

ERASMUS +  
DT.Uni. Design Thinking University

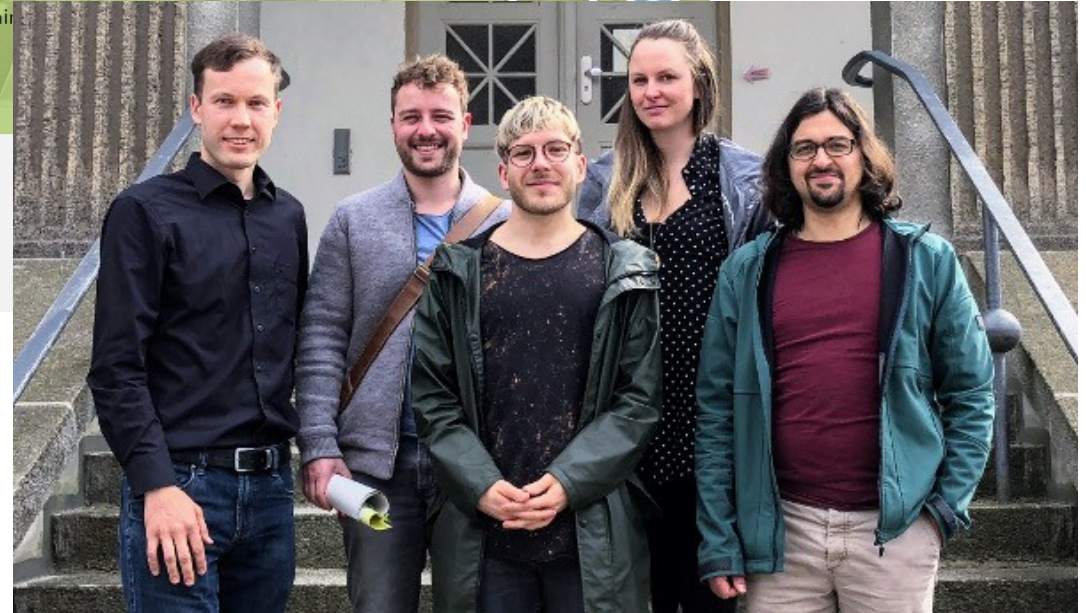
# Applying Design Thinking A Workbook for Researchers and Academics

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Chair Industrial Design Engineering, TU Dresden

# Applying Design Thinking Team

## An interdisciplinary Team

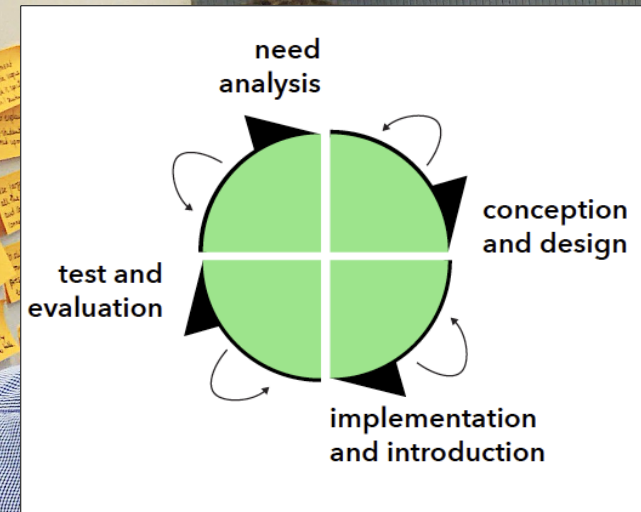
- Christian Bruchatz  
(physicist, mechatronics engineer)
- Pierre Herzer  
(business engineer)
- Martin Meyer  
(graphics designer)
- Janine Stelzer  
(German philologist, artist)
- Robert Fischer  
(historian, English philologist)





# Applying Design Thinking The Workbook

## Process and Mindset

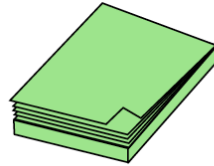


easy access to information  
about Design Thinking  
using Design Thinking  
principles

### Use sticky notes!

Sticky notes – available in different sizes, shapes and colors – help you to share your thoughts within the team and visualize knowledge. Use them to bundle information as chunks, each on one sticky note. They are flexible and re-arrangeable so the team does not always have to write new notes, but can transform the old ones into a new scheme.

