DESIGN THINKING

- PROJECT: DIGITAL B0ARD

- GROUP:
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INTRODUCTION

What is design thinking?

Design Thinking is a procedure of basic speculation used to create answers for issues through joint effort, advancement and plan. Configuration thinking plans understudy for a reality where aptitudes, for example, cooperation, critical thinking, correspondence, investigation, innovativeness and the capacity to impact others is ending up progressively significant in the work power. Understudies need to record and archive all the procedure in configuration thinking which sympathy, characterize, ideate, model and testing.

OBJECTIVE

Over recent decades, it has become crucial to develop and refine skills which allow us to understand and act on rapid changes in our environment and behavior. The world has become increasingly interconnected and complex, and design thinking offers a means to grapple with all this change in a more human-centric manner. Design thinking improves the world around us every day because of its ability to generate ground-breaking solutions in a disruptive and innovative way. Design thinking is more than just a process, it opens up an entirely new way to think, and offers a collection of hands-on methods to help you apply this new mindset.
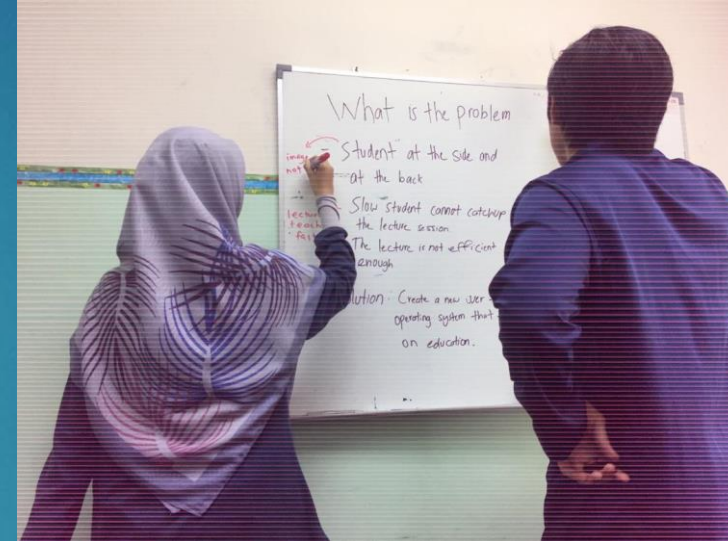
EMPATHY

