Module Title:	Design Thinking for Digital Technology
Language of Instruction:	English

Credits:	10

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	Create and present a prototype design of a design solution.
LO4	Display independent learning, reasoning and problem-solving skills.
LO5	Understanding of immerging and contemporary digital technologies.

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	

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.

Prototype
Build to think. A simple, cheap and fast way to shape ideas, so to experience and interact with them. Create an artefact in low resolution, a physical object or a digital clickable sketch. Create a scenario to test and role play in a physical environment and let users experience the solution.

Test
Analysis the feedback from the prototype(s). Learn about the user, reframe your view and refine your prototype. Listen and document the finding react and redesign accordingly.

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.	1,2,3,4,5	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.	1,2,3,4,5	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

Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Lecture	Every Week	3.00
	Total Hours	3.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KWCAP_C	[Higher Certificate in Computing](#)	1	Mandatory