

Individual Level

Design Thinking Metaphors Methods Assignments & Exercises Questions Theory

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Design Thinking

Rational / emotional / intuitive / reflective aspects of choosing

What is (good) design thinking?

What is valuable?

Who is a (good) design thinker?

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Metaphors

Developing metaphors?

Garden (planting seeds, nurture, growing, water, sunlight)

Cooking (multiple senses, aesthetics, taste, 'atmosphere')

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Methods

Probes

Description

(Re-) photographing

Sketching and tracing

Using materials to hand

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Assignments & Exercises

Show your hand

Choose something in Currys

Take a newspaper and look for 'design' and design thinkers

Make a nice shape out of materials to hand

Arrange meaningful objects in a 1m square

Photograph and trace your hand

Describe a product interaction experience

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Questions

Why is it the way it is?

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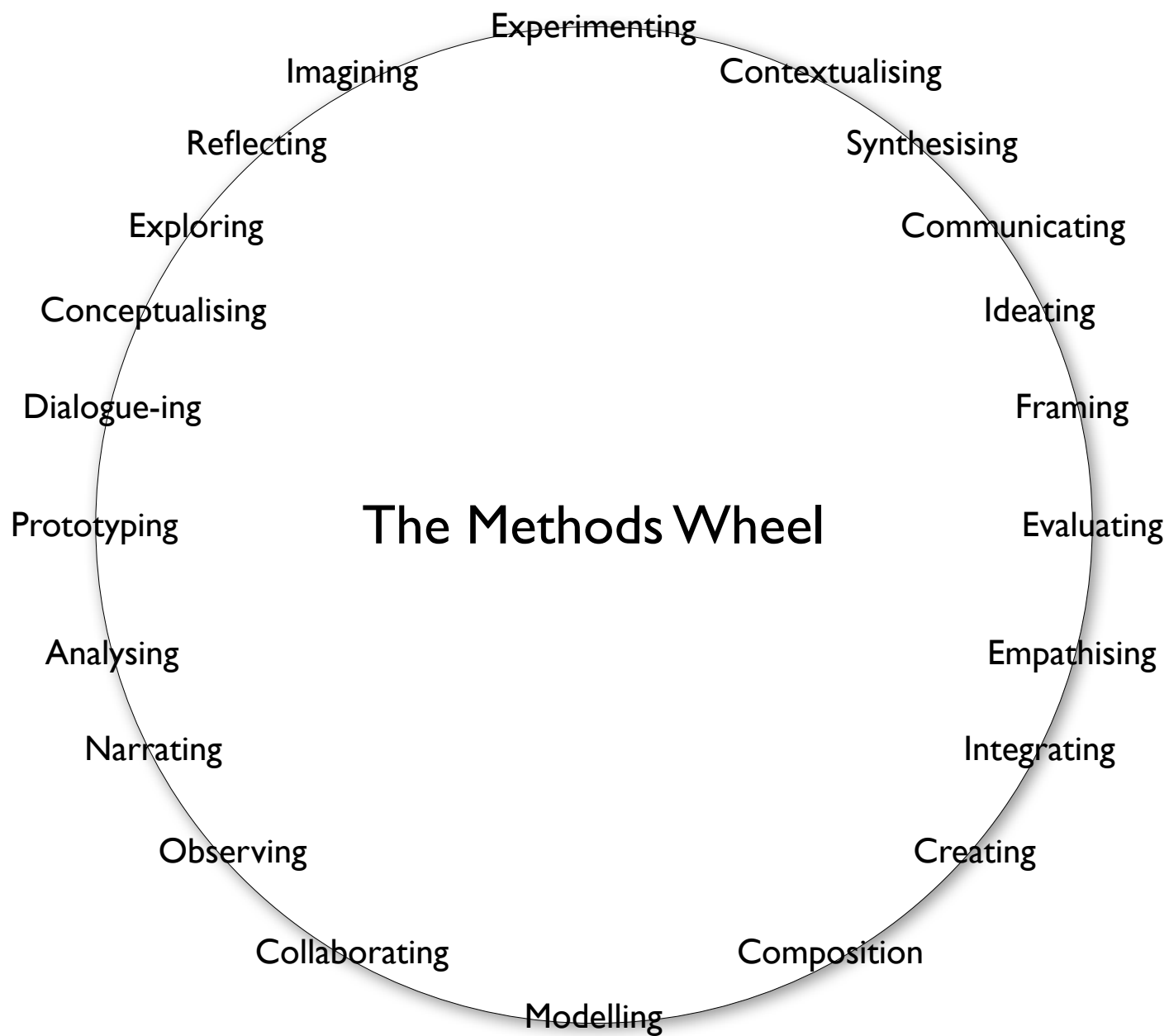
Design Thinking Metaphors Methods Assignments & Exercises Questions **Theory**

Theory

Proportion and scale: Le Corbusier, Leonardo da Vinci

Theories of Choice

Herbert Simon?



Experimenting

Imagining

Contextualising

Reflecting

Synthesising

Exploring

Communicating

Conceptualising

Ideating

Dialogue-ing

Framing

Prototyping

Evaluating

Analysing

Empathising

Narrating

Integrating

Observing

Creating

Collaborating

Composition

Modelling