

Konferencja nt. wdrażania Europejskiego Funduszu Społecznego pod hasłem

POKL wczoraj, dziś i jutro

Toruń, 14 maja 2013r.

Metodologia Design Thinking Pracownia Szybkiego Prototypowania

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UTP Bydgoszcz*



KAPITAŁ LUDZKI
NARODOWA STRATEGIA SPÓJNOŚCI



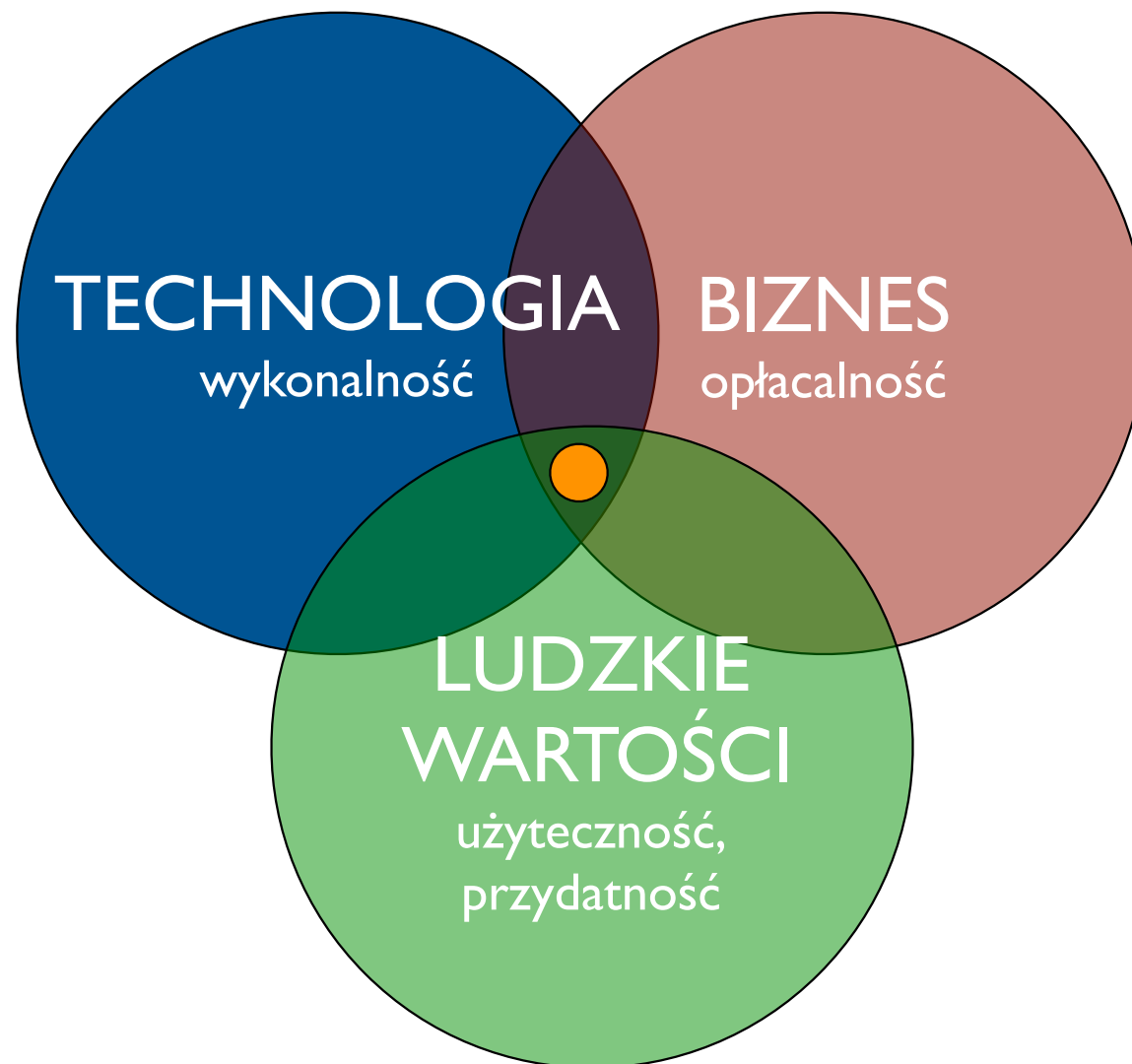
