専攻名	両専攻共通	必修・選択	選択	単位	2	学期	4Q
科目群	産業技術研究科科目群	科目名	DESIGN ［RE］THINKING			教員名	Innella Giovanni
		(英文表記)	DESIGN ［RE］THINKING				

概要	In recent years Design Thinking has gained legitimacy and popularity as a method to develop design and business processes. Design Thinking is based on few simple principles, such as learning by doing, learning by failing, collaborative thinking and solution-oriented approaches. Although in many cases Design Thinking has proved itself valuable, the design community has also raised doubts and objections to its unconditioned employment. This course investigates Design Thinking, but it also leaves space to critically reconsider and improve its principles.
目的・狙い	This course aims to enrich the design culture of the students with an introduction to different techniques and theories for facilitating the design process. Although the course is theoretical and lecture based, it adopts short collaborative workshops for the students to experience first-hand those techniques and processes, improve them and ultimately create their owns. Besides design, Design Thinking is often applied to other fields, such as science, engineering, politics and economics. Beyond trans-disciplinarity, multi-disciplinarity, inter-disciplinarity, this course aims to educated un-disciplined designers. Aims: 1. To learn about Design Thinking, its principles and review a number of references; 2. To learn and experiment collaborative design techniques, team building techniques and ways of presenting outcomes; 3. To create new techniques for research, team building, brainstorming, presenting and evaluating projects. Structure The course articulates in 15 classes, some of them are lecture based, some of them are short intensive workshops, and some of them are presentations. The first class serves as an introduction to the course and its participants; the last class is a recap and reflection of the course.
前提知識 （履修条件）	The main language for the course will be English, so some basic knowledge of English is highly recommended. However, students can count on the support of other students and on the use of on-line translators, such as Google translate.

到達目標	
	上位到達目標
	Being able to invent their own techniques and methods to trigger creativity and improve research skills
	最低到達目標
	Having an understanding of the existing literature in Design Thinking (i.e. Nigel Cross, IDEO, etc…)

授業の形態	形態		実施	特徴・留意点
	録画・対面混合授業		―	
	対面授業	講義（双方向）	○	Lecture opened to discussion and questions at any time.
		実習・演習（個人）	○	Documents will be handed out for analysis and discussion from time to time.
		実習・演習（グループ）	○	Group work and its presentation will be organized.
	サテライト開講授業		―	Students have to attend at Shinagawa Seaside campus.
	その他		―	Be collaborative. Try to take active role in the discussions. Take risks and experiment.

授業外の学習	Thinking. Some presentations might need some preparation out of lecture time.
授業の内容	15 classes total 1 documentary forum, 3 presentations, 1 fieldwork session, 3 theory classes, 5 hands-on classes, 1 introductory class, 1 final re-cap.

授業の計画	回数	内容	サテライト開講	対面/録画
	第1回	Introduction. Introduction to the course. Presentation of my own works and experience. Introduction of the students.	―	対面
	第2回	Analysis of a design project. One existing project will be illustrated as a reference for Design Thinking. It will be analyzed in the processes, the people who took part in the project, their impact on the process, the outcome and the way it is presented. Students will have to choose an existing project, review it, analyse it and present their observations to the class on Class 3.	―	対面
	第3回	Presentations Presentations of analysis of a design project chosen by the students. Open discussion.	―	対面
	第4回	Literature Review. Introduction of authors and papers that wrote about Design Thinking. How design thinking evolved.	―	対面
	第5回	[Re]Thinking Design Research. Learning a number of techniques for creative research (i.e. cultural probes, internet tools, data visualization, etc.). Learning about each different technique's pro's and con's.	―	対面

	第6回	Testing some Creative Research Methods. Each student will be assigned the name of another student to research upon. Each student will prepare some research materials (questionnaires, cultural probes, etc…) for the assigned student to undertake. On the next class, completed research materials will be collected.	―	対面
	第7回	Testing some Creative Research Methods. Collection and analysis of the completed research materials. Open Discussion. Based on the completed research materials, each student have to make a small gift to the assigned classmate he/she researched upon. This research will be used as the basis for the assignment of the final deliverable*	―	対面
	第8回	Fieldwork Short trip to Aeon (Shinagawa Seaside) to observe the local context. After returning to class, students will be divided into groups. Each group will choose one aspect they could observe in Aeon and they will do further research on that particular theme.	―	対面
	第9回	Short Design Workshop. Based on their observations, the students will produce quick and rough concepts about their chosen topic.	―	対面
	第10回	Presentations Students will present their concepts. Open discussion.	―	対面
	第11回	Objectified, the documentary. In this lesson, the documentary Objectified will be shown to the class. After and during the projection, comments and opinions will be shared.	―	対面
	第12回	Start-up Session. What is a start-up, how you imagine one, design it and pitch it to an audience. Divided into groups, students will have to come up with their own concept of a start-up, describe its business, create an identity and present it to the rest of the class on Class 14.	―	対面
	第13回	Start-up Progress One more day to work on the idea of a start-up following a creative process. Some very short brain storming and creation techniques will be presented here, too.	―	対面
	第14回	Start-up Presentation Each group will present their idea of a start-up. Open discussion.	―	対面
	第15回	Final Recap and Farewell. *The gifts related to Class 7 research will be exchanged and presented. Questions and Answers about the course.	―	対面
	試験	*There is no real final test. Students will present deliverables during the course. At the end of the course they are expected to exchange the custom-made gifts to their assigned classmate according to the information they collected.	―	対面
成績評価	Assessment will be based on presence and participation to classes, on the quality of the group deliverables and of the individual deliverable.			
教科書・教材	Lecture slides will be posted on LMS. And papers or articles will be shared. Please note: the classes program might see some changes according to the participants' interests and workflow.			
参考図書	Rodgers P. and Milton A., Product Design, Laurence King Publishing (2011) Rodgers A. and Milton A., Research Methods for Product Design, Laurence King Publishing (2013) Sparke, P., An Introduction to Design and Culture: 1900 to the Present, Routledge (2004) Sudjic D., The Language of Things, Penguin (2009)			