

**Design Thinking** 





# **Design Thinking**

REF: Z2321 DATE: 15 - 19 September 2024 Venue: Amman (Jordan) - ibis Amman Fee: 3350 Euro

#### Introduction:

This training program is an immersive learning experience that equips participants with the mindset, tools, and techniques to tackle complex problems with creativity and empathy. It emphasizes a human-centered approach to problem-solving, empowering individuals and teams to drive meaningful innovation in their organizations.

# **Program Objectives:**

# At the end of this program, participants will be able to:

- Understand Design Thinking Fundamentals.
- Master the Design Thinking Process.
- Develop Empathy and User-Centricity.
- Enhance Creative Confidence.
- · Collaborative Teamwork.
- Apply Design Thinking to Real-World Challenges.

# **Targeted Audience:**

- · Business Leaders and Managers.
- Product Managers.
- UX/UI Designers.
- · Engineers and Developers.
- Entrepreneurs, Educators.
- Marketing Professionals, Healthcare and Social Service Providers.

# **Program Outlines:**

#### Unit 1:

### Introduction to Design Thinking:

Understanding Design Thinking Principles.



- Human-Centered Design: Putting Users First.
- The Five Stages of Design Thinking.
- Exploring Design Thinking Case Studies.
- Practical Applications of Design Thinking in Various Industries.

#### Unit 2:

### Empathize and Define:

- Developing Empathy: User Research and Insights.
- Defining the Problem: Problem Statements and User Needs.
- Techniques for Conducting Effective User Interviews.
- Analyzing and Synthesizing User Data.
- Identifying Stakeholders and Decision Makers in the Design Process.

# Unit 3:

### Ideate and Prototype:

- · Ideation Techniques: Divergent Thinking and Brainstorming.
- Prototyping: From Concepts to Tangible Solutions.
- Storyboarding and Wireframing for Concept Visualization.
- Rapid Prototyping Tools and Methods.
- Collaborative Ideation and Prototyping Sessions.

#### Unit 4:

# Test and Refine:

- User Testing: Gathering Feedback and Iterating.
- Refining Prototypes: Enhancing User Experience.
- Analyzing User Feedback and Iterating Designs.
- A/B Testing and Experimentation for Iterative Improvement.
- Incorporating Accessibility and Inclusivity in Design Testing.



# Unit 5:

# Implement and Beyond:

- Implementing Design Solutions: Strategies and Considerations.
- Change Management and Stakeholder Engagement in Implementation.
- Monitoring and Evaluating Design Solution Performance.
- Scaling Up and Integrating Design Thinking in Organizations.
- Personal Action Planning: Applying Design Thinking in Your Work Environment.