

Design Thinking

Session 1

Introduction & Getting Started

Walk through the end to end structure of the complete course.
How to get most out of it and what exactly are you going to do in the next 5 weeks.
Also get introduced to Designing as 'a' skill and it's role in various industries.

Session 2

Sketching & Shaping your Idea

Try your hand at a designing software for the first time.
Learn & practice different dimensions and shapes used in 2D & 3D Designing

Session 3-4

Idea to Concept Design

Convert your 2D Shapes into 3D Designs.
Here you get your creative self out in the open & experience detailing.

Session 5-7

Design & Develop a Chuck Glider

Apply your skills and build your first product.
First design it on the software and then build one DIY kit to fly your first Chuck Glider.

Session 8-10

Design & Build a Bridge

Test your skills in Civil domain.
Design a Bridge & build it practically using the raw material provided in the kit.

Session 11-13

Design a Mechanical Catapult

Now get your hands dirty on something mechanical.
Design and build a Mechanical Catapult to hone your designing and building skills.
Use the DIY kit.

Session 14-15

Assignment (To be Designed by self)

Gather all the learnings, Think of an Idea & Design the same on the software.
You can even build the product by gathering raw materials.
Test your Creativity.

