

DESIGN THINKING

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Use of Diagrams

- Journey to the West

Design = Creativity + Innovation

- Creativity?
 - An Idea
 - Another way of thinking
- Innovation?
 - An action
 - Another way of thinking



Birth of an Idea

- How to get an idea?



What is Design Thinking?

- “Design thinking is a methodology that imbues the full spectrum of innovation activities with a human-centered design ethos.” (Brown, 2005)
- “Design thinking is a way of finding human needs and creating new solutions using the tools and mindsets of design practitioners.” (Kelley and Kelley, 2013)
- “In the future, the most successful businesses will balance analytical mastery and intuitive originality in a dynamic interplay that I call ‘design thinking’.” (Martin, 2009)

Design Thinking Process

- Empathize:
 - find out the needs of your client
- Define:
 - frame the right question
- Ideate:
 - generate new ideas



Design Thinking Process

- Prototype:
 - build quick and cheap prototype
- Test:
 - enhance solutions based on feedback of clients.
- Hasso Plattner Institute of Design at Stanford

Successful Cases

- Starbucks
 - From selling coffee to
 - projecting a lifestyle
- Cirque du Soleil
 - From a circus to
 - an opera



Successful Cases

- Procter and Gamble
 - From Research and Development to
 - Connect and Development
- Canon
 - From taking photos to
 - sharing photos

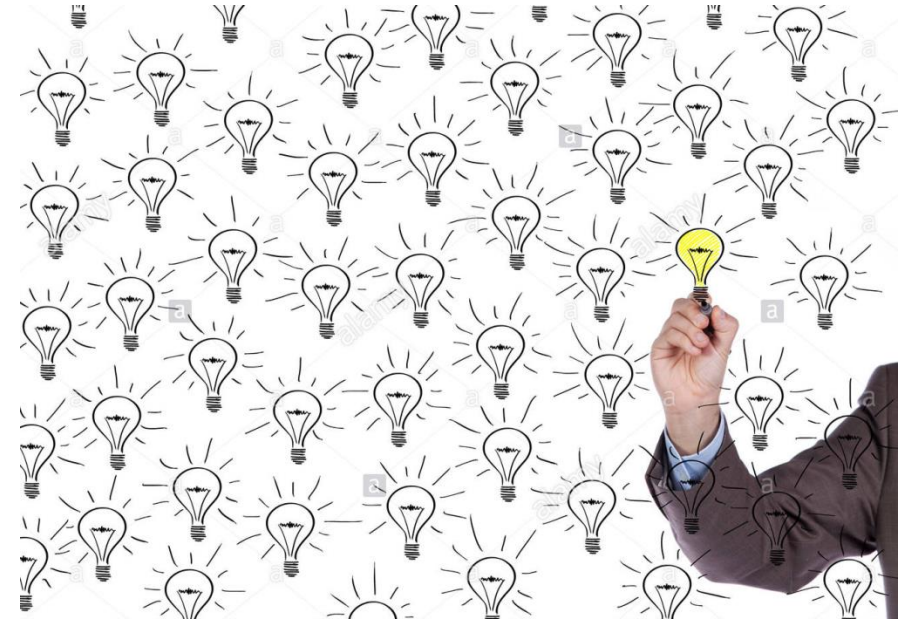


Procter&Gamble

The Canon logo, consisting of the word 'Canon' in a bold, red, sans-serif font, set against a black rectangular background.

Experiential Exercise

- How to get many, many ideas?



Lessons Learnt

- Human-centered design:
 - empathy for the person you are designing for
- Experimentation and prototyping:
 - build prototype to think and learn
- A bias toward action:
 - doing is more important than thinking

Lessons Learnt

- **Show, don't tell:**
 - Tell stories to communicate
- **Power of iteration:**
 - enhance solutions many times is key to successful outcomes

References

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- Kelley, T. and Kelley, D. (2013). Creative Confidence, William Collins, New York.
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- Martin, R. (2006). The Business of Design, Harvard Business Review Press, Cambridge.

End of Presentation

Thank you !

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