

Design Thinking (T4INF9006)

Design Thinking

GENERAL INFORMATION ABOUT THE MODULE

MODULE NUMBER	POSITION IN THE CURRICULUM	MODULE DURATION (SEMESTER)	MODULE RESPONSIBILITY	LANGUAGE
T4INF9006	2nd Year of Study	2	Prof. Dr. Kay Berkling	German/English

TEACHING METHODS USED

TEACHING FORMS	TEACHING METHODS
Lecture, Exercise, Case Studies	-

ASSESSMENT METHODS USED

EXAMINATION / ASSESSMENT	EXAMINATION DURATION (in minutes)	GRADING
Combined Exam – Combined Exam	See examination regulations	yes

WORKLOAD UND ECTS-CREDITS

WORKLOAD TOTAL (IN H)	OF WHICH: CONTACT HOURS (IN H)	OF WHICH: SELF-STUDY (IN H)	ECTS-CREDITS
150	72	78	5

QUALIFICATION OBJECTIVES AND COMPETENCIES

PROFESSIONAL COMPETENCE

Students understand innovation methods and processes and are able to apply them. They possess the ability to make well-founded decisions in a team context. They are proficient in quantitative and qualitative research methods, including interviews, observations, and shadowing. They are capable of developing high- and low-fidelity prototypes and applying UX design principles. Students have the ability to visually represent complex states and processes..

METHODOLOGICAL COMPETENCE

Students can apply hermeneutic methods for decision-making. They use discursive and intuitive tools for idea development. They can evaluate research results using qualitative synthesis and analysis. Students are able to develop and apply prototyping strategies in real-world contexts.

PERSONAL AND SOCIAL COMPETENCE

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COMPREHENSIVE ACTION COMPETENCE

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LEARNING UNITS AND CONTENT

TEACHING AND LEARNING UNITS	KONTACT HOURS (IN-CLASS TIME)	SELF-STUDY
Design Thinking	72	78

LEARNING UNITS AND CONTENT

TEACHING AND LEARNING UNITS

Fundamentals of Innovation Management

- Hermeneutic Decision-Making
- Decision-Making in Teams / Team Dynamics
- Research Methods: Quantitative and Qualitative; Interviews, Observations, Shadowing
- Qualitative Synthesis and Analysis of Research Results
- Ideation: Discursive and Intuitive Tools
- Prototyping: (High-Fidelity, Low-Fidelity) and Prototyping Strategies
- Pitching and Sales Techniques
- Fundamentals of Change Management
- Fundamentals of Organizational Behavior Research

Fundamentals of Practice-Oriented Problem Solving Using Design Thinking Methodology

- Theoretical Methods and Their Selection in Practical Application
- Working on Practice-Relevant Tasks from Real Companies (Design Project)
- Integration of Theory and Practice with Knowledge Transfer
- Creating and Applying Creative Environments
- Interdisciplinary Problem Solving
- Product-Related Processes and Structures
- UX Design
- Visualization of Complex States and Processes

SPECIAL FEATURES

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PREREQUISITES

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LITERATURE

- Brenner, W./Uebernicker, F.: Design Thinking for Innovation: Research and Practice
- Meinel, C./Krohn, T.: Design Thinking in der Bildung, Wiley
- Schallmo, D.: Design Thinking erfolgreich anwenden: So entwickeln Sie in 7 Phasen kundenorientierte Produkte und Dienstleistungen