THINK1

Design Thinking for Business Innovation

COURSE OUTLINE

Course Version: 04
Course Duration: 2 Day(s)

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Typographic Conventions

American English is the standard used in this handbook.

The following typographic conventions are also used.

This information is displayed in the instructor's presentation	
Demonstration	
Procedure	
Warning or Caution	
Hint	
Related or Additional Information	
Facilitated Discussion	
User interface control	*Example text*
Window title	*Example text*

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Course Overview

TARGET AUDIENCE
This course is intended for the following audiences:

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UNIT 1 Design Thinking

Lesson 1: Defining Desgin Thinking

Lesson Objectives

After completing this lesson, you will be able to:

- Define Design Thinking

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UNIT 2 Scoping

Lesson 1: Scoping the Design Challenge

Lesson Objectives

After completing this lesson, you will be able to:

- Scope the design challenge

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UNIT 3 Research

Lesson 1: Gathering Information

Lesson Objectives

After completing this lesson, you will be able to:

- Gather information

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UNIT 4 Synthesis

Lesson 1: Structuring the Information

Lesson Objectives

After completing this lesson, you will be able to:

- Structure the information

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UNIT 5 Ideation

Lesson 1: Generating Ideas

Lesson Objectives

After completing this lesson, you will be able to:

- Generate ideas

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UNIT 6 Prototyping

Lesson 1: Developing a Prototype

Lesson Objectives

After completing this lesson, you will be able to:

- Develop a prototype

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UNIT 7 Validation

Lesson 1: Gathering Feedback

Lesson Objectives

After completing this lesson, you will be able to:

- Gather feedback

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UNIT 8 Application

Lesson 1: Applying Design Thinking to a Project

Lesson Objectives

After completing this lesson, you will be able to:

- Apply Design Thinking to a project

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