



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

Session	1	2		3	4	5
Time Block	9:00-10:30	10:45-Noon	Noon-1:00	1:00-3:00	3:30-5:00	5:45-9:00
Topic	<p>Introduction & organization of class</p> <p>Evaluating designs</p> <p>10-Step design process</p>	<p>Principles of Good Design</p> <p><i>+reflection</i></p>	<p>Lunch Break</p>	<p>The Origin Of Innovation</p> <p>Specifying the design: Vision creation</p>	<p>Sketching designs in words and pictures</p> <p><i>+reflection</i></p> <p>Stakeholder analysis</p> <p><i>+reflection</i></p>	<p>Evening project: Photo Hunt</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	<p>Opening remarks</p> <p>Presentation of design analysis from evening assignment</p>	<p>Psychology of human-media interaction</p> <p>Hands On: Designing The Experience</p>	<p>Lunch Break</p>	<p>How Leadership Affects Innovation</p> <p><i>+reflection</i></p> <p>Usability Testing</p> <p>Organizing and evaluating usability results</p> <p><i>+reflection</i></p>	<p>Presentation techniques</p> <p>Design Philosophy</p> <p><i>+reflection</i></p>

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	<p>Opening Remarks</p> <p>Group Project: Redesigning something “real”</p>	<p>Group Project: Redesigning something “real”</p>	<p>Lunch Break</p>	<p>Presentation of analysis & design <i>+reflection</i></p>	<p>Design philosophies On Design Thinking Wrap Up</p>