WOJEWÓDZTWO
KUJAWSKO-POMORSKIE

UNIA EUROPEJSKA
EUROPEJSKI
FUNDUSZ SPOŁECZNY



Design thinking

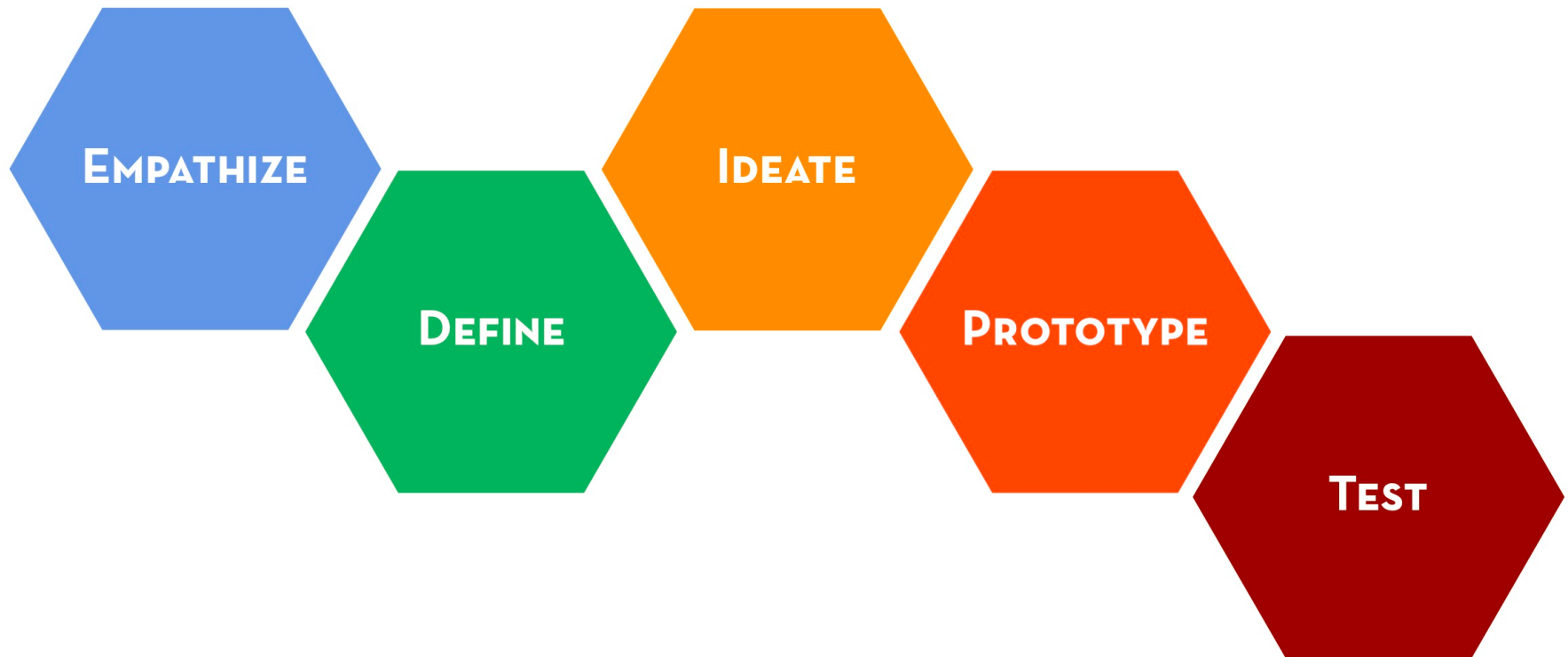
- metodologia praktycznego i kreatywnego rozwiązywania problemów,
 - skupiając się na użytkowniku ostatecznym,
 - interdyscyplinarne podejście,
-
- empatia,
 - kreatywność,
 - racjonalność.



