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Mentor/Mentee's Exciting Journey of Design Thinking using Fusion 360

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[Primary Speaker Company]

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Learning Objectives

- Identifying different problem statements
- Defining Problems Clearly empathizing with the user
- Brain Storming on user experiences & Ideating on feasible solutions
- Applying Design Thinking for creating Digital Prototype, Testing and Compiling specification & Showcasing to public.

Description

Design Mindset makes Innovative Products. In an Academic Environment Design Thinking is a strategic tool to make design mindset for both Mentor & Mentee. This relationship is always evolving to achieve best Design Outcomes. Design Thinking is a Methodology used by Mentor to identify Pain Points of User and identifying quality Problems. Mentee executes the Skills sets acquired through Versatile tool Fusion 360 for making the Solutions to these identified Problems into a reality.

Speaker(s)

- [Add your bio(s). Photos are not required, but you can add one if you choose.]

What is design thinking?

“Design thinking can be said as a creative problem- solving approach—or, more completely, as a systematic and collaborative approach for identifying and creatively solving problems.”

The term design thinking simply means that one is approaching problems, and their solutions, design thinking approach is that it is intentionally nonlinear.

Designers, whether in the arts or industry, tend to explore and solve problems through iteration. They quickly generate possible solutions, develop simple prototypes, and then iterate on these initial solutions—informed by significant external feedback—toward a final solution.

Generally, design thinking is best applied in situations in which the problem or opportunity, is not well defined and breakthrough idea or concept is needed.

This panel discussion is focused on the how mentor and mentee used design thinking technique to develop an idea/concept and reached up to a new product development . The panel will discuss following design thinking procedure i.e. **E**mpathy**-D**efine**-I**deate**-P**rototype**-T**est.

Stage 1: Empathy

Empathy is the ability to put yourself in someone else's shoes to start seeing things through his/her eyes.
The objective is to identify problems that others may be facing.
The students need to see themselves in the user's shoes and empathize by seeing, thinking and feeling.
As a facilitator, you need to guide them in doing so.

Stage 2: Define

Once the students have identified the problem and understood what the others must be facing they need to dearly define the problem.
The Point of View (POV) statement helps transition into the Define stage in Design Thinking.
Guide students in understanding the three elements that make up Point of View - the user, need and insight.

Stage 3: Ideate

Use different ideation techniques, help students brainstorm, explore their creative potential and come up with solutions to challenges.
Then aid them In Identifying the best solution from a pool of ideas.

Stage 4: Prototype

Students now need to validate the ideas generated.
Help them trim things down, or marry thoughts and customize.
The idea needs to become tangible. Also, you need to prepare students for feedback or suggestions from targeted users as well as for appreciation.

Stage 5: Test

Finally, testing will help determine what works and what does not.
It may even land you and the students back at the drawing board! Or if the user likes the solution, then the process of design thinking can end.
The best idea goes into execution.