Foothill College Course Outline of Record

LINC 77: DESIGN THINKING OVERVIEW

Effective Term: Summer 2023
Units: 2
Hours: 2 lecture per week (24 total per quarter)
Advisory: Experience with internet software tools, browsers, hyperlinks, online media resources, and basic skills using a computer.
Degree & Credit Status: Degree-Applicable Credit Course
Foothill GE: Non-GE
Transferable: CSU
Grade Type: Letter Grade (Request for Pass/No Pass)
Repeatability: Not Repeatable

Student Learning Outcomes
• Define and explain the design thinking process.
• Research the opportunities available to implement the design thinking process.

Description
Students learn an overview of the design thinking methodology and its applications in education, business, industry, and government. Focus is on introducing all aspects of the design cycle through inquiry-based facilitation and engaging immersive activities to develop understanding of the design thinking process.

Course Objectives
The student will be able to:

a. Define and explain the design thinking process
b. Analyze the design thinking process for its best case uses in education, business, industry, and government
c. Research the opportunities available to implement design thinking process
d. Communicate the benefits and drawbacks of the design thinking process
e. Apply the design thinking process
f. Develop strategies for effective design thinking activities, based on audience
g. Create case uses for education, business, industry, and/or government audiences

Course Content
a. Design thinking process
   i. Empathize, define the problem, ideate, prototype, test
   ii. Stanford d.school and IDEO connections
b. Best case uses

Lab Content
Not applicable.

Special Facilities and/or Equipment
1. When offered on/off campus: Lecture room equipped with projector, whiteboard, and a demonstration computer connected online. Computer laboratories equipped with computers or laptops with internet access.
2. When taught via the internet: Students must have current email accounts and ongoing access to computers with web browsing capability and internet access.

Method(s) of Evaluation
Methods of Evaluation may include but are not limited to the following:

Developing a case use project utilizing design thinking for the participant’s specific purposes, whether educational, business-related, or personal
Presenting their project to peers and providing constructive feedback through peer reviews
Making constructive contributions to class discussions

Method(s) of Instruction
Methods of Instruction may include but are not limited to the following:

Lecture presentations delivered in student-centered learning style, during which students take notes, follow demonstrations, or complete an activity
Facilitated discussions of live presentations, readings, or video presentations
Student presentations in small group and whole class situations

**Representative Text(s) and Other Materials**
Instructor-assigned notes, materials, and resources, including instructional materials, open education resources, multimedia, and websites.

**Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments**

a. Reading assignments include analysis of texts, selected examples, and student projects

b. Writing assignments include a course project and multiple developmental projects, reflections, discussion responses, and peer feedback on projects

c. Outside assignments include project planning and development, participation in online peer collaboration activities, and project development through an iterative process

When taught online, these methods may take the form of multimedia and web-based presentations. Assignments will be submitted online as well.

**Discipline(s)**
Instructional Design/Technology