

# Design Thinking



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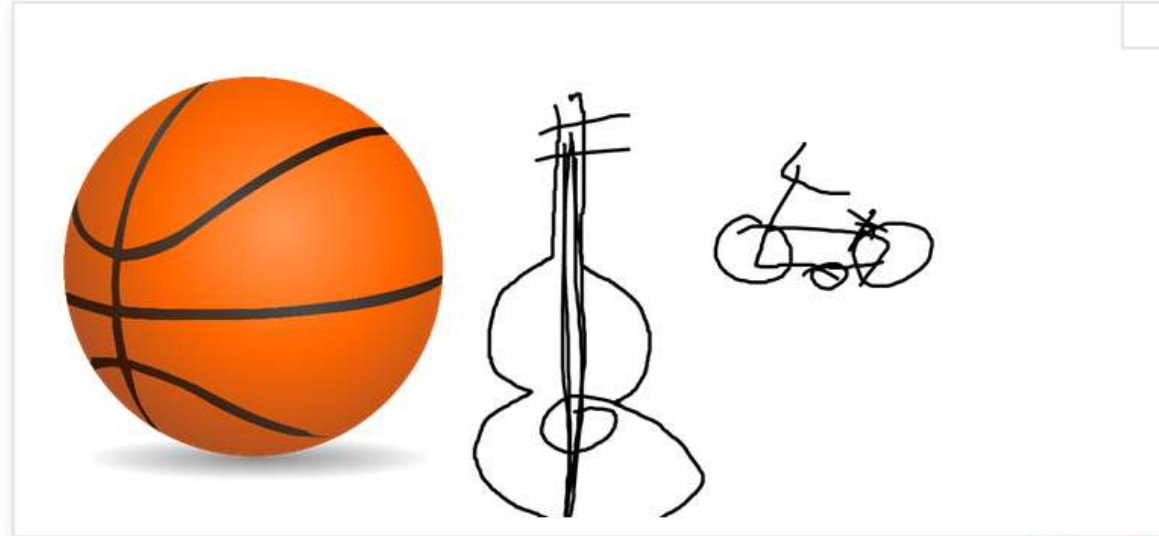
#fclsumac

What bird do you  
like the most?

OWL ? CHICKEN

an app a day keeps the burn-out away...

