

Maharaja Surajmal Institute of Technology, New Delhi-110058
Department of Information Technology

Seminar Report

Topic Name	“Design Thinking”
Type of Activity Seminar/Webinar/Workshop	Seminar
Name of the Expert	Er. N. Rahul
Mode, Date and Time	Offline, 7th March 2024, 10:00 AM - 12:00 Noon
Target Audience	IT 4 th and 6 th Semester
Organized by	Prof. Prabhjot Kaur, Dr. Anupama Kaushik, Dr. Deepshikha Yadav, Dr. Preeti Rathee
Attended Participants	95/130 (73.08%)



An exclusive and informative seminar on “Design Thinking” was organized by IT department in collaboration with IIICell, MSIT and ICT Academy. The lecture was delivered by Er. N. Rahul, Project lead for Open Innovation at Tamil Nadu Startup and Innovation Mission (StartupTN).

Er. N. Rahul addressed the students by welcoming them to the seminar and shared his views on this event. He explained the objectives of Design Thinking in today’s dynamic scenario. Few important points from his discussed topics are listed below:

- Design thinking is a non-linear, iterative process that teams use to understand users, challenge assumptions, redefine problems and create innovative solutions to prototype and test. In fact, Design thinking is a strategic and practical process in which we use to tackle many complex problems that are ill-defined or unknown. This is because this process reframes these problems in a human-centric way. The process involves us to approach the user and understand their needs in an attempt to identify the solutions of the problems. It also offers us to think outside of the box in the effort of generating ground-breaking

solutions.

- He spoke at length on the subject of Ideation and Design Thinking using small exercises which made students curious and kept them engaged. He also discussed the psychological aspects of the critical thinking. He focused on design thinking and interacted with the students.



- Based on the Hasso Plattner Institute of Design at Stanford, there are five phases of Design Thinking. The five phases are as follows:
 - Empathize – approach your users.
 - Define – state your user’s need, problems, and your insights.
 - Ideate – generating ideas based on problem-solving.
 - Prototype – adopting a hands-on approach.
 - Testing – solutions
- The session was highly engaging and enlightening for the students. Rahul explained the key points which are necessary in Design Thinking. He spoke about reframing the given problem statement according to user need instead of framing it from designer’s point of view. Later on the speaker explained the various challenges in designing a classroom from students perspective. He also shared his findings about Learning Pyramid and Difference between Traditional classroom & Learning studio.
- From Design thinking process students learned different skillsets required in designing a system. They learned different ways of access information and collecting data, listing up current problems and finding solution from different context. It will surely help the attendees the opportunity to see problems from a different perspective. This is because instead of making assumptions to a problem, design thinking encourages to approach the real users and start concentrating on their needs.
- Overall, the session was very informative and gave a brief insight to the students regarding basics of design Thinking



Prof. Prabhjot Kaur
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Dr. Deepshikha Yadav
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