LINC 77D: DESIGN THINKING CHALLENGES

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 role of design challenges in reinforcing aspects of the design thinking process.

Description

Student-participants who are familiar with the design thinking process, originally created by the d.school at Stanford University, work in groups to select a real-world issue and create a design challenge project based on it. Focus is on working through the design thinking principles to develop activities that reinforce these principles.

Course Objectives

The student will be able to:

1. Define and explain the design thinking process
2. Effectively work in groups to research the opportunities available to implement design thinking challenges
3. Develop strategies for effective design thinking activities, based on audience, in groups and across a broad spectrum of real-world challenges
4. Create and present prototype solutions to real-world audiences

Course Content

1. Design thinking process
   a. Definition
   b. Explanation of benefits
   c. Effective collaboration
2. Opportunities available to implement design thinking challenges
   a. Opportunities available locally
   b. Opportunities available globally
3. Strategies for effective design thinking activities
   a. Networking connections to explore challenges
   b. Personal challenges
   c. Professional challenges
   d. World challenges
4. Creation and presentation of prototype solutions to real-world audiences
   a. Creation of prototype solutions to at least two challenges
   b. Presentation of prototype solutions to real-world audiences
   c. Critical feedback within groups and whole class

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 design challenge project utilizing design thinking for the participant's specific purposes, whether educational, business-related, or personal
Presenting their web-based project to peers
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