Learn about Design Thinking in a Collaborative Design Sprint (Part 2)

Objective

In part two of our Design Thinking series, we look into the first phase of the process. Learn how to understand your users and how to design products that really fit, be it class design or research project design.

Description

- Tools to identify and better understand the needs of your target groups
- Examination of the central concept of human-centered design
- Getting to know the three main pathways in Design Thinking in order to understand user-specific needs
- Becoming familiar with the "Persona Technique" and applying it in a practical exercise
- Feedback techniques and definition of next process steps
- Ideally done with a team, can be done individually, too

The course can be applied independently of parts one and three.

Conditions

In cooperation with TwentyOne Skills, GRADE offers about 35 asynchronous online courses.
The 3-month sessions start at the beginning of January, April, July and October.
Registration is possible at any time. Confirmed participants can access the courses for 3 months at the online platform of TwentyOne Skills. The current registration link can be found here: *https://tinygu.de/en21skills*

TwentyOne Skills

eLearning

Organizational Information

Language / Format	English / Online
Target group	Doctoral Candidates at all stages and Postdocs from all faculties
Duration	Approx. 1 h
Registration	**https://tinygu.de/en21skills**