



DT& I Project Selection

Design Thinking & Innovation
Project

Section: P1, Week 1



D'source Project



Open Design School



MoE's Innovation Cell



**THINK!
DESIGN**

Design Thinking & Innovation (DT&I)

Section: P1
Week 1



**THINK!
DESIGN**

Design Thinking & Innovation (DT&I)

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DT&I Project

P1 DT&I Project Selection

Module P1:

THINK!
DESIGN



P1.1

Project Selection



DT&I Project (DT&IP) Selection:



Project Based Hands-on Learning Process:

The course will be based on **hands-on project based learning** where the participants of the course will **identify, study, analyse, ideate and find innovative solutions** to a **live contextual problem** as an **open design challenge**.

The exposure to **theoretical inputs, design process, use of Design Tools for analysis** and **exposure to case studies** will happen simultaneously.



DT&I Project (DT&IP) Selection:

Project Challenge: Design an innovative solution to a problem for any of the 17 UN Sustainable Development Goals using the DT&I process

Introduction to the 17 SDGs:

‘The Sustainable Development Goals (SDGs), also known as the Global Goals, were adopted by the United Nations in 2015 as a universal call to action to end poverty, protect the planet, and ensure that by 2030 all people enjoy peace and prosperity.

The 17 SDGs are integrated—they recognize that action in one area will affect outcomes in others, and that development must balance social, economic and environmental sustainability.

Countries have committed to prioritize progress for those who're furthest behind. The SDGs are designed to end poverty, hunger, AIDS, and discrimination against women and girls.’

These are framed around the everyday concerns of the common man.

Reference on SDG Goals:

Ref 1: <https://www.undp.org/sustainable-development-goals>

Ref 2: <https://SDGs.un.org/goals>



DT&I Project (DT&IP) Selection:



UN Millennium Goals:

Select your topic from any of these 17 SDGs (Sustainability Development Goals)





DT&I Project (DT&IP) Selection:

Project Outcomes: could be in any of these fields

A. Product Design

Design of Products/Artifacts/Devices useful for any of the 17 SDGs

B. Environment Design

Design of Home/Office/Public Spaces on issues for any of the 17 SDGs

C. Game/Toy Design

Card/Board Game or a Toy based on addressing issues for any of the 17 SDGs

D. Digital Design

Design of an interactive digital system/device/software addressing issues for any of the 17 SDGs

E. Service Design

Design of services addressing issues for any of the 17 SDGs

F. Communication Design

Design of Identity/Campaign/Narratives/Video on issues for any of the 17 SDGs

G. Learning Design

Learning content on addressing issues for any of the 17 SDGs

H. Open Design of your choice

Open Design Challenge of your choice addressing issues for any of the 17 SDGs



DT&I Project (DT&I) Topic suggestions:

DT&I Project Topic suggestions:

Here is a list of possible topics to choose from – these are suggestions:

- Maternity Care System (SDG3)
- Mental Health Care System (SDG3)
- Cold-Chain Systems (SDG9)
- Sharable Cycle System (SDG11)
- Rain Water harvesting systems (SDG13)
- Sustainable Home Systems (SDG11)
- Recycling Used/Old Things (SDG12)
- Green Toys for Children (SDG12)
- Reduce Poverty through Skilling (SDG1)
- Learn/Play for Nomad Children (SDG4)
- Learn/Play for Children with Disability (SDG4)
- Bring Gender Equality in workplaces (SDG5)
- Information on Hiking Trails/Parks (SDG10)
- Multi-lingual Speech system for PW Hearing D (SDG10)
- Alternate Urban Transportation System (SDG11)
- Household Waste management System (SDG9)
- Mobility System for People with Disability (SDG10)
- Medicine tracking and Distribution System (SDG3)
- Flexible Layout System for Bilingual Magazine (SDG10)
- Safety and Security in Schools/Institutes (SDG9)
- Products and Services for Transport Hubs (SDG9)
- Protection of Endangered Species (SDG15/16)
- Health and well-being Communication (SDG3)
- Waste and Sustainability in Hostels/Hotels (SDG12)
- Information on Hiking Trails/Parks (SDG10)
- Redesign of Indian Medicine System (SDG3)



DT&I Project (DT&I) Selection:

DT&I Project summary details:

DT&I Project Topic:

Design an innovative solution to a problem/issue for any of the 17 UN SDG Goals using the DT&I process

DT&I Project Topic selection:

Select your topic from any of the 17 SDGs

DT&I Project Topic duration:

16 weeks - project report + project presentation slides submission every 8 weeks (Stage 1 and Stage 2)

DT&I Project Grade:

50%

THINK!
DESIGN



P1.2

DT&I

Project Task for
Week 1



DT&I Project (DT&I) Steps:

DT&I Project Steps - week1:

1. DT&I Project Topic and a brief summary:

- Write down the **title of your selected topic** and a **one page brief summary** of what you would like to do in the project.

