

D E S I G N



# Project DesignIT

<https://projectdesignit.eu>

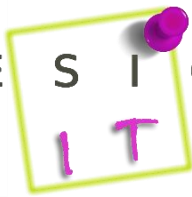
Project Newsletter 1

ERASMUS + PROJECT DESIGN-IT - R&D PROJECT IN HIGHER  
EDUCATION

FUNDED BY:



Erasmus+



Project partners come from Estonia, Greece, Portugal and Finland. The partners have good expertise in gamifying education, conducting participatory design and developing learning tools.



Project team at Kick-off meeting

DesignIT project aims at encouraging innovation, creativity among Higher Education students supporting them in bringing ideas into action. Our solution is providing Higher Education educators with methods and gamified tools for design thinking. We will apply Design thinking through gamified ICT deployment in the context of entrepreneurship education in formal

and informal entrepreneurship education contexts as a complementary learning tool.

The project will improve the current situation in entrepreneurship education in Higher Education (HE) courses. The impact is created in the participating Higher Education institutions by empowering the changes towards creative interdisciplinary project based learning with gamified design thinking approaches.

#### **The intellectual outputs of DesignIT project are:**

Learning needs analysis and developing methodological frameworks for design thinking in Higher Education.

DesignIT will produce a learning game for promoting design thinking mindsets in formal and informal entrepreneurship education contexts as a complementary learning tool.

Instructional support material for Higher Education educators to adopt Design thinking tools in HE





courses to promote the integration of project outcomes into educational practices.

The project results will be validated in the context of the project implementation in diverse higher

educational sectors ranging from media, to computer engineering, social sciences, vocational, and other engineering principles. We will produce good practices based evaluation results of gamified Design Thinking methodologies and tools.

## APPROACHES TO TEACH DESIGN THINKING IN HIGHER EDUCATION

The project partners analyzed how Design Thinking is taught in Higher Education at partner countries.

The following approaches were detected:

The course that uses design thinking as generative research approach. Participants create research plans as an end product.

The course that combines engineering and design thinking. Students learn to create new innovative solutions that unite design and engineering skills with user needs.

The course that uses design thinking as a learning approach. Participants work in groups to develop conceptual

design, prototype and test a specific technology-enhanced learning application. The results of the design process are presented as a short paper.

The Design Factory course approach combines disciplinary knowledge with Design Thinking and working life skills, such as collaborative working style, effective communication skills, and ability to implement theory to practice.

Learning by doing course where Design thinking and storytelling are applied.

## DESIGN-IT SURVEY: DESIGN THINKING IN HIGHER EDUCATION SETTINGS

The project team conducted the survey among 250 higher education students from Estonia, Greece, Portugal and





Finland to establish the state of art of Design Thinking skills development.

Almost half of the participants responded that they don't really know if their university offers a specially designed course that focuses on design thinking approaches. Only 1/4 of students have been involved in a Design Thinking related course, while 3/4 have never attended any of these.

Only one third of the students were familiar with Design Thinking

principles. One fifth of students were unaware of the Design thinking concept. Majority of students would prefer to apply Design Thinking by active learning scenarios inspired by everyday life incidents, and using learning by doing play.

Inspired by these results the DesignIT team will develop the mobile gamified version where design thinking can be applied in actual design challenges context by learning and doing.

MORE ABOUT THE PROJECT

<http://projectdesignit.eu>

<https://www.facebook.com/projectdesignit/>

