Design
Thinking That
Deliver Business Value -
Dec 8, 2017

•HAKUHODO• **IDEO**
Hakuhodo DY Acquires
Stake in IDEO

IDEO **kyu**



OVER TEN-YEAR PERIOD, DESIGN LED FIRMS OUT PERFORMED S&P BY 228%





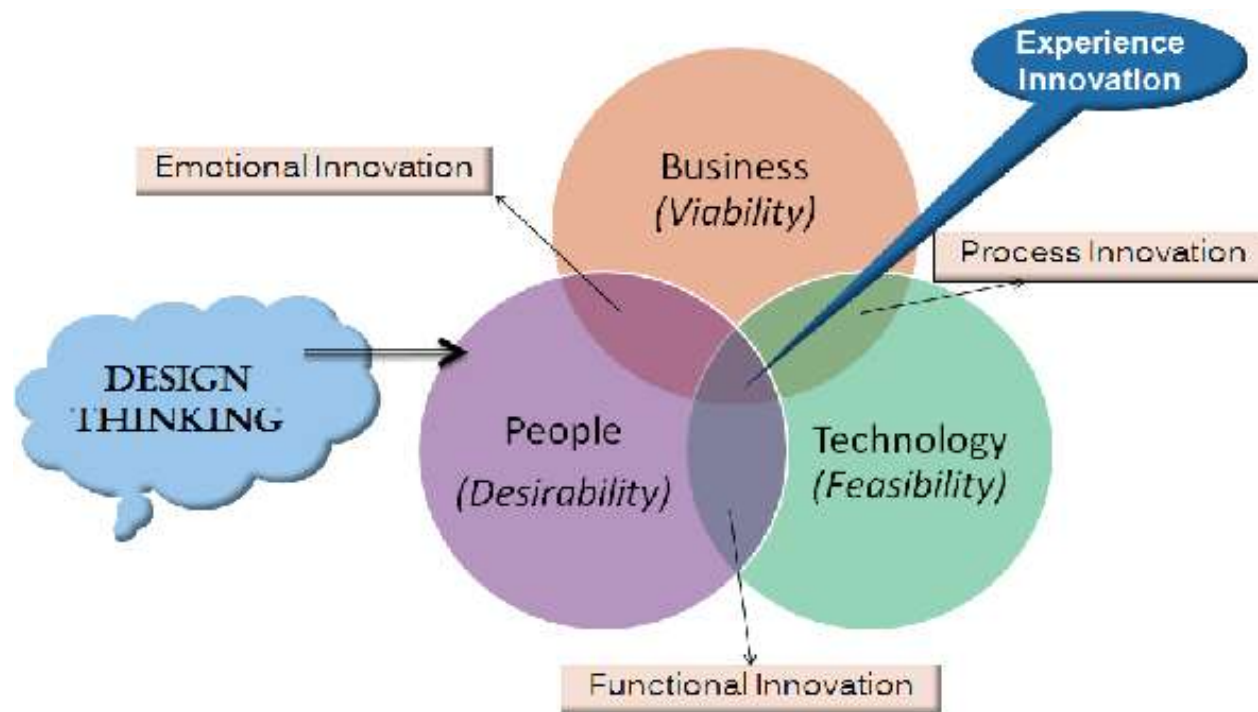
NOW, WHAT IS YOUR DEFINITION
OF DESIGN THINKING?

DESIGN THINKING

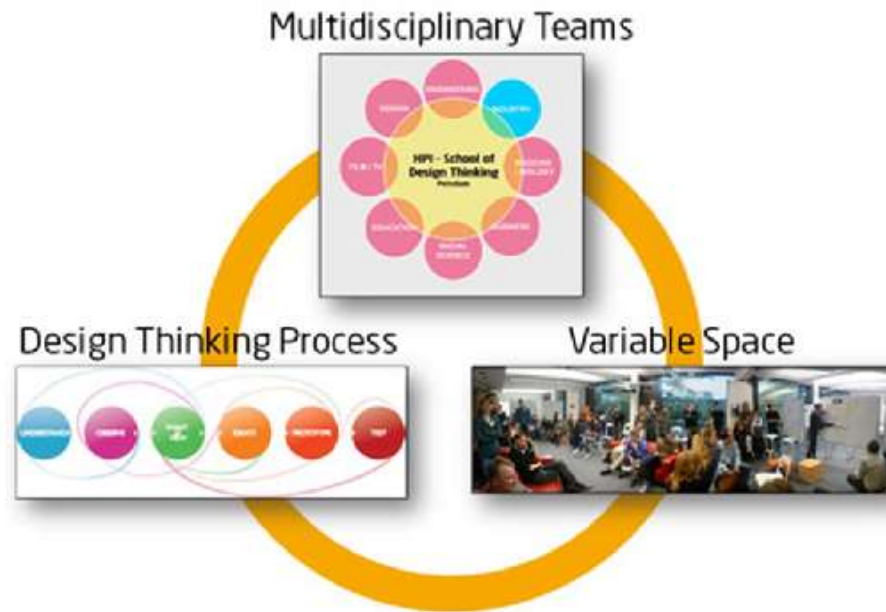
A HUMAN CENTRIC APPROACH
TO PROBLEM SOLVING AND
INNOVATION

Source: Google Images

WHAT IS DESIGN THINKING?



