

# IO4: Didactic materials for DT workshop for students

Coordinated by DT.Uni team of UvA:

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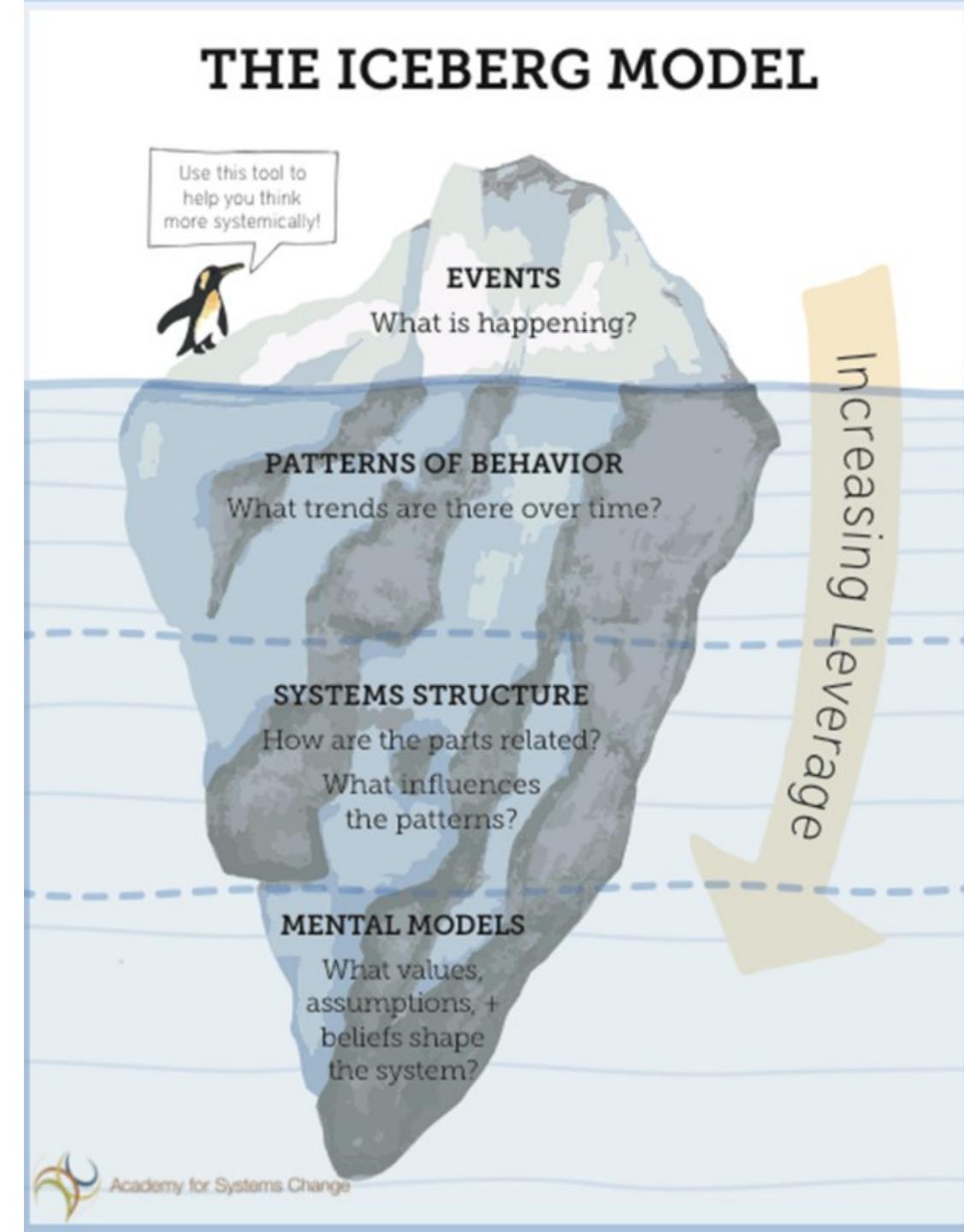
Frank Nack

