

1	Course Name:	Design Thinking						Version Number:	VE1																																																																																																																																																															
	Course Code:	DM505-3-M						Effective Date:																																																																																																																																																																
	Course Classification:	Major (Core)																																																																																																																																																																						
2	Synopsis:	Design Thinking is a powerful problem-solving approach that opens up new possibilities for innovation. In this introductory course, you'll learn how to reframe problems, generate meaningful insights from customers or end users, and create innovative solutions. The course emphasizes a human-centered perspective, encouraging you to stay focused on the people you serve. You'll also explore prototyping and testing methods to gauge risk and market interest. Whether you're a designer, business professional, or anyone interested in creative problem-solving, this course will equip you with essential skills for fostering innovation."																																																																																																																																																																						
3	Name(s) of Academic Staff:	1	Mohd. Idzuan Bin Othman																																																																																																																																																																					
		2	Professor Ts. Dr. Murali Rahman																																																																																																																																																																					
		3																																																																																																																																																																						
4	Semester and Year offered:	See Programme Specification (Module may be delivered on multiple programmes and therefore in different years/semesters)																																																																																																																																																																						
5	Credit Value:	3																																																																																																																																																																						
6	Pre-requisite/ co-requisite (if any):	None																																																																																																																																																																						
7	Course Learning Outcomes (CLO)	<table border="1"> <tr> <td>CLO1</td> <td>Form obtained research insights to a negotiated research report (A3, PLO9)</td> </tr> <tr> <td>CLO2</td> <td>Construct suitable prototypes/mock-ups solutions that demonstrates the design thinking process. (P5, PLO3)</td> </tr> <tr> <td>CLO3</td> <td>Evaluate the effectiveness of proposed solutions in relation to application of visual literacy and design thinking processes. (C5, PLO2)</td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> </table>							CLO1	Form obtained research insights to a negotiated research report (A3, PLO9)	CLO2	Construct suitable prototypes/mock-ups solutions that demonstrates the design thinking process. (P5, PLO3)	CLO3	Evaluate the effectiveness of proposed solutions in relation to application of visual literacy and design thinking processes. (C5, PLO2)																																																																																																																																																										
CLO1	Form obtained research insights to a negotiated research report (A3, PLO9)																																																																																																																																																																							
CLO2	Construct suitable prototypes/mock-ups solutions that demonstrates the design thinking process. (P5, PLO3)																																																																																																																																																																							
CLO3	Evaluate the effectiveness of proposed solutions in relation to application of visual literacy and design thinking processes. (C5, PLO2)																																																																																																																																																																							
8	Mapping of the Course Learning Outcomes to the Programme Learning Outcomes, Teaching Methods and Assessment Methods	<table border="1"> <thead> <tr> <th rowspan="2">Course Learning Outcomes</th> <th colspan="11">Programme Learning Outcomes (PLO)</th> <th rowspan="2">Teaching Methods</th> <th rowspan="2">Assessment Methods</th> </tr> <tr> <th>Knowledge and Understanding PLO 1</th> <th>Cognitive Skills PLO 2</th> <th>Practical Skills PLO 3</th> <th>Interpersonal Skills PLO 4</th> <th>Communication Skills PLO 5</th> <th>Digital Skills PLO 6</th> <th>Numeracy Skills PLO 7</th> <th>Leadership, autonomy and responsibility PLO 8</th> <th>Personal Skills PLO 9</th> <th>Entrepreneurial Skills PLO 10</th> <th>Ethics and professionalism PLO 11</th> </tr> </thead> <tbody> <tr> <td>CLO1</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>v</td><td></td><td></td><td></td> <td>Notes and Case Study</td> <td>Case Study Report</td> </tr> <tr> <td>CLO2</td> <td></td><td></td><td>v</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td>Notes and Video Tutorials</td> <td>Portfolio</td> </tr> <tr> <td>CLO3</td> <td></td><td>v</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td>Notes and Discussions</td> <td>Report</td> </tr> <tr> <td></td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td></td> <td></td> </tr> <tr> <td>Mapping with MQF Cluster of Learning Outcomes</td> <td></td><td></td><td>C3A</td><td></td><td></td><td></td><td></td><td></td><td>C4A</td><td></td><td></td><td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td><td>C2</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td></td> <td></td> </tr> </tbody> </table> <p>Indicate the primary causal link between the CLO and PLO by ticking 'v' in the appropriate box.</p> <p>C1 = Knowledge & Understanding, C2 = Cognitive Skills, C3A = Practical Skills, C3B = Interpersonal Skills, C3C = Communication Skills, C3D = Digital Skills, C3E = Numeracy Skills, C3F = Leadership, Autonomy & Responsibility, C4A = Personal Skills, C4B = Entrepreneurial Skills, C5 = Ethics & Professionalism</p>							Course Learning Outcomes	Programme Learning Outcomes (PLO)											Teaching Methods	Assessment Methods	Knowledge and Understanding PLO 1	Cognitive Skills PLO 2	Practical Skills PLO 3	Interpersonal Skills PLO 4	Communication Skills PLO 5	Digital Skills PLO 6	Numeracy Skills PLO 7	Leadership, autonomy and responsibility PLO 8	Personal Skills PLO 9	Entrepreneurial Skills PLO 10	Ethics and professionalism PLO 11	CLO1									v				Notes and Case Study	Case Study Report	CLO2			v										Notes and Video Tutorials	Portfolio	CLO3		v											Notes and Discussions	Report																																																													Mapping with MQF Cluster of Learning Outcomes			C3A						C4A								C2												
