1	Course	Name: Design Thinking												Version Number:	VE	1							
	Course	Code:	DM505-3-M												Effective Date:								
	Course	Classification:	Major (Core)																				
2	Synopsi	is:	meani people	ingful i e you s	nsights erve. Y	from o ou'll al	so exp	ers or lore pr	end us ototyp	ers, an	d creat d testir	e inno	vative nods to	solutio gauge	ns. The co	urse narke	emphas et intere	sizes a hu	ıman-ce	ctory course, you'll learn how entered perspective, encoura y're a designer, business profe	ing you to stay fo	cused on th	he
		1	Mohd	d. Idzua	n Bin (	Othma	n																
3	Name(s	s) of Academic Staff:		Profe:	ssor Ts.	Dr. M	urali R	ahman															
4	C	er and Year offered:	3 See Pr	rogram	nme Spo	ecifica	tion																
•	Semest	er and rear offered.	(Modi	ule ma	y be de	livere	d on m	ultiple	progr	ammes	and t	nerefo	re in d	ifferen	t years/se	mest	ters)						
5	Credit \		3																				
6	Pre-requisite/ co-requisite (if any):  None																						
7				CLO1 Form obtained research insights to a negotiated research report (A3, PLO9)																			
				.02	-										trates the								
			CL	.03	Evaluate the effectiveness of proposed solutions in relation to application of visual literacy and design thinking processes. (C5, PLO2)																		
	Course (CLO)	Learning Outcomes																					
	M	b)																					
8	Mapping	of the Course Learn	ing Out	comes	to the	Progra	amme	Learnii	ng Out	comes	. Teach	ing M	ethod:	and A	ssessment	t Met	thods						l
			1																	1			1
				Programme Learning Outcomes (PLO)																			
			(n owled Underst	Cognitive Skills	Practical Skills	iterperso	Skil	Digital Skills	Numer ac	Leader autonon respons	PersonalSkills	Entrepreneurial Skilk	Ethics and professionalism		Teaching Methods		Assessment Methods						
		Course Learning Outcomes	Kn owledge and Understanding		Skills	personal Skills	mmunication Skills	kills	meracy Skills	Leadership, autonomy and responsibility	ISkills	neurial k	and onalism										
	CLO1		70	2	7	70	7	7	-	7	9	2	2										
			PLO 1	PLO 2		PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	PLO 11										
											٧				N	lotes	and Ca	se Study		Case Stu	Case Study Report		
	CLO2 CLO3				٧										Not	es ar	nd Video	Tutoria	ls	Port	Portfolio		
				٧	√ Notes and Discussions				Re	Report													
											-												
		Mapping with MQF Cluster of Learning			СЗА						C4A												
		Outcomes		C2																			
									-				-										
		Indicate the primary of													Corre		e chill	an - e' '	tol Chi				
		C1 = Knowledge & Un C3E = Numeracy Skills																		•			
						,									-,								
9		rable Skills (if applic					lna ··		lle.														1
		earned in the course useful and utilized ir				2	-	nal Ski															
					2 Cognitive skills 3																		
							Open-ended response (if any)  4   None											, ]					
	4 Notice																						
												•		J									
10		ition of Student Lea his SLT calculation is				grown	progra	amme	only.														