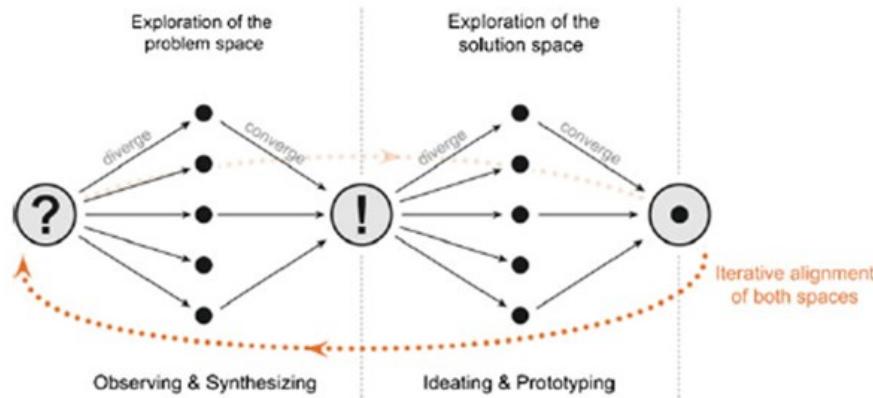
André Nusselder



# What to teach students

- **Creativity**
  - synthesis
  - beyond silo's
  - transdisciplinarity
- **Critical thinking**
  - reflection on assumptions, information
  - self-reflection
  - what values to achieve
- **Deep problem understanding**
  - collaboration
  - sensemaking





**Fig. 1** Problem and solution space in design thinking

- LEARNING /
- understanding problem
  
- ↓
  
- DESIGN /
- solving problem

# WORKSHOP AGENDA

## Session 1 (all times are CET)

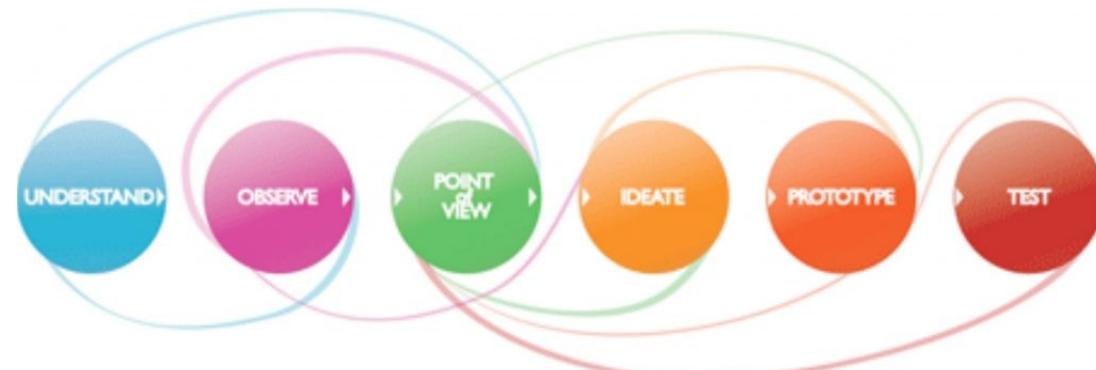
- 13.00-13.10 Intro + warm-up  
 13.10-13.30 Brief on the design challenges  
 13.30-14.00 Challenging assumptions  
 14.00-14.30 Remember the future  
 14.30-14.45 Take a break  
 14.45-15.15 Framing question  
 15.15-15.45 Field explorations  
 End session 1

## Session 2

- 10.00-10.10 Intro  
 10.10-10.35 Persona  
 10.35-11.00 Point-of-view  
 11.00-11.20 Storytelling

11.20-11.35 Break and switch to plenary session

- 11.40-13.00 Plenary session for final presentations  
 End session 2



## The power of DT

- structured
- systematic
- learnable
- teachable



do I have to be 'artistic' to be a design thinker?

**everyone can be a designer: structured process for collaborative creativity**

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# DESIGN THINKING

FOR HIGHER EDUCATION

## Strategies

All methods developed and written by  
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- <https://www.designuni.eu/methods/>