CSC422 DESIGN THINKING

Learning Outcomes

- Demonstrate an understanding of differences in design thinking processes and approaches used by designers representing a variety of disciplinary backgrounds, design contexts and design roles.
- Show ability to recognize design situations and problems and articulate guiding principles applied in design situations and problems.
- Demonstrate ability to create and test design solutions for given design situations and problems.
- Show ability to establish and articulate a pattern for approaching design problems.
- Demonstrate ability to articulate design precedents in their own repertoire (gambits).

Content

What is Design/who is a Designer; The Design Process: Frameworks and Models; Design Situations and Principles; Creating and Testing Design Solutions from needs analysis; Design Conversations; Media Design; Interaction Design; Information Design; Spatial Design; Design Thinking.

Pre-requisites

CSC313 Foundations of Human Computer Interaction

Delivery

Workshops with hands-on activities; Readings and Assignments; Activities that build skills and knowledge; Guest speakers and recorded interviews; Small group-based activities and projects based on real life experience.