



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India
DEPARTMENT OF ELECTRICAL AND ELECTRONICS ENGINEERING

COURSE STRUCTURE-R19

I Year - II Semester		L	T	P	C
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ENGINEERING EXPLORATION PROJECT (PR1201)					

COURSE OBJECTIVES:

- Build mindsets & foundations essential for designers
- Learn about the Human-Centered Design methodology and understand their real-world applications
- Use Design Thinking for problem solving methodology for investigating illdefined problems.
- Undergo several design challenges and work towards the final design challenge

Apply Design Thinking on the following Streams to

- Project Stream 1: Electronics, Robotics, IOT and Sensors
- Project Stream 2: Computer Science and IT Applications
- Project Stream 3: Mechanical and Electrical tools
- Project Stream4: Eco-friendly solutions for waste management, infrastructure, safety, alternative energy sources, Agriculture, Environmental science and other fields of engineering.

HOW TO PURSUE THE PROJECT WORK?

- The first part will be learning-based-masking students to embrace the methodology by exploring all the phases of design thinking through the wallet/ bag challenge and podcasts.
- The second part will be more discussion-based and will focus on building some necessary skills as designers and learning about complementary material for human- centered design.
- The class will then divide into teams and they will be working with one another for about 2 – 3 weeks. These teams and design challenges will be the basis for the final project and final presentation to be presented.
- The teams start with **Design Challenge** and go through all the phases more in depth from coming up with the right question to empathizing to ideating to prototyping and to testing.
- Outside of class, students will also be gathering the requirements, identifying the challenges, usability, importance etc
- At the end, Students are required to submit the final reports, and will be evaluated by the faculty.



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TASKS TO BE DONE:

Task 1: Everyone is a Designer

- Understand class objectives & harness the designer mindset

Task 2: The Wallet/Bag Challenge and Podcast

- Gain a quick introduction to the design thinking methodology
- Go through all stages of the methodology through a simple design challenge
- Podcast: Observe, Listen and Engage with the surrounding environment and identify a design challenge.

Task 3: Teams & Problems

- Start Design Challenge and learn about teams & problems through this
- Foster team collaboration, find inspiration from the environment and learn how to identify problems

Task 4: Empathizing

- Continue Design Challenge and learn empathy
- Learn techniques on how to empathize with users
- Go to the field and interview people in their environments
- Submit Activity Card

Task 5: Ideating

- Continue Design Challenge and learn how to brainstorm effectively
- Encourage exploration and foster spaces for brainstorming
- Submit Activity Card

Task 6: Prototyping

- Continue Design Challenge and learn how to create effective prototypes
- Build tangible models and use them as communication tools
- Start giving constructive feedback to classmates and teammates
- Submit Activity Card

Task 7: Testing

- Finish Design Challenge and iterate prototypes and ideas through user feedback
- Evolve ideas and prototypes through user feedback and constructive criticism
- Get peer feedback on individual and group performance
- Submit Activity Card

Task 8:

- Final Report Submission and Presentation



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Note: The colleges may arrange for Guest Speakers from Various Design Fields: Graphic Design, Industrial Design, Architecture, Product Design, Organizational Design, etc to enrich the students with Design Thinking Concept.

REFERENCES:

1. Tom Kelly, The Art of Innovation: Lessons in Creativity From IDEO, America's Leading Design Firm (Profile Books, 2002)
2. Tim Brown, Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation (HarperBusiness, 2009)
3. Jeanne Liedtka, Randy Salzman, and Daisy Azer, Design Thinking for the Greater Good: Innovation in the Social Sector (Columbia Business School Publishing, 2017)

OTHER USEFUL DESIGN THINKING FRAMEWORKS AND METHODOLOGIES:

- Human-Centered Design Toolkit (IDEO); <https://www.ideo.com/post/design-kit>
- Design Thinking Boot Camp Bootleg (Stanford D-School); <https://dschool.stanford.edu/resources/the-bootcamp-bootleg>
- Collective Action Toolkit (frogdesign); https://www.frogdesign.com/wpcontent/uploads/2016/03/CAT_2.0_English.pdf
- Design Thinking for Educators (IDEO); <https://designthinkingforeducators.com/>