WHAT IS DESIGNIT?

Design It project aims at encouraging innovation, creativity among Higher Education students supporting them in bringing ideas into action.

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 impact is created in the participating Higher Education institutions by empowering the changes towards creative interdisciplinary project based learning with gamified design thinking approaches.

READ MORE

WWW.PROJECTDESIGNIT.EU
WWW.FACEBOOK.COM/PROJECTDESIGNIT/
THE OUTCOMES OF DESIGNIT

- Needs analysis for design thinking in Higher Education courses in four countries
- A learning game DesignIT to promote design thinking mindset in higher education courses
- The instructional support materials for DesignIT contextual implementation in entrepreneurship education
- The validated gamified design thinking practices in higher education context

CREATIVE THINKING REQUIRES:

- Searching anomalous, surprising, or disturbing phenomena and observations
- Detecting details, little clues, and tones
- Continuous search for hypotheses and understanding their presumptive nature
- Aiming at finding what kind or type of explanations might be viable for scoping the challenge
- Aiming at finding ideas which can be explained or rather be experimented if they work
- Searching for “patterns” and connections that fit together to make a reasonable unity
- Understanding and paying attention to the process of discovery – its different phases

(Paavola 2014)