MHRD Innovation Cell

Design Thinking for Innovation Ambassadors Program

Date: 06-07 March 2020

Course Outline:

No	Duration	Topic	Themes Covered and Classroom Exercises
1	11:30 - 1:30 (Day 1)	Awareness - Self and Holistic	Introduction to self-awareness, reflection on self and the importance of attitudes, values and personal growth. Focus on macro and micro-environment and learning through observation and engagement. In-class exercises on awareness.
		Lunch Break	
2	14:30 - 16:00 (Day 1)	Curiosity through Empathy	Engaging with people in order to reflect other perspectives as their own and stimulate the environment to elicit maximum empathy. Inculcate a deep interest in the use environment and understand the benefits of learning through the application of deep empathy and empathetic observation. Exercises on developing empathy.
		Short Break	
3	16:30 - 18:00 (Day 1)	Research Methods	Engaging in the secondary research on the problem selected and conduct primary research for problem areas selected. Learning the importance of collating information in multiple formats for the purpose of documentation for research.
		End of Day	
4	09:00 – 11:00 (Day 2)	Research	Conducting on-ground primary research based on the topic selected. Learning the importance of collation of information gathered and appreciating new documentation techniques.
		Short Break	
5	11:30 – 13:00 (Day 2)	Prioritization & Interconnections	Weighing insights relevant to problems and creating clusters of information to understand methods of learning followed by making decisions related to terminating unrelated observations. Creating conceptual and relational maps to understand systems in general and utilize the information to find loopholes and gaps in systems to be selected as problems to be potentially resolved.
		Lunch Break	
6	13:30 - 16:30 (Day 2)	Creativity	Designing unique solutions to problems and channelizing resources according to the requirement in the environment to suit the needs of people involved – feasibility, desirability, and viability.
		Short Break	

7	17:00 - 17:30 (Day 2)	Design Leadership	Creating an appropriate environment for the team to flourish, organizing groups to derive the final prototype and to engage in constructive criticism. Developing variations in business model and learning from presentations to improve presentation skills.
End of Program			