Course Learning Outcomes	Programme Learning Outcomes (PLO)											Teaching Methods	Assessment Methods																																																																																																																																																											
	Knowledge and Understanding PLO 1	Cognitive Skills PLO 2	Practical Skills PLO 3	Interpersonal Skills PLO 4	Communication Skills PLO 5	Digital Skills PLO 6	Numeracy Skills PLO 7	Leadership, autonomy and responsibility PLO 8	Personal Skills PLO 9	Entrepreneurial Skills PLO 10	Ethics and professionalism PLO 11																																																																																																																																																													
CLO1									v				Notes and Case Study	Case Study Report																																																																																																																																																										
CLO2			v										Notes and Video Tutorials	Portfolio																																																																																																																																																										
CLO3		v											Notes and Discussions	Report																																																																																																																																																										
Mapping with MQF Cluster of Learning Outcomes			C3A						C4A																																																																																																																																																															
		C2																																																																																																																																																																						
9	Transferable Skills (if applicable) <i>(Skills learned in the course of study which can be useful and utilized in other settings)</i>	<table border="1"> <tr> <td>1</td> <td>Personal Skills</td> </tr> <tr> <td>2</td> <td>Cognitive skills</td> </tr> <tr> <td>3</td> <td></td> </tr> <tr> <td colspan="2">Open-ended response (if any)</td> </tr> <tr> <td>4</td> <td>None</td> </tr> </table>							1	Personal Skills	2	Cognitive skills	3		Open-ended response (if any)		4	None																																																																																																																																																						
1	Personal Skills																																																																																																																																																																							
2	Cognitive skills																																																																																																																																																																							
3																																																																																																																																																																								
Open-ended response (if any)																																																																																																																																																																								
4	None																																																																																																																																																																							
10	Distribution of Student Learning Time (SLT) Note: This SLT calculation is designed for home grown programme only.	<table border="1"> <thead> <tr> <th rowspan="3">Course Content Outline and Subtopics</th> <th rowspan="3">CLO*</th> <th colspan="10">Learning and Teaching Activities**</th> <th rowspan="3">Total SLT</th> </tr> <tr> <th colspan="8">Face-to-Face (F2F)</th> <th rowspan="2">NF2F Independent Learning (Asynchronous)</th> </tr> <tr> <th colspan="4">Physical</th> <th colspan="4">Online/ Technology-mediated (Synchronous)</th> </tr> <tr> <td></td> <td></td> <td>L</td><td>T</td><td>P</td><td>O</td> <td>L</td><td>T</td><td>P</td><td>O</td> <td></td> <td></td> </tr> </thead> <tbody> <tr> <td>1 Introduction to Design Thinking • Design Thinking overview and origins • Everyone is a designer • Understand the objectives & harness the designer mind-set • Foundations of human-centred design • Design as enquiry and problem formulation</td> <td>1</td> <td></td><td></td><td></td><td></td> <td></td><td></td><td></td><td></td> <td></td> <td>7</td> <td></td> </tr> </tbody> </table>							Course Content Outline and Subtopics	CLO*	Learning and Teaching Activities**										Total SLT	Face-to-Face (F2F)								NF2F Independent Learning (Asynchronous)	Physical				Online/ Technology-mediated (Synchronous)						L	T	P	O	L	T	P	O			1 Introduction to Design Thinking • Design Thinking overview and origins • Everyone is a designer • Understand the objectives & harness the designer mind-set • Foundations of human-centred design • Design as enquiry and problem formulation	1										7																																																																																																										
Course Content Outline and Subtopics	CLO*	Learning and Teaching Activities**										Total SLT																																																																																																																																																												
		Face-to-Face (F2F)									NF2F Independent Learning (Asynchronous)																																																																																																																																																													
		Physical				Online/ Technology-mediated (Synchronous)																																																																																																																																																																		
		L	T	P	O	L	T	P	O																																																																																																																																																															
1 Introduction to Design Thinking • Design Thinking overview and origins • Everyone is a designer • Understand the objectives & harness the designer mind-set • Foundations of human-centred design • Design as enquiry and problem formulation	1										7																																																																																																																																																													

