VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI

"Jnana Sangama" Macche Belagavi - 590018

Innovation & Design Thinking Lab		Semester	1
Course Code:	**1BIDTL158**	**CIE Marks**	**50**
Teaching Hours/Week (L:T:P: S)	**0:0:2**	**SEE Marks**	**50**
Total Hours of Pedagogy	**2 (Full day of Saturday may be allotted)**	**Total Marks**	**100**
Credits	**1**	**Exam Hours**	
Examination type (SEE)	**Practical/Presentation/Seminar**		

Course Outcome (Course Skill Set) -

At the end of the course, the student will be able to:

1. Empathize with community problems and define meaningful challenges.
2. Apply design thinking principles and multidisciplinary skills to develop user-centric solutions.
3. Build and test basic prototypes using tools available in the Atal Idea/Tinkering Lab or Makers Space.
4. Pitch socially relevant ideas with scalable models.
5. Collaborate effectively in diverse teams.

Week 1, 2 & 3: Orientation and Team Formation

Week -1&2: Introduction to Social Entrepreneurship**,** Innovation and Design Thinking

Group discussion on What is **Innovation** vs **Invention**. Why **Design Thinking** is important. Brief about **5 stages**: Empathize – Define – Ideate – Prototype – Test.

Week -3: Innovation warm-up activities, forming interdisciplinary teams, Instructions about Next week activities

Week 4–5: Empathy and Field Exploration

Week-4&5: Field (any public places of student's interest Eg- Village, Government Office, Industry. R&D institute, NGO etc) visits, stakeholder interviews and interaction. Recording all interaction through handwritten in activity book prescribed by the University.

Week 6, 7 and 8: Problem Definition

Week-6: Documentation, categorization and Group discussion on interactions and problems/challenges.

Week-7&8: Problem framing using "How Might We" approach, Identification of social problems and user insights through affinity Clustering and Problem Tree. Mention of clearly defined challenge statements.

Week 9, 10 &11: Ideation Sprint

Week-9&10: Presentation by teams on Defined Problems, Brainstorming interactions and Mind Mapping.

Week-10: Idea Filtering - Shortlist of creative, eco -friendly and feasible ideas. Selection of one Suitable IDEA for next process, Designing/Structuring of Prototype model.

Week 12, 13 &14: Rapid Prototyping using Atal Idea Lab/Makers Space
Week-12&13: Building low-fidelity and working models using tools like Arduino, 3D printers,: Digital fabrication, electronics kits and recycled materials **Week-14:** User testing, Feedback collection, Iteration - Observation Notes, Feedback Forms (Designing a business model for impact and scalability, if possible) Preparation of Draft of social venture plan
Week 15 &16: Final Demo and Social Pitch
Innovation showcase, Poster display, Project pitching to jury ***Presentation of the project with impact with assessment, prototype, and sustainability plan***
Teaching-Learning Process (Innovative Delivery Methods) **1.Activity Based Learning** **2.Group discussion, Presentations.** **3. one faculty member shall be assigned to group of 60 students or one division.** **4. Each group shall contain Min. 4 and Max. 6 students.** **5. Nature of the group shall be multidisciplinary. (Group shall be formed by selecting students from all branches)**

Assessment Structure:

The assessment in each course is divided equally between Continuous Internal Evaluation (CIE) and the Semester End Examination (SEE), with each carrying 50% weightage.

- To qualify and become eligible to appear for SEE, in the **CIE**, a student must score at least **40% of 50 marks**, i.e., **20 marks**.
- To pass the **SEE**, a student must score at least **35% of 50 marks**, i.e., **18 marks**.

Notwithstanding the above, a student is considered to have **passed the course,** provided the combined total of **CIE and SEE is at least 40 out of 100 marks**.

Continuous Internal Evaluation (CIE) –

CIE Marks allocation Parameters for Social Entrepreneurship, Innovation & Design Thinking using Atal Idea/Tinkering Lab or Maker Space

CIE Parameters (50 Marks)

Sl. No.	CIE Component/Week	Marks	Description
1	Orientation Activities & Communication Skills	5	Participation in Week 1–3 orientation, communication and teamwork skill-building exercises.
2	Empathy & Field Exploration Documentation	10	Quality and completeness of field visit reflections, stakeholder interviews, and activity book.
3	Problem Definition and Framing	10	Clarity of challenge statements, use of "How Might We", Affinity Mapping, Problem Trees.
4	Ideation & Mind Mapping	5	Participation in brainstorming, mind mapping, idea filtering sessions.
5	Prototype Development & Iteration	10	Quality and creativity of prototype/model, user testing, feedback collection, iterations.
6	Final Presentation & Pitch	5	Project pitching, poster presentation, storytelling and scalability model.
7	Teamwork, Journal, and Engagement	5	Peer and mentor evaluation of participation, teamwork, journal updates.
8	Total CIE marks	50	Final CIE marks to be considered

***Minimum to Qualify for SEE: 20 out of 50 in CIE**

Semester End Examination (SEE) –

SEE to be conducted in batches where the students will exhibit their projects along with the presentation and Viva -voce. – 100 Marks

"SEE shall be conducted by one Internal and one External Examiner"

Sl. No.	Evaluation Parameter	Marks	Details
1	Prototype / Solution Demonstration	30	Working functionality, creativity, use of lab tools, relevance to the problem.
2	Final Presentation / Social Pitch	20	Clarity, storytelling, problem-solution fit, communication, visual aids.
3	Business Model or Sustainability Plan	10	Feasibility, cost-effectiveness, scalability, and alignment with SDGs.
4	Viva Voce	20	Individual understanding, contribution, tools used, learning outcomes.
5	Documentation Report / Portfolio	20	Project report, reflection, team activity log, stakeholder input summaries.

Submission Requirements:

- Handwritten activity book with CIE marks and Final project report (Typed or Handwritten).
- Final presentation ppt/pdf (hard and soft copy).
- Prototype or working model [physical or conceptual (shall be drawn/sketched clearly on card sheet paper)].
- Peer/team feedback and reflection entries (if applicable).