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| **Course****Number** |  | **Lecture****Number** |  | **Course****Title** |  | **Credit** |  |

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| **Instructor** | **Name :** (Position : ) Jungwoo Kim | **Homepage :**  |
| E-mail : jvv.kim@gmail.com | **Telephone : +1.415.857.2021** |
| **Consultation Time/Place(English) :** Seoul, Korea |

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| **Purpose of Course(English)** | The purpose of this course is to expose students to a human centered approach to innovation called design thinking, and subsequently lay the foundation of the different aspects associated to design thinking, which includes empathy, ideation, prototyping and testing. Additionally, students will also learn to collaborate as they will work in teams and also gain real world experience through an actual real world project.  |

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| **Materials and Reference(English)** | The lecturers will provide materials for the course.  |

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| **Evaluation Method** | **Attendance** | **Empathy** | **Prototyping** | **Final** | **Academic Attitudes** | **Other Data** | **Total** |
| 20% | 20% | 20% | 20% | 20% | % | 100% |
| **Remark****(English)** |  |

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| **References to Course Registration(ENG)**  | Experiences in Visual Thinking, Bob McKimThe Art of Innovation, Tom Kelley & Jon LittmanMetaskills: Five Talents for the Robotic Age, Marty NeumeierThis is Service Design Thinking, Jacob Schneider &Marc Stickdorn |

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| **Penalty for Cheating(English)** | Not Applicable. This is a studio class where students work in teams and are encouraged to work with each other and also collaborate amongst teams. |

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| **Lecture Plan** | **Week** | **Lecture Content** |
| 1Week(English) | Introduction to Design Thinking: Design Project no 1, team creativity exercise |
| 2Week(English) | Introduction to Design Thinking: History and overview or process/mindsets |
| 3Week(English) | Needfinding: Fundamentals and tools for observation and interviews |
| 4Week(English) | Needfinding: Group activity  |
| 5Week(English) | Synthesis: Tools and techniques to unpack needfinding, techniques form service design and design thinking. |
| 6Week(English) | Synthesis : Group activity |
| 7Week(English) | Ideation: Various techniques for brainstorming and ideation. |
| 8Week(English) | Ideation: Group exercise |
| 9Week(English) | Prototyping: Fundamentals and various techniques for prototyping |
| 10Week(English) | Prototyping: Group activity |
| 11Week(English) | Testing: Introduction to testing prototypes |
| 12Week(English) | Testing: Group activity |
| 13Week(English) | Storytelling: Basics of storytelling |
| 14Week(English) | Storytelling: Group activity to prepare for final presentation |
| 15Week(English) | Final presentation |