

# DESIGN THINKING

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'You cannot hold a design in your hand. It is not a thing. It is a process. A system. A way of thinking.'

Bob Gill, Graphic Design as a Second Language



# Design Thinking

Design thinking is a human-centered approach to innovation that draws from the designer's toolkit to integrate the needs of people, the possibilities of technology, and the requirements for business success

## -Tim Brown, Executive Chair of IDEO

https://www.ideo.com/

## Design Thinking

- is a process for creative problem solving.
- has a human-centered core. It encourages organizations to focus on the people they're creating for, which leads to better products, services, and internal processes.

When you sit down to create a solution for a business need, the first question should always be what's the human need behind it?

https://www.ideou.com/blogs/inspiration/what-is-design-thinking

## DESIGN THINKING - ASSUMPTIONS

- User focus- understanding his/her conscious and unconscious needs.
- Interdisciplinary team– looking at the problem from many perspectives (co-creation).
- Experimentation and frequent hypothesis testing (iterative)— building prototypes and collecting feedback from users.

## Areas Where Design Thinking Can be Applied

- product, service and experience design
- business design
- leadership
- organizational change
- visual communication and symbolism (graphic design),
- objects and products (industrial design),
- activities and services (service design),
- complex systems or environments related to work, living space, fun and learning (interaction design)
- [R. Buchanan, Wicked Problems in Design Thinking. Design Issues, 1992, 8, 5-21]

# Design Thinking -for whom?

• The methodology is used regardless of the size of the company or industry, but with the predominance of the sector for-profit. [study by Hasso-Plattner Institute, University of Potsdam]

Implemented in the largest, most innovative companies, such as:

- SAP
- Samsung
- General Electric
- Apple
- Google
- Intel

## 3 key perspectives of design innovation



## 3 Essential Pillars of Design Thinking

- Empathy Understanding the needs of those you're designing for.
- Ideation Generating a lot of ideas. Brainstorming is one technique, but there are many others.
- Experimentation Testing those ideas with prototyping.

# The Design Thinking process as defined by Stanford's d-school



## We are all DESIGNERS!



## Youtube links:

#### The Explainer: What Is Design Thinking?

<u>https://www.youtube.com/watch?v=\_WI3B54m6SU</u>

#### How It Works: Design Thinking (IBM)

<u>https://www.youtube.com/watch?v=pXtN4y3O35M</u>

#### **Design Thinking In Business**

<u>https://www.youtube.com/watch?v=GPXeeyL4tEA</u>

#### **Design Thinking in 90 Seconds**

<u>https://www.youtube.com/watch?v=vQytKCT5631</u>

#### What Is Design Thinking? An Overview (2020)

<u>https://www.youtube.com/watch?v=gHGN6hs2gZY</u>

# Examples of applying DT

- IDEO Brainstorming Video from IDEO U https://www.youtube.com/watch?v=VvdJzeO9yN8
- ABC Nightline IDEO Shopping Cart

https://www.youtube.com/watch?v=M66ZU2PCIcM

Changing Experiences through Empathy – The Adventure Series
 <u>https://thisisdesignthinking.net/2014/12/changing-experiences-through-empathy-ge-healthcares-adventure-series/</u>

# Examples of applying DT

## • 8 Great Design Thinking Examples

https://voltagecontrol.co/8-great-design-thinking-examplesa01d6d0debbe

## • 40 Design Thinking Success Stories

https://theaccidentaldesignthinker.com/2017/09/16/40-designthinking-success-stories/

## DT PROCESS

### **Design Thinking Process**

• <u>https://www.youtube.com/watch?v=qyoZTUGzdGY</u>

## Articles:

- <u>https://designsojourn.com/design-thinking-experts-fill-in-gaps-between-steps/</u>
- <u>https://www.interaction-design.org/literature/article/what-is-design-thinking-and-why-is-it-so-popular</u>