Final Assessment	%	Face-to-Face (F2F)		NF2F Independent Learning for Assessment (Asynchronous)	
		Physical	Online/ Technology- mediated (Synchronous)		
1 Report (3000 words)	40			9	
2					
3					
4					
5					
SUB-TOTAL SLT:					9
SLT for Assessment:					21
GRAND TOTAL SLT:					120
A	% SLT for F2F Physical Component: $[Total\ F2F\ Physical / (Total\ F2F\ Physical + Total\ F2F\ Online + Total\ Independent\ Learning) \times 100]$				
B	% SLT for Online & Independent Learning Component: $[(Total\ F2F\ Online + Total\ Independent\ Learning) / (Total\ F2F\ Physical + Total\ F2F\ Online + Total\ Independent\ Learning) \times 100]$				100.00
C	% SLT for All Practical Component: $[%\ F2F\ Physical\ Practical + \%\ F2F\ Online\ Practical]$				
C1	% SLT for F2F Physical Practical Component $[Total\ F2F\ Physical\ Practical / (Total\ F2F\ Physical + Total\ F2F\ Online + Total\ Independent\ Learning) \times 100]$				
C2	% SLT for F2F Online Practical Component $[Total\ F2F\ Online\ Practical / (Total\ F2F\ Physical + Total\ F2F\ Online + Total\ Independent\ Learning) \times 100]$				

Please tick (v) if this course is Industrial Training/ Clinical Placement/ Practicum using 50% of Effective Learning Time (ELT)

Note:
 * Indicate the CLO based on the CLO's numbering in Item 8
 ** For ODL programme: Courses with mandatory practical requirements imposed by the programme standards or any related standards can be exempted from complying to the minimum 80% ODL delivery rule in the SLT.

11	Identify special requirement or resources to deliver the course (e.g., software, nursery, computer lab, simulation room etc)	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: B0CTGH2HC5 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 additional information (if applicable)	

Note: Number of PLO indicated is purely for illustration purposes only and the number is subjected to the curriculum design.