- Minimum 2, maximum 5 words on one sticky note
- Draw & write
- Everyone writes & draws, not just the one with the most beautiful handwriting
- Capital letters are easier to read

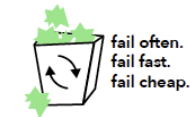
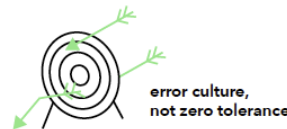


### work visually



### Working Culture

go for quantity



### Co-creating new ideas

In order to co-create successfully, participants need to be able to express their thoughts and accept different perspectives. Rather than focus on a single idea, the Design Thinking approach harnesses the individual input from the team members to produce an array of ideas which may be dismissed or further developed as a group.





# Applying Design Thinking The Workbook

Let's be creative!

## Teaching

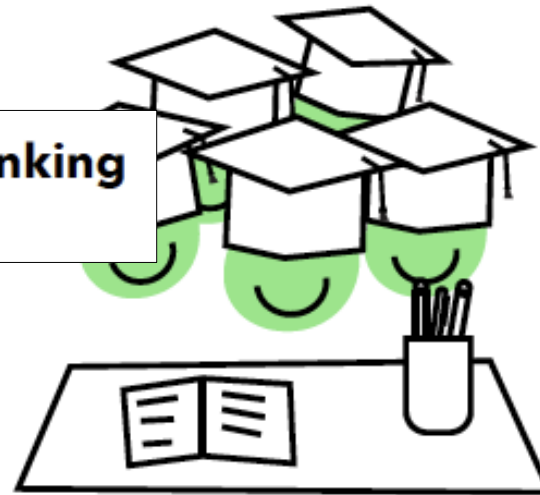
### Why establish Design Thinking in educational system?

### Develop Design Thinking competencies

### Teacher's perspective

- Reasoning processes that are being used to formulate lesson strategies
- Fostering peer collaboration: shifting from didactic-oriented material to constructivist-oriented material
- Design a design experience as critical competency for teachers

### Effects on students



focus on  
teaching at  
HEI



# Applying Design Thinking The Workbook

## Phases



quick overview and easy  
navigation regarding  
different phases and inter-  
connected methods



### Explore

*What can the team discover about the challenge and the users affected by it?*

Research Mindmap  
Who? What? How? Why?  
Stakeholder Map  
Interview  
Persona  
User Motivation Analysis  
Customer Journey  
Value Proposition Canvas  
How might we... to solve...



### Create

*How can the team create a useful idea that might solve the challenge?*

Brain Storming  
Brain Writing  
Kill your Idea  
Interview  
Matrix Scale  
Send a Postcard



### Prototype

*How can the team represent the idea in a haptic format so that the solution can be tested?*

What is a prototype?  
How does a prototype look?  
Prototype: Papercraft  
Prototype: LEGO  
Prototype: Storyboard  
Prototype: Video  
Prototype: Wireframing



### Evaluate

*How well did the prototype of the solution resonate with the users affected by the challenge?*

Test Grid Planning  
Interview  
Brain Storming  
How might we... to solve...





# Applying Design Thinking

## The Workbook

### Methods

#### Research Mindmap

Sort and visualize knowledge

##### Benefit

The research mindmap is a method to sort (un)known knowledge, visualize it, and simultaneously consider "the big picture". It can be used as a starting point to divide the initial challenge into manageable research fields for revealing opportunities.

All team members can contribute their individual knowledge and harmonize their language and terminology. The research mindmap can be extended at any time and serves as a reference point for further research.

##### Description

All the terms relating to the challenge are collected and sorted in clusters of known/unknown terms (see Template 1). These serve as the knowledge basis for finding different associations and categories for the underlined topics on Template 2 for the question, "How can we find/design a solution for user groups without the previous obstacles?" In the next step, the associations are found and then categorized, and finally prioritized. The results help the team to decide where to start with the exploration and on which solution/user group/obstacle to focus (see Template 3).

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##### Tips

- This tool is useful for developing a common language in interdisciplinary projects.
- It helps to define a starting point in any project.
- Do not spend too much time on this tool since more mental energy will be needed later.
- You may prepare a template for this method to collect knowledge as a preparation for a workshop meeting.

> Empty Template

> Explore Methods

Difficulty level:

★★★★★

Material:

Templates  
Marker  
Sticky Notes



#### 4-days DT.Shop at TU Dresden, Germany

INTRODUCTION

1/2 DAY

WHO? WHAT? HOW? WHY?  
INTERVIEW  
PERSONAS  
HOW MIGHT WE...?

1 DAY

BRAINSTORMING  
BRAINWRITING  
MATRIX SCALE  
SEND A POSTCARD  
GROUP PRESENTATION

1 DAY

PROTOTYPE CREATION

1 DAY

TESTING  
GROUP PRESENTATION

1/2 DAY

REFLECTION

explaining methods in  
recurring categories

exemplary templates and  
empty templates ready to  
print out

workshop scenarios

