



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

Prerequisite Course: Students should have basic knowledge of Engineering.

Course Description and 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 ill-defined 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.

Course Outcomes:

Upon completion of the course, the student will be able to achieve the following outcomes.

CO	Course Outcomes	POs
1	Build mindsets & foundations essential for designers	3
2	Learn about the Human-Centered Design methodology and understand their real-world applications	4
3	Use Design Thinking for problem solving methodology for investigating ill-defined problems.	3
4	Undergo several design challenges and work towards the final design challenge	2
5	Build mindsets & foundations essential for designers	4



Syllabus:

HOW TO PURSUE THE PROJECT WORK?

- The first part will be learning-based-making 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.

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



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- Get peer feedback on individual and group performance
- Submit Activity Card Task 8:
- Final Report Submission and Presentation

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/>