

NIRMA UNIVERSITY

Institute:	Institute of International Studies
Name of the Programme:	Bachelor of Science (CSE) 2+2 Dual Degree
Course Code:	HSXXX 0HS002
Course Title:	Design Thinking and Creativity
Course Type:	Common
Year of introduction:	2023-2024

L	T	Practical component				C
		LPW	PW	W	S	
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Course Learning Outcomes (CLOs):

At the end of the course the students will be able to:

- 1 Have an awareness of how design thinking can be applied in a wide range of contexts, from the personal to the global
- 2 Investigate and think creatively about design problems and opportunities
- 3 Initiate an attitude of playfulness to aid design thinking

Sr. No.	Topic	Teaching Hours=
1	What is Design Thinking Defining DT and the process Super market Cart Video	4
2	The Whole New Mind	4
3	The core concepts of creativity, design and innovation.	2
4	Creativity Myths: Mistaken beliefs about creativity and why they're dangerous	4
5	Object Fixation Barriers and Self-reflection	4
6	Creative people, creative organizations Ideas and tools to help both people and organisations work more creatively (Brain Storming; Mind Mapping; SWOC Analysis; Fishbone Diagram; Six Thinking Hats; Provocation And Movement; Jugaad. Movie Joy (Examples And Case Studies)	6



7	History of successful products	6
	History of unsuccessful productsH(Critical analysis of the case studies)	
8	Design thinking for innovation	4
	(The role of empathy in the design thinking process and the tools we can use	
	How do we learn what people want?	
	How we ensure learning fits people's needs)	
	Exercise to understand empathy	
	Talk by Brene Brown	
9	Distributed creativity	3
	How diversity and collaboration through networks support the creativity process(Ex: Medici Effect, Borrowing Brilliance; Biomimicry, Six Thinking Hats)	
10	Disruptive Innovations, Jugaad and Frugal Innovations	2
9	Presentations	6
	Bring the ideas presented in this course together and show the solutions to the problems.	

Suggested Readings/ References^:

1. Pink, Daniel H. A whole new mind: why right-brainers will rule the future, New York : Riverhead Books, 2006.
2. Benyus, J.M. Biomimicry: Innovation Inspired by Nature, HarperCollins, New York, 1997
3. Kelly, Tom, The Art of Innovation, Lessons in Creativity from IDEO, America's Leading Design Firm, Doubleday, NY, 2001
4. Jonah Lehrer, Imagine, How creativity works, Canongate, Edinburgh, London, 2012

L = Lecture, T = Tutorial, P = Practical, C = Credit

^ this is not an exhaustive list