formative



Schedule a School Demo

Join Code

Log in

OWL XXXX

CHICKEN XXXX

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# Design Thinking



Think out of the box

# Design Thinking



Institute of Design at Stanford

# Design Thinking

a formalised framework of applying a creative design process

6 phases

Empathize

Define

Ideate

Prototype

Test

Implement



UNDERSTAND

EXPLORE

MATERIALIZE

# Design Thinking

1. Empathize

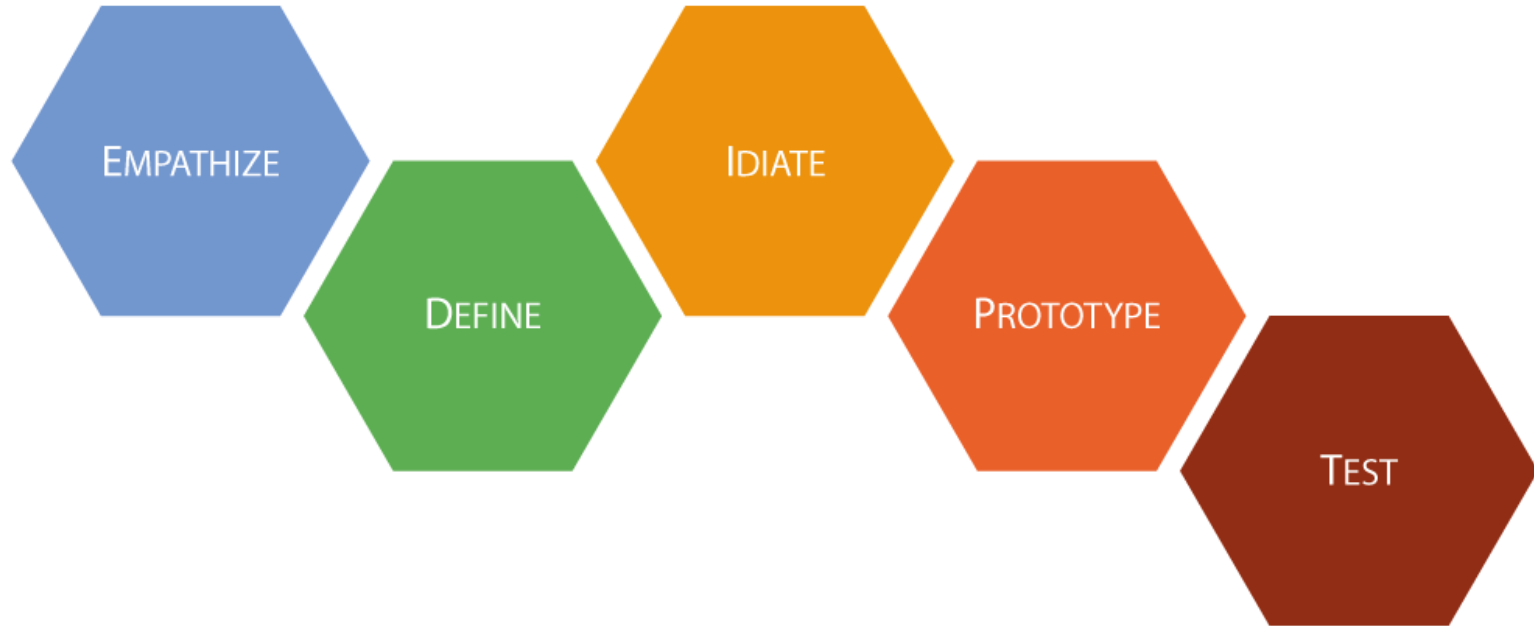
2. Define

3. Ideate

4. Prototype

5. Test

6. Implement





# 1. Empathize

with **users** of classroom

**Students**

**Teacher**

What makes learning space...

Comfortable?

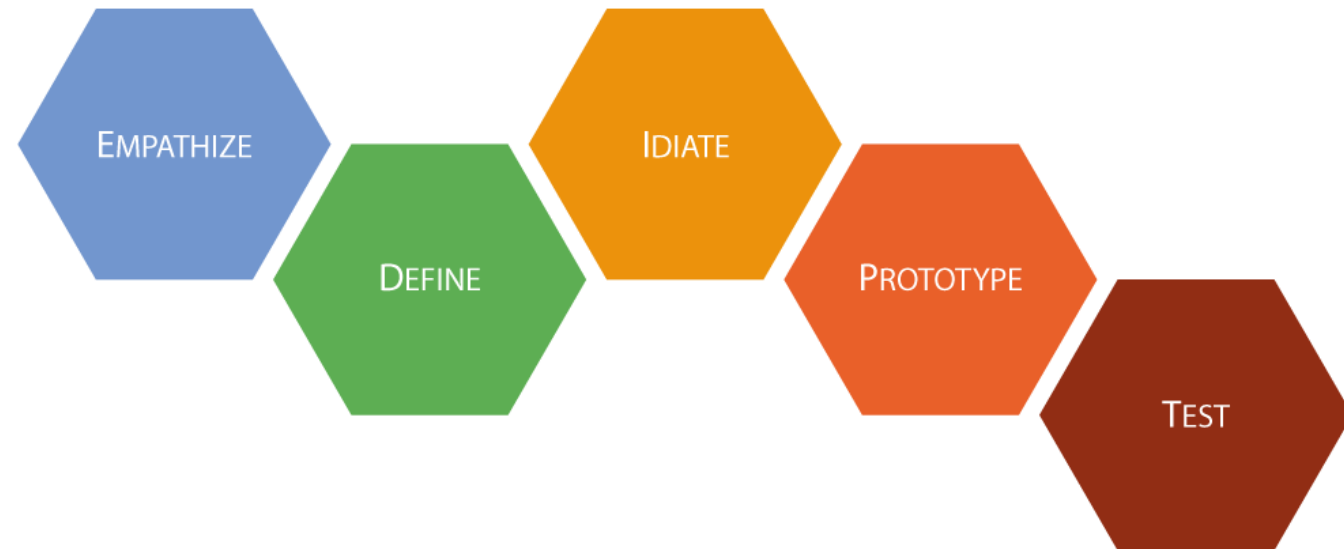
Productive?