2. DT&I Project Notebook:

- Get a notebook that you can carry to take notes, write key words, draw sketches, create wish list, etc.

3. DT&I Project Folder :

- Make new folder in your computer with sub-folders to store all information on this project

4. DT&I Project Space:

- Create a workspace on your desk or wall to pin-up important things about your project



DT&I Project (DT&I) Steps . . .



DT&I Project Steps and Deliverables - week 1 . . .

5. DT&I Project Topic Brain-Storming: (details are as shown in DT&I Tools 1.0)


- Note down the topic that you have selected for Brain-Storming
- Brain-storm for associated key-words and note these down
- Note down the key-words randomly and not in any particular order
- Do not criticize anyone – all keywords or ideas should be welcome
- Do this until one runs out of new key-words

6. DT&I Project Topic Key-words Sorting:

- The key-words are sorted in different categories by association or similarity.
- Find a title for each of the groups.
- Use colour code for differentiating categories, thickness or weight for showing hierarchy
- You can initially do this on paper and after you finalise, make a digital version

7. DT&I Project Topic Key-words Affinity Links (optional):

- Look for inter-connections or relations between the keywords of different categories and link them together through lines



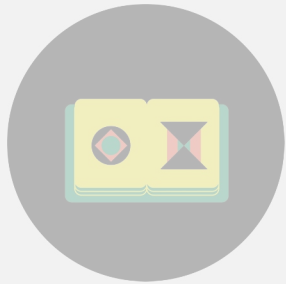
**Thanks for
Listening**

DT&I Project
Section: P1
Week 1

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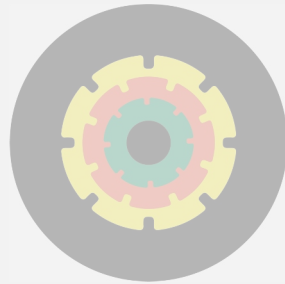


DT&I Course - Week 1:



DT&I
Process
(20%)

- > Structure
- > Intro to DT&I



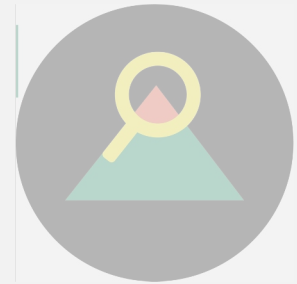
DT&I
Tools
(20%)

- > Brain Storming
- Key-words +
Sorting + Linking



DT&I
Project
(50%)

- > Select your Topic
for DT&I project +
Do Brain Storming
& Sorting

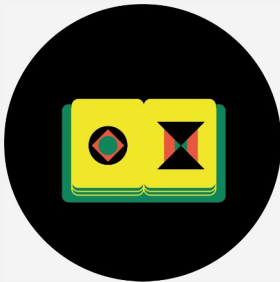


DT&I
Case Study
(10%)

- > Case Study
Project Jellow

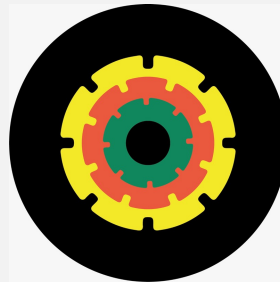


DT&I Course – Week 2:



DT&I
Process
(20%)

- > What, Who, How
- > Models of DT&I



DT&I
Tools
(20%)

- > Mind-Maps +
Affinity Links



DT&I
Project
(50%)

- > Finalize Topic
for DT&I project +
Do Mind-Mapping



DT&I
Case Study
(10%)

- > Case Study
Project Smaran



Supporting Organizations:



D'source Project



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MoE's Innovation Cell



Credits:

Presented by:
Prof. Ravi Poovaiah



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Credits:

Camera & Editing:
Santosh Sonawane



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Credits:

Think Design Animation:
Rajiv Sarkar



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Credits:

Graphic Icons:
Shweta Pathare



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Credits:

End Title Music:
C P Narayan



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