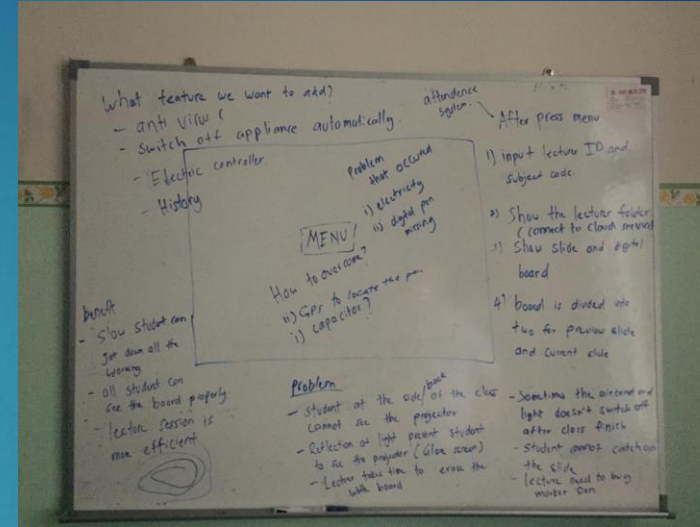We ask random people from our school about the problems they are facing nowadays regarding life.
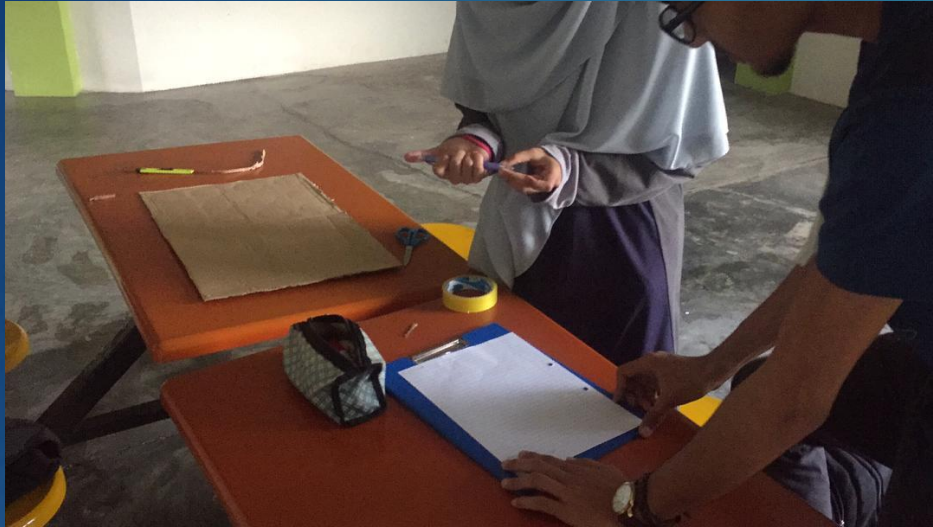
Most of them reply about the teaching facilities specifically the board system used in our school is an analog type, studying in computing and using facility of an era back is not helpful for them, some of them complain of not able to keep up with teacher during class because of erasing frequently and others say about the visibility.
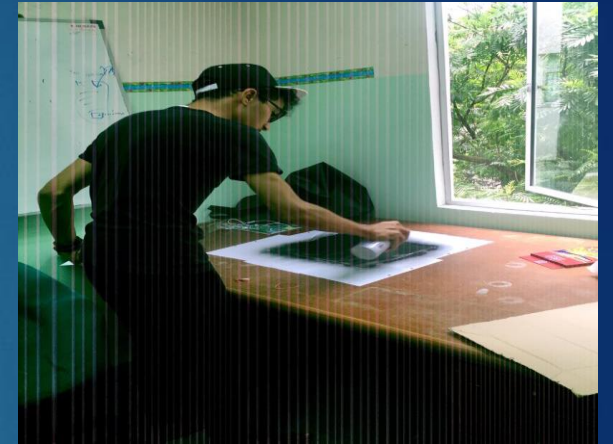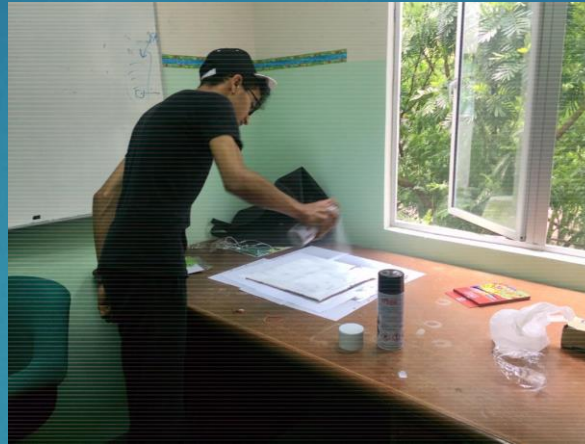
Define

- Visibility problem
- Lecture erases quickly to move forward
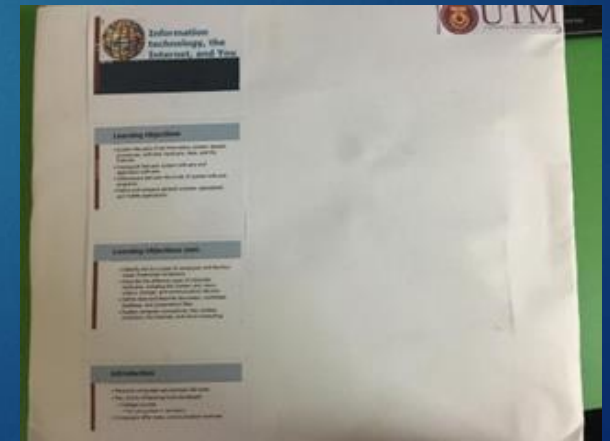- Less space

IDEATE

- Show slide and digital board

- Board is divided into two for previous slide and current slide

- Anti view

- Electric controller

- History

PROTOTYPE

TEST

We ask the review from the clients and the feedback was quite good as they satisfy with our prototype. The only main consent was security. Security was a big issue since the born of operating system. Many people try to hack into other people system whenever they see a vulnerable option. To overcome this problem, we add anti-virus within the system itself. This means, the system is well protected without the help of third-party agency. Another thing that consent the client is how the board to be functioning when there is no electricity. A simple solution to the problem was we add a capacitor that act like a battery at the back of the board. The way capacitor works was capacitor will discharge electricity to the board whenever there is no electricity around and charge back when electricity available back.

COCLUSION

Our goal with regard to this subject is to continuously innovate thing especially in a computer field with a vision to help community improve their life every day. Design thinking has help us a lot in achieving the goal we want. It teaches us to be a critical thinker as well as be open minded to the crazy idea. It also teaches us the soft skill needed to engage with the clients and this for sure can helps us to get the job we wanted in the future. We will try to improve our team working in the future, so that we have a good social skill and communication with each other.