DSGN: Design Thinking 1

Module Title:	Design Thinking 1
Language of Instruction:	English

Credits:	5

NFQ Level:	6

Module Delivered In	1 programme(s)

Teaching & Learning Strategies:	Lectures, Studio base projects, tutorials and Case studies. Module will be delivered in a studio based environment with lectures, projects and practical work running simultaneously.

Module Aim:	The module will equip the students in the skills and know how of design thinking and, an investigative awareness of emerging digital based technologies.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Understand the value of design thinking in the product development process, both digital and physical.
LO2	Apply Design thinking techniques and approaches to the process of idea generation and development.
LO3	Display independent learning.

Pre-requisite learning
Module Recommendations *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*
No recommendations listed
Incompatible Modules *These are modules which have learning outcomes that are too similar to the learning outcomes of this module.*
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements *This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.*
No requirements listed

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Module Content & Assessment

Indicative Content
Immersion and Emphasis Gain an understanding of the problem trying to solve. Understand the experience, situation and emotion of the person or situation. Define the scope and boundaries of the project(s), and to identify user profiles and other key stakeholders.
Define Establish features, functions, and any other elements that will allow the student to solve the problems. Analyze data and put it in order to better identify the problems that have defined. Gather ideas and be able to understand how to use them effectively.
Ideation Focus on idea generation. Translate problems into solutions. Explore a wide variety and large quantity of ideas to go beyond the obvious solutions to a problem. collaborate your research and ideas and categories into sections.

Assessment Breakdown	%
Project	100.00%

No Continuous Assessment

Project				
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook/ sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	100.00	End-of-Semester

No Practical

No End of Module Formal Examination

No Continuous Assessment

Project				
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook/ sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	100.00	End-of-Semester

No Practical

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

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Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Lecture	12 Weeks per Stage	3.00
Independent Learning Time	12 Weeks per Stage	3.00
	Total Hours	72.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KWCCD_B	Bachelor of Science (Honours) in Creative Computing and Digital Innovation	1	Mandatory