

# Workshop on Design Thinking, Critical thinking and Innovation Design

**Dr. K. S. Patil**

## Activity Report

Academic Year	2024-25
Program Driven by	
Quarter	III
Program / Activity Name	Workshop on Design Thinking, Critical thinking and Innovation Design
Program Type	
Program Theme	IPR
Start Date	
End Date	
Duration of the Activity (in Mins)	2Hr
Number of Student Participant	44
Number of Faculty Participant	6
Number of external Participant	--
Expenditure Amount in Rs.	
Any Remark	--
Mode of Session Delivery	Offline
Objective	
Benefit in terms of Learning / Skills / Knowledge obtained	
Feedback	
Video url (mp4)	
Photograph 1 (jpg)	Attached
Photograph 2 (jpg)	Attached
Overall report of the Activity (pdf)	As given below



Dr. P. H. Zope  
Convener IIC



## Report on Workshop on Design Thinking, Critical Thinking, and Innovation Design

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### 1. Introduction

A one-day workshop on *Design Thinking, Critical Thinking, and Innovation Design* was organized on [insert date] with the objective of equipping students and faculty with modern

problem-solving methodologies and creative thinking approaches. The session aimed to foster a mindset of innovation and critical analysis that is essential in today's dynamic professional environment.

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## 2. Objectives of the Workshop

- To introduce the concepts of Design Thinking and its real-world applications.
  - To enhance participants' abilities in Critical Thinking for effective problem-solving.
  - To promote innovative thinking in the design and development of solutions.
  - To encourage a user-centric approach in product and system design.
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## 3. Resource Person(s)

The workshop was conducted by [insert name(s) of speaker(s)/facilitator(s)], who are renowned experts in the field of innovation and design. Their extensive experience and engaging delivery made the session highly interactive and insightful.

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## 4. Workshop Highlights

- **Session 1: Introduction to Design Thinking**  
Covered the five stages of design thinking – Empathize, Define, Ideate, Prototype, and Test. Participants were introduced to how design thinking can be applied to solve real-world challenges.
  - **Session 2: Critical Thinking Techniques**  
Discussed logical reasoning, questioning assumptions, recognizing biases, and decision-making frameworks. The facilitator used real-life case studies and activities to develop participants' analytical abilities.
  - **Session 3: Innovation Design**  
Focused on turning creative ideas into viable innovations. It emphasized the importance of user needs, feasibility, and sustainability in the innovation process.
  - **Group Activities and Brainstorming Sessions**  
Participants worked in teams on hands-on exercises and real-world problem statements, applying the methodologies learned. The sessions encouraged teamwork, communication, and creativity.
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## 5. Outcomes of the Workshop

- Enhanced understanding of the structured approach to creativity and innovation.
- Development of critical problem-solving skills.

- Ability to approach challenges with a user-centered mindset.
- Encouragement towards interdisciplinary collaboration and prototyping.

## 6. Feedback from Participants

Participants found the workshop highly beneficial and appreciated the interactive nature of the sessions. Many expressed that they could directly relate the concepts to their academic and professional fields.









