



Trinity College Dublin

Coláiste na Tríonóide, Baile Átha Cliath

The University of Dublin

Design Thinking

Module Coordinator	Rosemary Deneher-Senior Programme Manager Louise Andrews-Programme Manager
What will you learn from this Elective?	<p>Do you want to tackle real-world challenges and develop innovative solutions that make a real impact? Design Thinking is a creative, hands-on module that empowers students from all disciplines to collaborate and solve complex global issues such as climate change, food security, migration and conflict.</p> <p>This module is not just about theory, it's about action. You will work in high-performing multidisciplinary teams to approach multifaceted problems from fresh perspectives, learning how different fields, from psychology and business to computer science and the arts - contribute to groundbreaking solutions.</p> <p>The syllabus for this module is informed by research and international best practice in the area of practice Design Thinking.</p>
Student Workload	<p>Module content will be delivered through a blend of in-person, online and independent learning methods.</p> <ul style="list-style-type: none">• 22 contact hours (In-person and on-line), including group project presentations• 25 hours of individual and group assessment preparation• 45 hours of self-directed Independent Learning, reading and reflection• 8 hours of formative assessment (Online Discussion Boards/Personal Reflective Posts) <p>*In-person group presentations will take place over the last two days of the module. Each group will be allocated a maximum of 10 minutes to present. This assessment component will be in-person, and all students must attend and present.</p>



Assessment Components

- 40%: A Group Design Thinking Project Presentation: Outline perspectives, ideas and actionable recommendations for a challenge that requires creative thinking and innovation to create new value, with a focus on sustainability. Project deliverables are communicated through a short oral presentation followed by Q & A.
- 40%: An Individual Personal Reflection (750 words): Application of recognised models of reflection to summarise key learnings from module content and the application of SMART Goals to plan for future professional and personal development.
- 20%: An Individual Essay (500 words): How product/service creation and innovation impacts sustainability and progress towards an assigned [Sustainable Development Goal](#)

Indicative Reading List

- Evans, D., & Burnett, B. (2016) Designing Your Life.
- Kumar, V. (2012). 101 design methods: A structured approach for driving innovation in your organization. John Wiley & Sons.
- Brown, T. (2009). Change by design.
- Patnaik, D. (2009). Wired to care: How companies prosper when they create widespread empathy. Ft Press.
- KELLEY, T. A. (2001). The art of innovation: Lessons in creativity from IDEO, America's leading design firm (Vol. 10). Broadway Business.
- T. Brown and J. Wyatt, "Design thinking for social innovation," Develop.
- Outreach, vol. 12, no. 1, pp. 29–43, 2010.
- H. Plattner, C. Meinel, and L. Leifer, Design Thinking: Understand—Improve—Apply. Heidelberg, Germany: Springer, 2010.

Learning Outcomes

On successful completion of this module, students should be able to:

1. Demonstrate development of skills in empathy, problem definition, idea generation and prototype development.
2. Reflect on how Design Thinking can be applied within a wide variety of contexts (including their own discipline).
3. Work effectively within a multidisciplinary team context.
4. Appraise the value of Design Thinking to specific complex problems.
5. Articulate the value of proposed solutions in a meaningful and concise manner.