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Report on Classroom activity-"Design Thinking and Innovation"

A classroom activity on Design thinking and Innovation was conducted for students in order to give students an idea on how design thinking leads to innovation.

Date of the event	11.12.2021
Title of the Event	Design Thinking and Innovation
Organized by	Institution Innovation Council-Innovation Ambassador
Name of the Resource Speaker	Navya V K Assistant Professor Department of Computer Science & Engineering, MVJ College of Engineering, Bangalore

About the session and activity conducted

The session was about Design thinking where the following points were

1.Importance of Design thinking

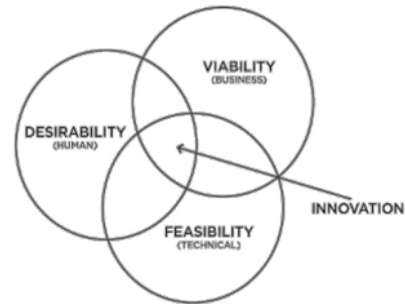
Design Thinking (DT) evolved at many organizations as the way to solve problems in creative and innovative ways. Much of the thinking behind the DT iterative process focuses on challenging assumptions and redefining problems for products, services or customer experiences.

2.How Design thinking can lead to innovation.

Design Thinking is a human centered approach to innovation that draws from the designer's toolkit to integrate the needs of people, the possibilities of technology, and the requirements for business success.”

Design Thinking to Innovation

Design Thinking is a human centered approach to innovation that draws from the designer's toolkit to integrate the needs of people, the possibilities of technology, and the requirements for business success.”



3.Stages of Design Thinking.

The 5 phases of design thinking were covered,

1. Empathize
2. Define
3. Ideate
4. Prototype
5. Test

As a classroom activity 3 problem statements were given where the students.



The problem statements were

- 1.Authenticating user while performing ATM transaction.
- 2.How to prevent malpractice in exams
- 3.Pothole challenge.

The students were divided into groups, and they made discussion on the problem statements.
Each team came up with innovative ideas.

Outcome of the Event:

Students has gained knowledge on the topic Design thinking and how it can lead to
Innovation.