

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 14-16

Design your Home

Now enter into the advance designing world.
Apply your updated designing skills on sketching and building a complete outer structure of a house on the software.



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Session 17-19

Decorate your Home

Now continue the design by getting into the details.

Get into the world of interior designing and show your creativity by designing your house on the software.

Session 20-22

Design a Goggle

Let's explore the world of product designing now.

Sketch and design a unique Goggle on the software and learn the nuances.

Session 23-25

Design your First Machine

Apply your skills on a complete working model of a simple machine now.

Even better why not build a practical hands-on model of the same as well using the DIY kit.

Session 26-28

Design your First Moving Vehicle

Let's convert the skills from a machine to complete vehicle.

First design the same on the software and then build it using the DIY kit.

Session 29-30

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.

