

Seminar: **Design Thinking and App Inventor**

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Introduction

Design is in everything we do and characterises us as human beings. As a combination of Empathy, Creativity, and Rationality, Tim Brown (CEO of IDEO) states that the main goal of Design Thinking is "matching people's needs with what is technologically feasible and viable as a business strategy". In this seminar we will review the main stages of this Design strategy, and we will apply them to prototype a number of mobile apps centred on a theme: making life on campus easier.

A fundamental part of Design Thinking is prototyping and iterating with real users. We will use MIT App Inventor to easily create a number of prototypes that can be evaluated on real devices. This is a very hands on seminar, involving a lot of group interaction within and outside of the class, with the goal of creating a real app. Attendants will work in groups which will be created on the first day.

Monday Morning – 2014, 1st December (computer classroom: 4.SD01)

9-10.30

Introductions and Agenda

A few Agile games

Overview: Design Thinking

10.45-12.15

Overview: App Inventor and EdTech

Hands-on session: your first App Inventor app

Monday Evening – 2014, 1st December (computer classroom: 4.SD01)

14.30-16

Team formation

Work on project definition

16.15-17.45

Work on projects

First team presentation:

-- the team

-- what will you build

Tuesday 2014, 2nd December (computer classroom: 4.SD01)

9-10.30

Intro to development with the Android SDK
Intro to development with the MIT App Inventor sources

10.45-12.15

Work on projects:
-- Evaluation of potential App Inventor extensions

Wednesday 2014, 3rd December (computer classroom: 4.SD01)

14.30-16

Work on projects:
-- focus on first iteration prototype

16.15-17.45

Second team presentation:
-- about the App
-- first prototype (can be paper or screenshots)
-- extensions to App Inventor being planned

Thursday: No class, but the first prototype will have to be tested with real users (at least 4) before the class on Friday.

Friday 2014, 5th December (computer classroom: 4.SD02)

14.30-16

Work on project:
-- second iteration of prototype

16.15-17.45

Final team presentation:
-- Final prototype
-- Changes reported from user testing
-- Future work