LINC 77A: DESIGN THINKING PROCESS

Foothill College Course Outline of Record

Heading	Value
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

- Communicate the benefits of disruptive innovation and mindset awareness.
- Define and explain the design thinking process and its role in disruptive innovation.

Description

Students delve deeper into design thinking to hone skills in facilitating design thinking methodology when working in groups. Special attention is given to using the design thinking process for exploring how to bring positive disruptions and shifts in mindsets in order to arrive at innovative solutions.

Course Objectives

The student will be able to:

1. Define and explain the design thinking process and disruptive innovation
2. Analyze disruptive innovation and mindset shifts needed for best case uses in education, business, industry, and government
3. Research the opportunities available to implement design thinking process
4. Communicate the benefits of disruptive innovation and mindset awareness
5. Apply the design thinking process to solve simple and complex problems
6. Develop strategies for effective design thinking activities, based on audience
7. Create case uses for education, business, industry, and/or government audiences

Course Content

1. Design thinking and disruptive innovation process
   a. Empathize, define the problem, ideate, prototype, test
   b. Stanford d.school and IDEO connections
2. Best case uses
   a. In education
   b. In business
   c. In industry
   d. In government
3. Opportunities
   a. Locally/contextually
   b. Community-based
   c. World-based
4. Benefits
   a. Benefit identification
5. Applications in problem solving
   a. Define
   b. Empathize
   c. Ideate
   d. Prototype
   e. Test
6. Strategies
   a. Partnering/small group
   b. Building community
   c. Contextual and empathetic facilitation of activities

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 project utilizing design thinking and integrating principles of disruptive innovation and mindset awareness for the participant's specific purposes, whether educational, business-related, or personal
Presenting their design thinking 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

1. Reading assignments include analysis of texts, selected examples,
   and student projects
2. Writing assignments include a course project and multiple
   developmental projects, reflections, discussion responses, and peer
   feedback on projects
3. 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