Stimulating creativity and innovation?

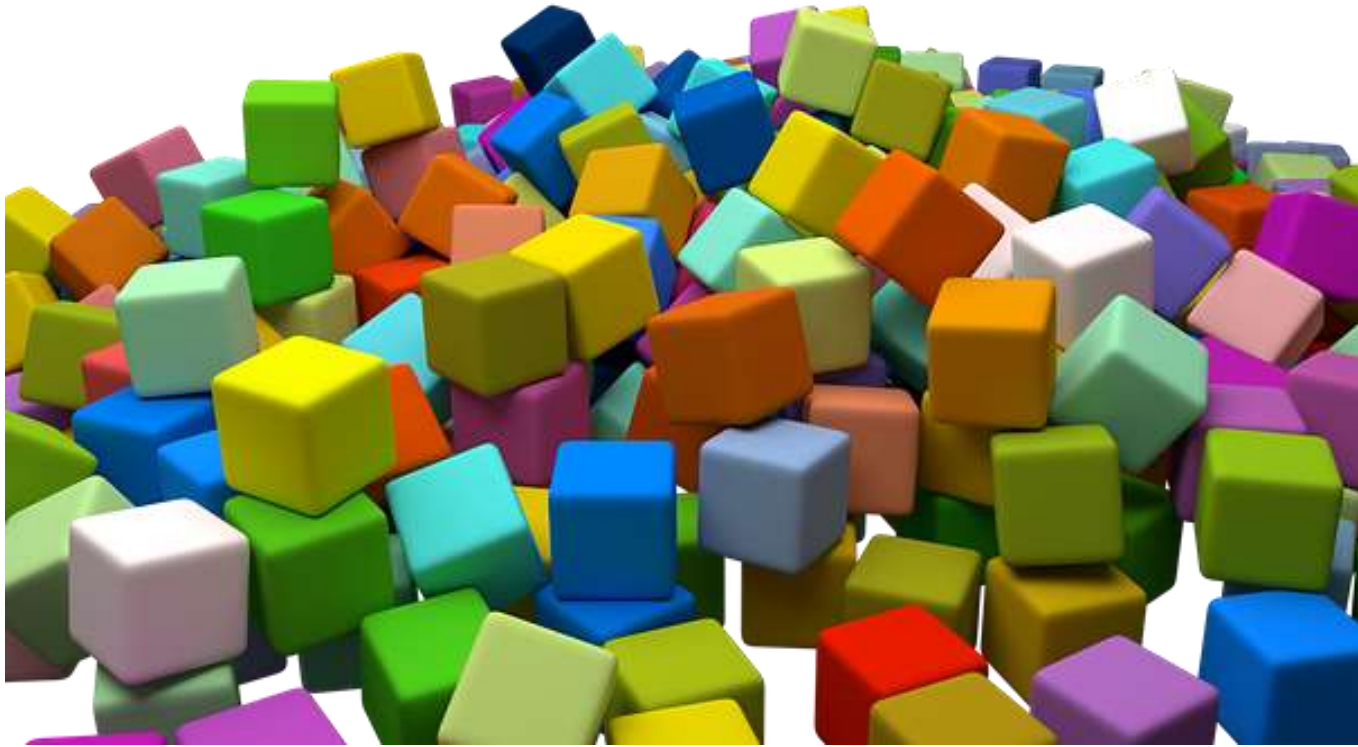
## 2. Define

identify needs

list the main design challenges



# Space design



# Whole School as Learning Space



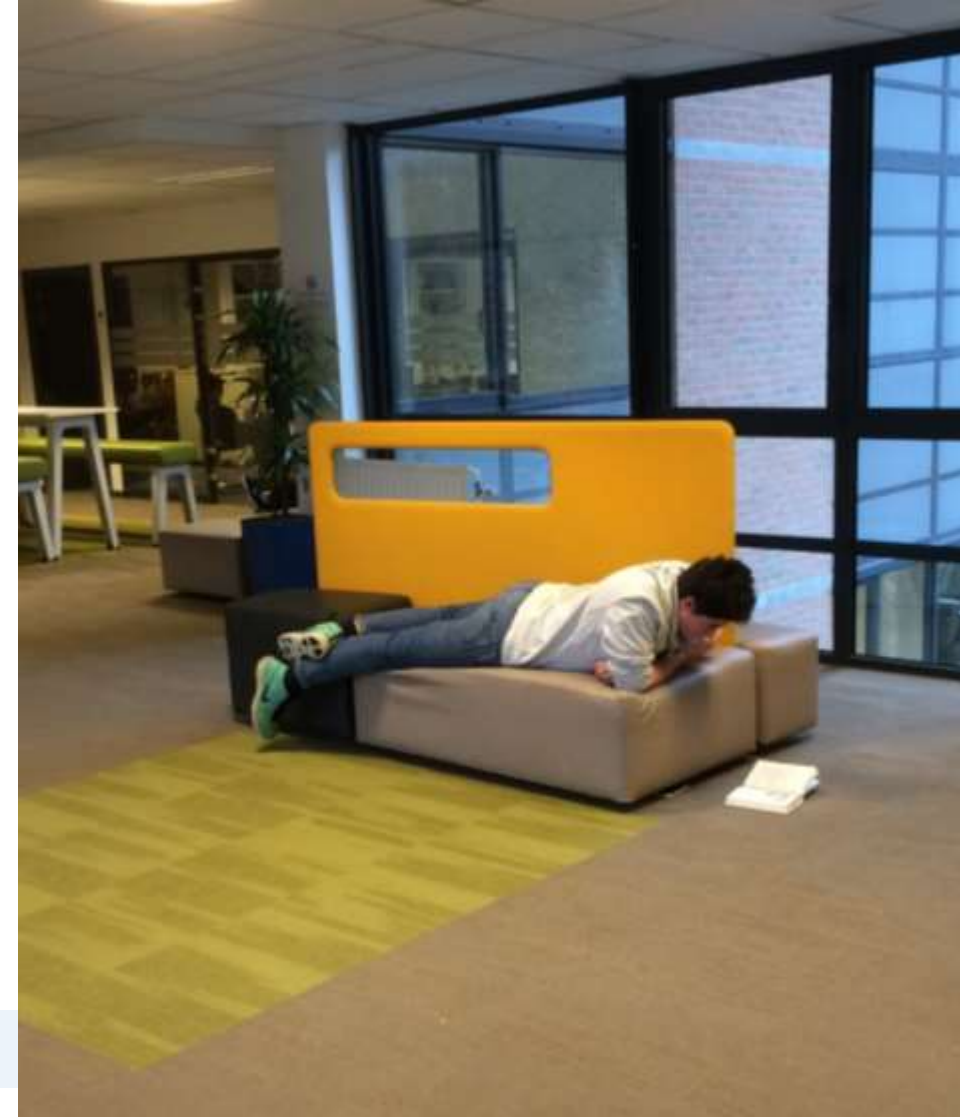
