THINK1

Design Thinking for Business Innovation

COURSE OUTLINE

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

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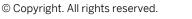
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Typographic Conventions

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 | 1 2 3 |
| 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



UNIT 2 Scoping

Lesson 1: Scoping the Design Challenge

Lesson Objectives

After completing this lesson, you will be able to:

• Scope the design challenge



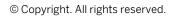
UNIT 3 Research

Lesson 1: Gathering Information

Lesson Objectives

After completing this lesson, you will be able to:

Gather information





Unit 3: Research

UNIT 4 Synthesis

Lesson 1: Structuring the Information

Lesson Objectives

After completing this lesson, you will be able to:

• Structure the information



Unit 4: Synthesis

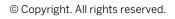
UNIT 5 Ideation

Lesson 1: Generating Ideas

Lesson Objectives

After completing this lesson, you will be able to:

• Generate ideas





Unit 5: Ideation

UNIT 6 **Prototyping**

Lesson 1: Developing a Prototype

Lesson Objectives

After completing this lesson, you will be able to:

• Develop a prototype



UNIT 7 Validation

Lesson 1: Gathering Feedback

Lesson Objectives

After completing this lesson, you will be able to:

Gather feedback



Unit 7: Validation



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

