THINK! DESIGN

D'source
D'source Project

Open Design School

MoE's Innovation Cell

DT& I Project Selection

Design Thinking & Innovation Project

Section: P2, Week 2

THINK! DESIGN

Design Thinking & Innovation (DT&I)

Section: P2

Week 2

DT&I Project

P2   DT&I Project Selection

Module P2:

THINK! DESIGN

P2.1

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 Topic: Design innovative solution to a problem for any of the 17 SDG Goals using the DT&I process

Introduction to the topic:
'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:

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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 Nomad Children (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 innovative solution to a problem 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 with project report + project presentation slides submission every 8 weeks (Stage 1 and Stage 2)

DT&I Project Grade:
50%

DT&I Project (DT&I) Selection:

DT&I Project Steps – week 2:

1. Selection of DT&I Project Topic:
You need to select a topic from any of the 17 UN SDG Goals. This needs to be done as early as possible within this week.
Suggestion: Choose a topic that you can relate to or have a concern for

2. Start with these references to learn more about your chosen topic:
Ref 1: https://www.undp.org/sustainable-development-goals
Ref 2: https://SDGs.un.org/goals

3. DT&I Project Clarity:
- Selection of a specific topic within the given choices can be daunting
- Talking to a faculty mentor at the institute or your colleagues at workplace could help bring in clarity

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P2.2

Project
Documentation
Etiquettes

DT&I Project (DT&I) Selection:

DT&I Project Documentation:

DT&I Project Notebook:
- Get a notebook that you can carry to take notes, write key words, draw sketches, create wish list, etc.

DT&I Project Folder :
- Make new folder in your computer with sub-folders to store all information on this project
- Create a workspace on your desk or wall to pin-up important things about your project

DT&I Project Space:
- Create a workspace on your desk or wall to pin-up important things about your project

P2.3

DT&I
Project Task for
Week 2

DT&I Project (DT&I) Steps:

DT&I Project Steps Ahead - week 2: (repeated again)

1. DT&I Project Topic:
- Write down the title of your selected topic

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 . . .

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DT&I Project Steps and Deliverables - week 2 . . .
- learn to make use of these Tools

5. DT&I Project Topic Mind-map: (details are as shown in DT&I Tools 2.0)
- Create a mind-map for your topic with at least 2 to 3 level of branches
- Brain-storm for key-words as branches and sub-branches of the theme
- Connect the keywords (with lines) as branches of the central theme
- Use colour code for differentiating categories, thickness or weight for showing hierarchy and arrow-heads to show direction
- You can initially do this on paper and after you finalise, make a digital version

6. DT&I Project Topic Mind-map Affinity Links:
- Look for inter-connections or relations between the keywords of different categories and link them together through lines
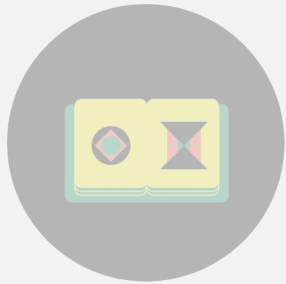
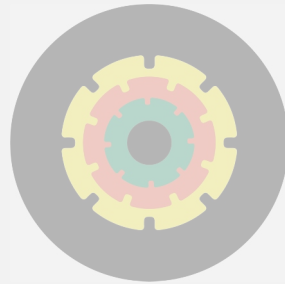# Thanks for Listening

DT&I Project
Section: P2
Week 2

DT&I Course – Week 2:

DT&I Process (20%)

DT&I Tools (20%)

DT&I Project (50%)

DT&I Case Study (10%)

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

> Mind-Maps + Affinity Links

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

> Case Study Project Smaran

Credits:

Think Design Animation:
Rajiv Sarkar

Credits:

Graphic Icons:
Shweta Pathare

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Credits:

End Title Music:
C P Narayan

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Credits:

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IIT Bombay

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