Learning Space

# Whole School as Learning Space





# Whole School as Learning Space



# Whole School as Learning Space



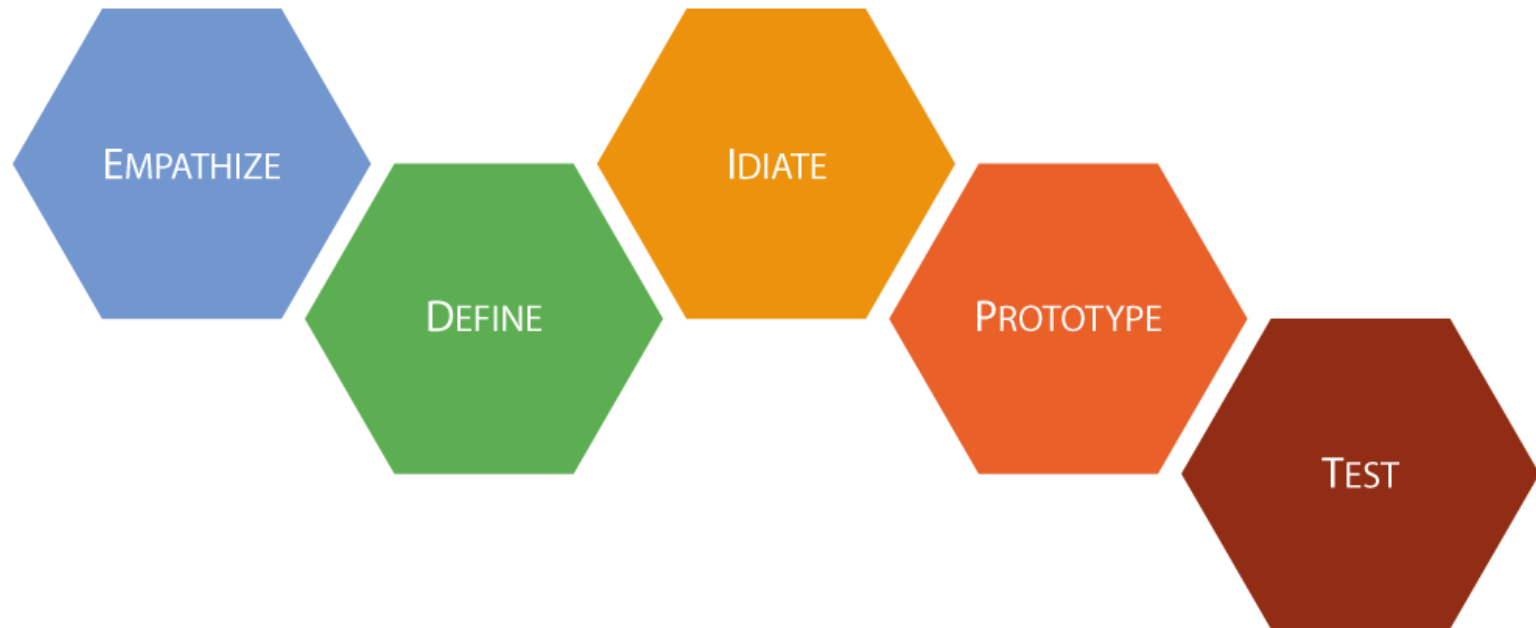
Ørestad Gymnasium

Copenhagen - Denmark