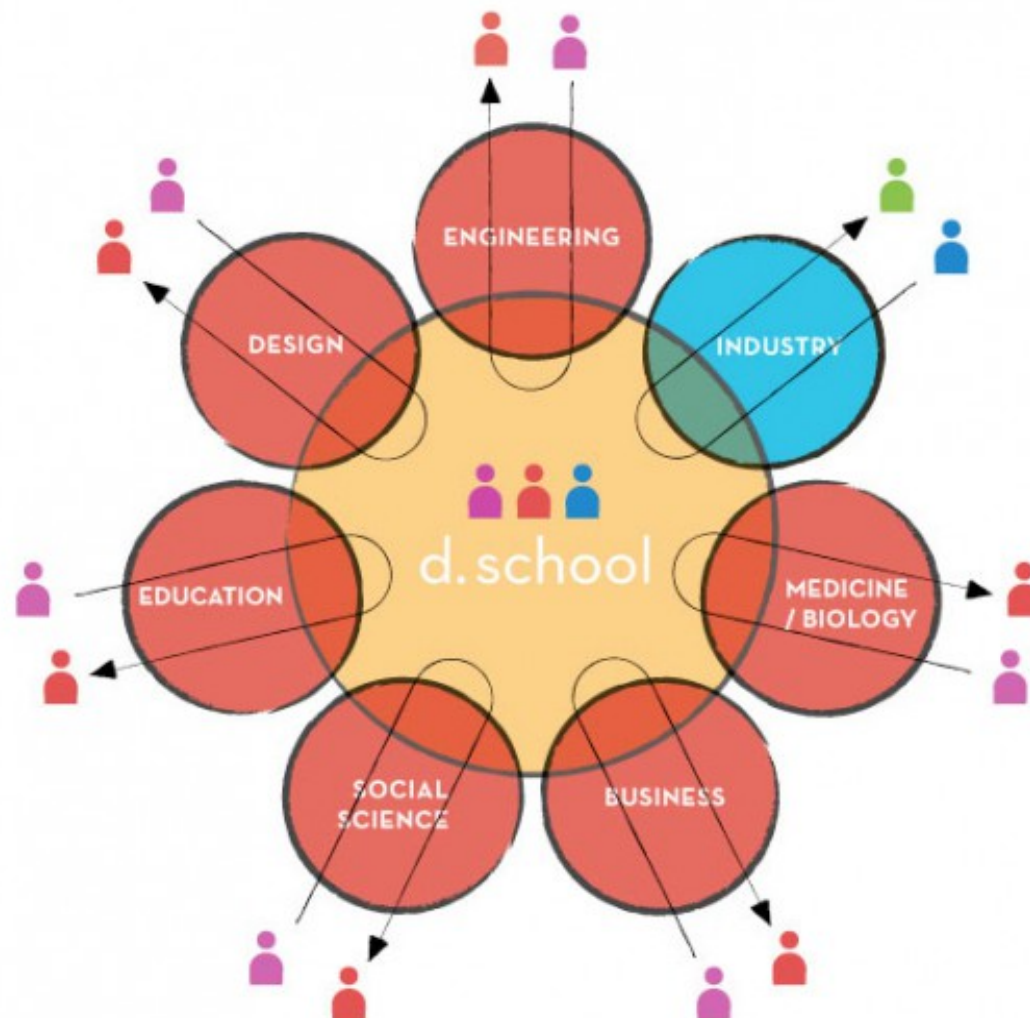
 Projekt innowacyjny

Model Design Thinking autorstwa prof. David'a Kelley.

Design thinking – inżynierski proces kreatywny



Źródło: Stanford University



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Warlord is an advanced controller for hardcore first-person shooter (FPS) gaming on the PC in a living room setting. Its high precision aiming and advanced physical and motion feedback create a level of realism and control never before experienced in a mainstream game controller.



Investigator's Desk

Investigate the mystery of the case in your own home using the power of the Investigator's Desk.

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d.school – przestrzeń, która żyje

Przykładem tego typu działalności było zaliczenie projektu z Mechanical Engineering, które otrzymali studenci podzieleni na czteroosobowe zespoły. Ich zadaniem było zbudowanie interaktywnych automatów do gier.

Temat przewodni: BATMAN

Czas wykonania: 3 tygodnie, opracowanie koncepcji gry, zbudowanie automatu, zaprogramowanie układów...



