



Semester I 2018/2019

Subject : Technology and Information Systems (SCSP1513)
Section : 05 – Dr Nor Azizah Binti Sa’adon
Task : Design Thinking
Due : 9th December 2018 (11 pm)
(submit softcopy (.docx) via e-learning and copy to e-portfolio)

Instruction:

Students are required to write a group report (4-5 students). Design thinking is a process of critical thinking used to develop solutions to problems through collaboration, innovation and design. Design thinking helps prepare student for a world where skills such as teamwork, problem solving, communication, analysis, creativity and the ability to influence others is becoming increasingly important in the work force. Students need to record and document all the process in design thinking which are empathy, define, ideate, prototype and testing.

More details on how to write the report, please refer to: <https://www.thepensters.com/blog/industrial-visit-report>

This report will be 15% of the course assessment.

The write a report on:

1. Introduction
2. Detail step and descriptions in design thinking and evidence for each phase (e.g use the video, image and log journal, team progress, brainstorm idea and others.)
3. Detailed descriptions include problem, solution and team working
4. Design thinking assessment points, when should assessment happen
 - a. During the end of the project demonstration
 - b. During the transition between design thinking phases
5. Design thinking evidence
 - a. The sample work by students working to solve the design challenge
 - b. Record for each phase
 - i. Empathy: list of possible question and answer for user, and the composite character (User: age, background, and others)
 - ii. Define: the list of define (e.g unfulfilled Felicity needs to evaluate career possibilities based on emotion)
 - iii. Ideate: Brainstorm process
 - iv. Prototype: How the prototype is developed?
 - v. Test: Test the prototype to the user.

6. REFLECTIONS:

- a. What is your goal/dream with regard to your course/program?
- b. How does this design thinking impact on your goal/dream with regard to your program?
- c. What is the action/improvement/plan necessary for you to improve your potential in the industry?

You are encourage to find out more about design thinking. The limit for the report is 1000 - 1500 words. You may also include tables/figures/video to support your content (excluded from the word limit).

Note: Item (6) is the most important content of your report, please write your opinion and views based from the questions.

Every student should write the report in your own words. **PLAGARISM of the content is prohibited.** If any of the content is known to be copied from other website/review/blogs, you will be given **0 mark!!** You can get photos/information from other resources, but you must **include credits (in citation/link)** to the original owners.

Report Rubric

Task Description: Design Thinking (group)

Criteria	Excellent 10-7	Fair 6-4	Poor 3-0
Contents	Report contents: Introduction, Details of design thinking process, Detailed Descriptions include problem, solution and team working during the design thinking process		
	All contents included	Included but not well covered	Included but poorly covered
Reflection	<ol style="list-style-type: none"> 1. What is your goal/dream with regard to your course/program? 2. How does this design thinking impact on your goal/dream with regard to your program? 3. What is the action/improvement/plan necessary for you to improve your potential in the industry? 		
	Excellent explanation of point 1-3.	Fair explanation of point 1-3.	Poor explanation of point 1-3.
Organization	Good organization, points are logically ordered.	Some organization, points are jumpy.	Poorly organized, no logical progression.
Design thinking phase	Good descriptions and information flow are well organize.	Some information flow are jumpy.	Poorly organized, no logical information flow.

Empathy	Good descriptions of user empathy, including variety of insights and deep needs	Limited descriptions of user empathy.	Little to no descriptions of user empathy
Define	The original challenge is clearly re-framed around a user where needs are stated as verbs to describe an activity or desire for an area where that user needs help	The original challenge is not clearly re-framed.	The original challenge is not re-framed.
Ideate	Divergent thinking results in a large, diverse range of ideas and concepts. Selecting a few	Convergent thinking results in limited range of ideas and concepts.	Few ideas generated.
Prototyping	Prototyping provides a solution for user needs.	Prototyping provides partial solution for user needs.	Little or no prototyping accomplished.
Test	Demo and test the prototyping to the users.	Demo and test partial prototyping to the users.	Little or no prototyping testing.
Formatting & table of content	Good use of fully formatting in MS Word	Fairly use of formatting in MS Word	Poorly use of formatting in MS Word
Use of Tables, Figures & Videos (provide link to video)	Extensive use of tables, figures & video effectively to show the understanding regarding the topic.	Limited use of some tables, figures or videos to show the understanding regarding the topic	No tables, figures and videos are used.
Grammar, Usage, and Spelling	No errors.	Some errors.	Numerous errors distract from understanding
Timeliness	Report on time	Report one day late	Report more than one day late