# 3. Ideate

## Brainstorming



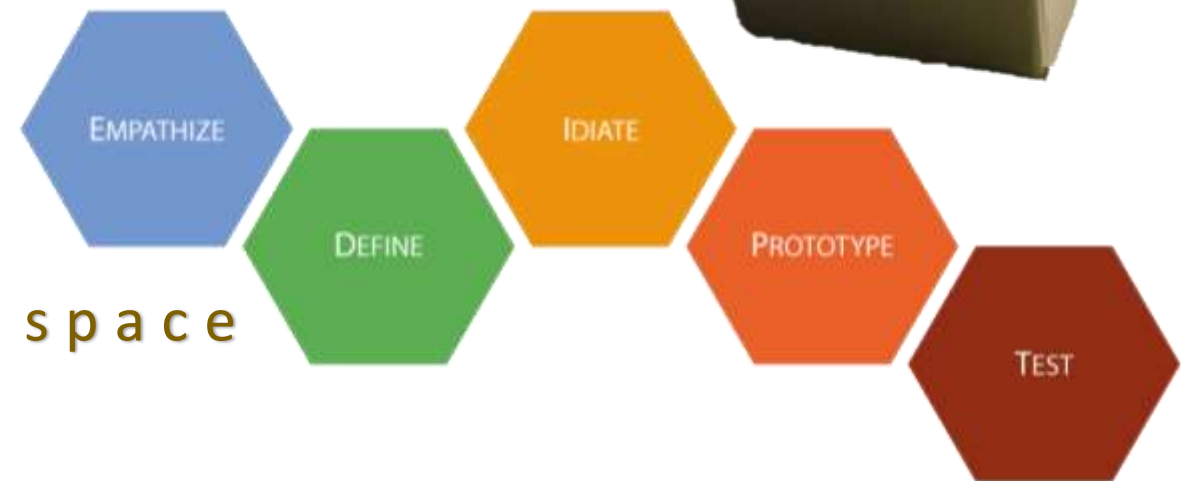
## 4. Prototyping

Design a *Creative Hotspot*



*Choose:*

1. Future Classroom
2. Learning zone
3. In-between-classroom space



## 5. Test

Get feedback on prototype

