

# Mastering Innovation & Design Thinking: **Day 1**

Session	1	2		3	4
Time Block	9:00-10:30	10:45-Noon	Noon-1:00	1:00-3:00	3:30-5:00
Topic	<p>Introduction &amp; organization of class</p> <p>Evaluating designs</p> <p>10-Step Design-Thinking &amp; Innovation process: <i>Introduction</i></p>	<p>10-Step Design-Thinking &amp; Innovation process: <i>Practice</i></p> <p>+<i>reflection</i></p>	<p>Lunch Break</p>	<p>Breakthrough Innovation in a Large Matrixed Organization</p> <p>The Origin Of Innovation</p> <p>Dominant Design Theory</p> <p>Specifying the design: Vision creation</p>	<p>Rapidly articulating new concepts</p> <p>+<i>reflection</i></p>

# Mastering Innovation & Design Thinking: **Day 2**

Session	1	2		3	4
Time Block	9:00-9:45	10:00-Noon	Noon-1:00	1:00-4:00 (3-3:30 break)	4:00-5:00
Topic	<div>Opening remarks</div> <div>Design Challenge</div> <div>Case Study</div> <div>How Leadership Affects Innovation</div>	<div>Stakeholder analysis deep dive</div> <div>+reflection</div> <div>Psychology of human-media interaction</div> <div>+reflection</div>	<div>Lunch Break</div>	<div>Usability Testing</div> <div>Case Study</div> <div>+reflection</div>	<div>Presentation techniques</div> <div>Design Philosophy</div> <div>+reflection</div>

Mastering Innovation & Design Thinking: Day 3					
Session	1	2		2	3
Time Block	9:00-9:45	10:00-noon	noon-1:00	1-2:30	3:00-5:00
Topic	Opening Remarks  Group Project: Redesigning something “real”	Group Project: Redesigning something “real”	Lunch Break	Presentation of analysis & design  <i>+reflection</i>	Design philosophies  On Design Thinking  Wrap Up