DESIGN THINKING COMPONENTS



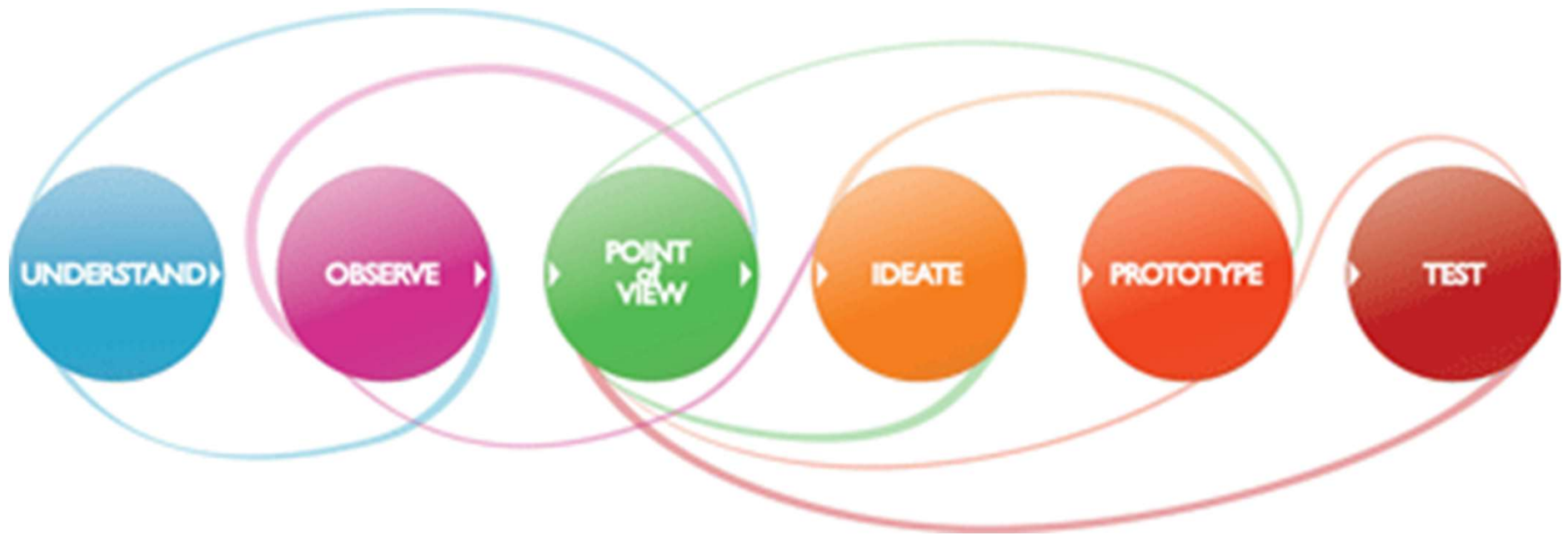
MULTI DISCIPLINARY TEAMS



VARIABLE SPACE

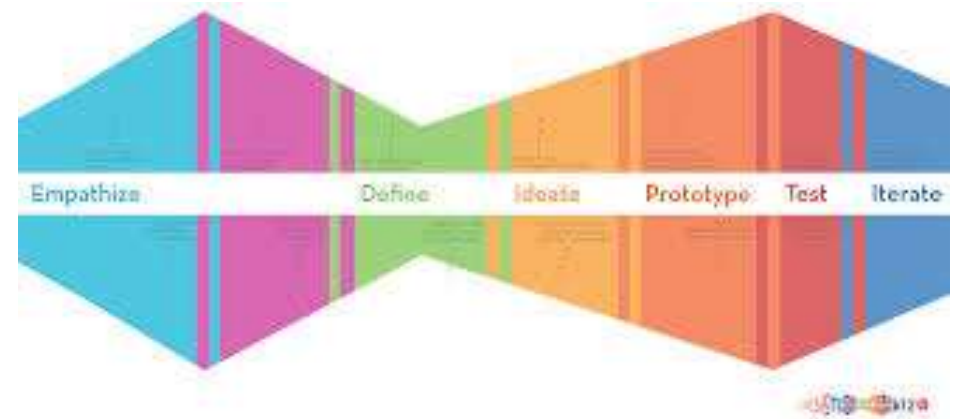


Source: School of Design Thinking, Hasso Plattner Institute



DESIGN THINKING PROCESS

DOUBLE DIAMOND APPROACH



CORE VALUES AND MINDSET

- Practice Empathy
- Think Integrative
- Embrace Diversity
- Prototype to fail early and often “Make to think”
- Value Multidisciplinary Teamwork
- Seek Inspiration from Users
- Overcome structural and functional fixedness
- Accept Ambiguity

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THANK YOU