

Rok akademicki:		Grupa przedmiotów:		Numer katalogowy:	
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Course title in Polish ¹⁾ :	Myślenie projektowe w technologii żywności			ECTS	1,0
Course title in English: ³⁾	Design thinking in food technology				
Major ⁴⁾ :	Food Technology and Human Nutrition				
Coordinator name ⁵⁾ :	Dr inż. Małgorzata Nowacka				
Lecturer(s) ⁶⁾ :	Dr inż. Małgorzata Nowacka				
Faculty/department ⁷⁾ :	Faculty of Food Sciences, Department of Food Engineering and Process Mngement				
Faculty for which course is offered ¹⁾ :	Faculty of Food Sciences				
Status of the course: ⁹⁾	Optional subject	Level III	stationary		
Didactic cycle ¹⁰⁾ :	Both: spring and fall	Language: English			
The aims of the course ¹²⁾ :	The aim of the course is to acquaint the students with creating innovation by Stanford Design Thinking Model, which concerns steps of design thinking e.g.: empathy, design, re-design, ideate, prototype, teams, testing. The maximum number of students in classes is 30, taking into account the specific project.				
Form of the course, number of hours ¹³⁾ :	a) lectures (5 h) b) workshops (5) c) work in teams (3) d) presentations (1) e) seminars and discussions (1)				
Learning activities and teaching methods ¹⁴⁾ :	lectures, workshops, work in teams, presentations, seminars, discussions, consultations				
Full course description ¹⁵⁾ :	1. What is Innovations? 2. Innovation by Design. 3. Stanford Design Thinking Model 4. Steps of design thinking e.g.: empathy, design, re-design, ideate, prototype, teams, testing. 5. Work in teams. 6. Method of presenting ideas.				
Prerequisite ¹⁶⁾ :	Basic knowledge of food technology.				
Presuppositions ¹⁷⁾ :	Basic knowledge of food technology.				
Learning outcomes ¹⁸⁾ :	01 – know what is innovations 02 – is able to describe the Stanford Design Thinking Model	03 – know steps of design thinking e.g.: empathy, design, re-design, ideate, prototype, teams, testing 04 – knows how to work in a group			
The way of verifying learning outcomes ¹⁹⁾ :	Presentation of the project in English				
The way of learning outcomes documentation ²⁰⁾ :	Presentations				
The elements influencing the final note ²¹⁾ :	Project – 100%				
Place of course ²²⁾ :	Lectures room				
Literature:	1. Game storming. A Playbook for Innovators, Rulebreakers, and Changemakers. Dave Gray, Sunni Brown, James Macanuf, 2010. 2. Leaders make the future. Bob Johansen, 2012. 3. Make space.Scott Doorley and Scott Witthoft, 2012.				
Notices ²⁴⁾ :					

Quantitative indicators characterizing the course²⁵⁾ :

Summary amount of hours in contact with teacher and individual work needed to reach the learning outcomes:	30
Summary amount of ECTS credits in direct contact with teacher:	0,5 ECTS
Summary amount of ECTS credits in practical classes:	0,5 ECTS

Compatibility table of the specific learning outcomes with the effects of the course ²⁶⁾

No./Symbol of the learning outcomes	Learning outcomes:	Compatibility to the specific learning outcomes	
01	know what is innovations	K_K03	
02	is able to describe the Stanford Design Thinking Model	K_K03	
03	know steps of design thinking e.g.: empathy, design, re-design, ideate, prototype, teams, testing	K_U10, K_U12	
04	knows how to work in a group	K_U17, K_K06	

The summary amount of time – allocation of ECTS²⁾:

	<i>Lectures</i>	5
	Workshops with student's projects	5
	Consultations	3
	<i>Presence during the exam</i>	1
	<i>Exam preparation</i>	1
	<i>Project preparation</i>	15
	<i>Summary hours:</i>	30 h
	<i>Summary ECTS:</i>	1 ECTS