

LINC 77C: DESIGN THINKING FOR TEACHERS

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

- Define and explain the design thinking process as it applies to education.
- Develop a design thinking project to be implemented in an educational environment.

Description

Student-participants who are familiar with the design thinking process, originally created by the d.school at Stanford University, develop innovative and collaborative solutions to real world challenges in education. Focus is on developing a project that would be easy to implement in a school environment and allow for immediate engagement in the design process by making and doing.

Course Objectives

The student will be able to:

- Define and explain the design thinking process as it applies to education
- Identify challenges in education today and ideate solutions
- Apply the design thinking process
- Develop a design thinking project to be implemented in an educational environment

Course Content

- Design thinking process in education
 - Similarities of education-based design thinking challenges
 - Difference of education-based design thinking challenges
- Challenges in education
 - Identifying and defining challenges
 - Research and empathizing with users
- Design thinking process
 - Empathize
 - Define

- Ideate
 - Prototype
 - Test
- Design thinking project
 - Ideate and plan project
 - Develop project
 - Present final project to authentic audience with critical feedback for implementation

Lab Content

Not applicable.

Special Facilities and/or Equipment

- 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.
- 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 in an educational environment
 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

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