																Lear	ning an	d Teachi	ng Activ	vities**			
													Learning and Teaching Activities**  Face-to-Face (F2F)										
		Course Content Outline and Subtopics							CL	0*	NF2F Total SLT  Physical Online/ Technology- Independent Learning												
											L	mediated (Synchronous) (Asynchronous)											
	Introduction to Design Think  • Design Thinking overview a						s											ľ					
i		• Everyone  1 • Understa	is a de	signer				esigne	r mind	-set	:	ı								7			
											1 '			l .	1 1	- 1							
		Foundati     Design as	ons of I	human	-centre	d desi		n															

5											SUB-TOTAL SLT:	1
4												
3	FOLLORD	55									,	
2	Case Study Report (1500 - 2000 words) Portfolio	25 35									7	
	Continuous Assessment		% Physical				Online/ Technology- mediated (Synchronous)				NF2F Independent Learning for Assessment (Asynchronous)	
					Fa	ice-to-	-Face (F2F)				SUB-TOTAL SLT:	9
20												
19												
18												
17												
16										-		
14	Consultation for Assessment CLO3	3								1		
13	Consultation for Assessment CLO2	1								1		
12	Guidelines for the Preparation of Final Submission & Presentation     Intellectual Property Rights (IPR) ((Making critical judgements on collected relevant evidence, weighed up that evidence, organised the evidence, presented appropriate evidence to support the points are making, organised the answer coherently and logically)  Consultation for Assessment CLO1	3									5	
	Design and conduct of implementation research studies     Forum discussion sessions with students     (The collection of information/data which can be interpreted and analysed to frame answers to the research intent)	3									6	
10	Skill building and Complementary Practices  *Visual Information Integration Context in Media & Format Integration of content  *Visual Thinking Strategies	3									9	
9	Skill-Building and Complementary Practices  • Documenting & representing design knowledge  • The diffusion of innovation  • Journey mapping and ideation management  • Develop final presentation  • Leadership styles discussion	3									9	
8	Study Skill Workshop  Infographic (communicate information in a condensed and highly visual way)  Project report  The problem that was being solved and provides the background to the design  Evaluates how well the design worked by comparing its performance to the design requirements	3									9	
7	Evolution  * User testing  * Design research - tools for observation + immersion  * Finish design challenge  * Evolve ideas and prototypes through user feedback and constructive criticism  * Exercise to apply design thinking method to a challenge	2									9	
6	Prototyping Strategies  Build solution  Prototype presentations  Product challenge  The design process  Build tangible models and use them as communication tools	2									8	
5	Experimentation  • Iterate (revise the sketch)  • Express, test, cycle: iterate without starting over  • User experience  • Final ideas with product client  • Really creative design thinking	2									9	
4	Ideation  Generating and developing ideas  Creativity as sketch solution  Encourage exploration and foster spaces for brainstorming  Target audience testing  Abductive logic and design	2									8	
	Interpretation (Introduction to Synthesis)  • Identifying insights and opportunities of design challenge findings within a team  • Define design truths and constraints  • Point of view  • Problem reframing  • Developing grounded theory	1									8	
2	through this empathising  Foster team collaboration, find inspiration from the environment and learn how to identify problems  Go to the field and interview people in their environments (empathy visits)  Discovering explicit and latent needs  Qualitative research: watching and listening	1									9	

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						Face-to	-Face (F2F)	NF2F					
			Final Assessment		%	Physical	Online/ Technology- mediated (Synchronous)	Independent Learning for Assessment (Asynchronous)					
		1	Report (3000 words)		40			9					
		2											
		3											
		4											
		5											
			9										
			SLT for Assessment:	21									
				GRAND TOTAL SLT:	120								
		А		[Tota	l F2F Physic	ral //Total F2F Physical + 1	% SLT t otal F2F Online + Total Inde	or F2F Physical Component:					
		В				•	% SLT for Online & Indepen	ndent Learning Component:	100.00				
		-	pendent Learning) x 100] for All Practical Component:										
			al + % F2F Online Practical] hysical Practical Component										
		[Total F2F Physical Practical / (Total F2F Physical + Total F2F Online + Total Independent Learning) x 100]]											
		C2											
		Please t Note: * Indicate ** For OI the SLT.	m 80% ODL delivery rule in										
11		(e.g., sof	requirement or resources to deliver the tware, nursery, computer lab, simulation	Moodle									
12	References (include required and further readings, and should be the most current)			Essential Readings:  1) Lewrick, M., Link, P. and Leifer, L. (2020). The Design Thinking Toolbox: A guide to mastering the most popular and valuable innovation methods. John Wiley & Sons, Inc. ISBN: 9781119629214, ASIN: B086MQZSDC  2) Boller, S and Fletcher, L., (2020) Design Thinking for Training and Development: Creating learning Journeys that Get result, Association for Talent Development. ISBN: 9781950496181 ( Ebook available in EBSCO host)  3) Prasad, A. (2024) Design Thinking: Build Better Products, Avinash Prasad. ISBN: 978-9334003932, ASIN:B0CTGH2HCS  4) Brown, T. (2019) Change by Design, Revised and Updated: How Design Thinking Transform Organizations and Inspires Innovation, Harper Business: Revised, Updated Ed. Edition. ISBN: 978-0062856623, ASIN: B079DPLXSV									
13	Other a	dditiona	l information (if applicable)										
lote: Nun	nber of PLC	) indicate	d is purely for illustration purposes only and the	number is subjected to t	the curriculu	m design.							