Design Thinking Workspace

Przestrzeń bazująca na metodologii Design thinking
i doświadczeniach Stanford d.school

Przeszkolenie z metodologii Design thinking

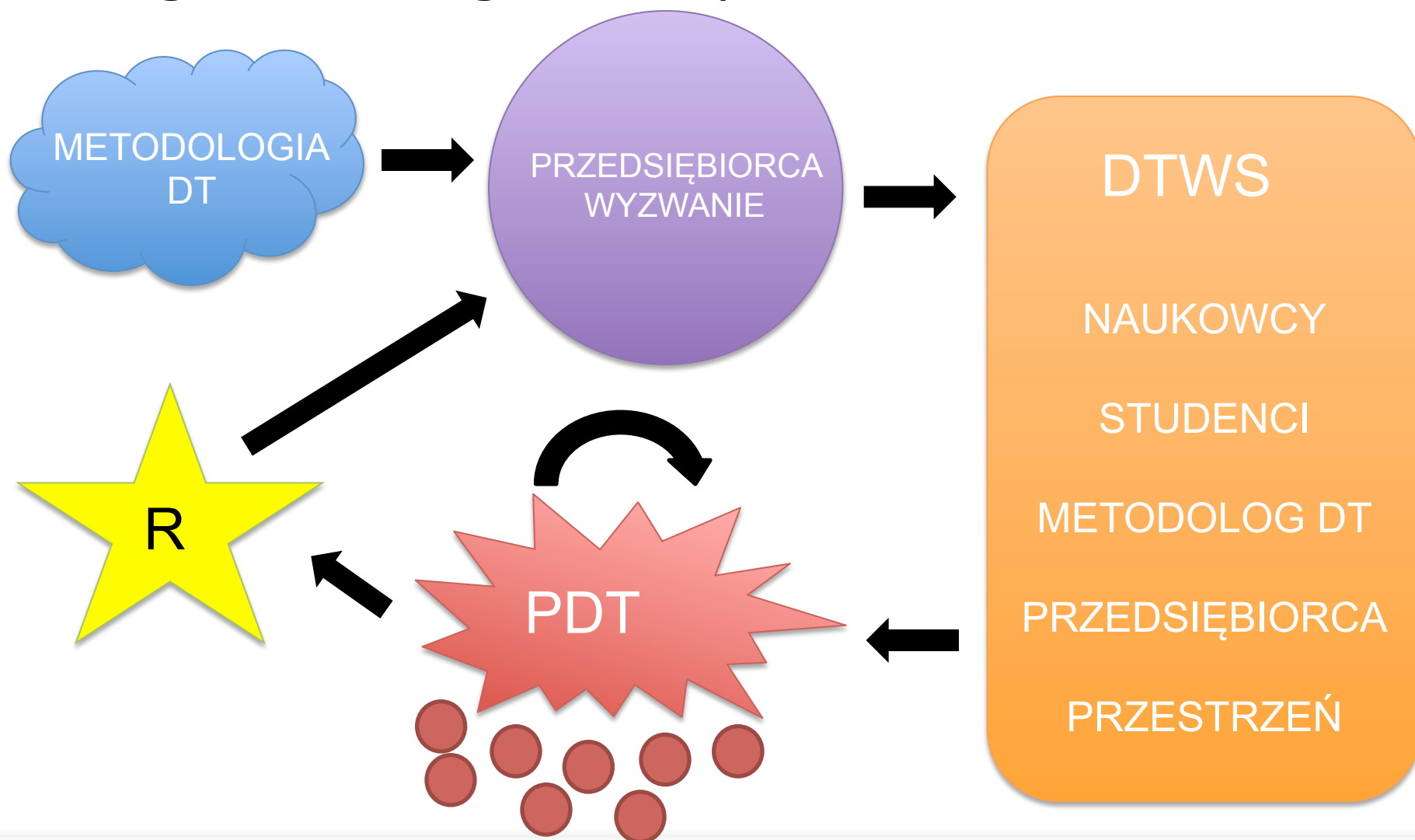
Realne problemy z gospodarki

Zaangażowanie w proces zespołów interdyscyplinarnych

Szybkie prototypowanie

Wsparcie transferu technologii

Design Thinking Workspace



Dziękuję za uwagę!

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