



## E<sup>3</sup>UDRES<sup>2</sup>

Challenge Based Learning and the Power of Creativity

## From Challenge to Outcome



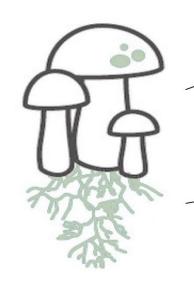












Mushroom (Fruiting body)

Mycelium (Network of roots)

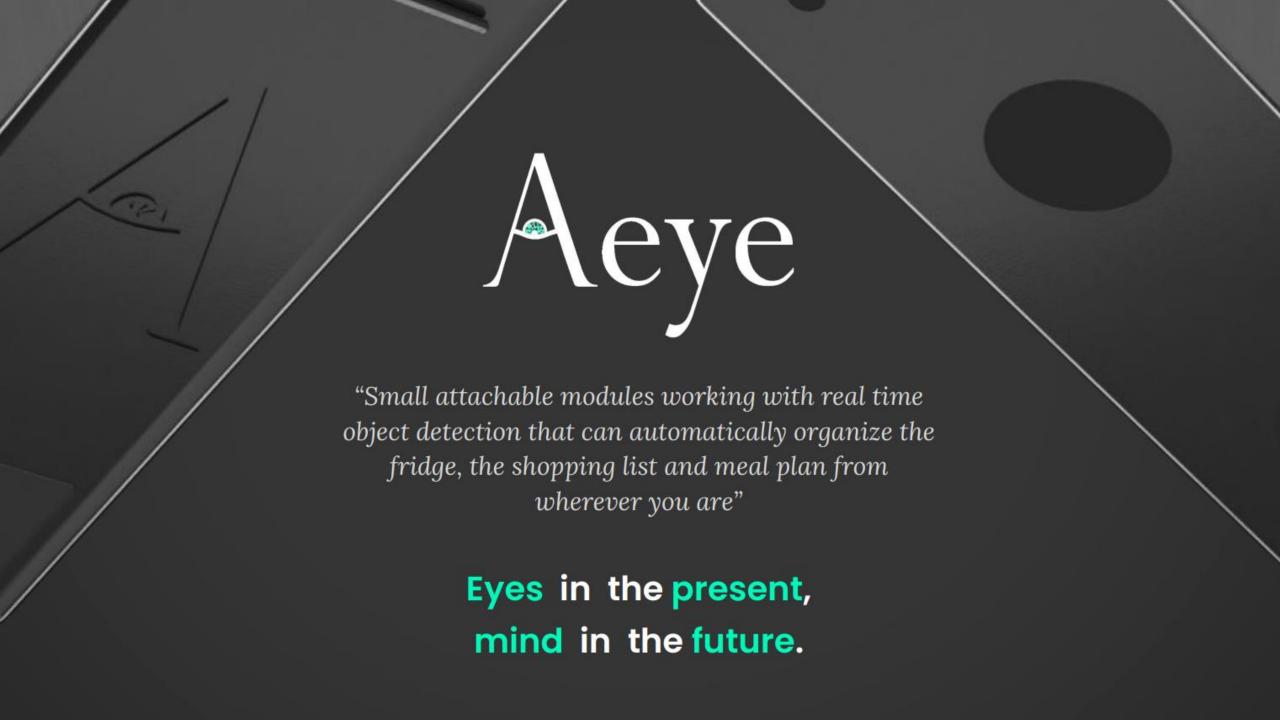


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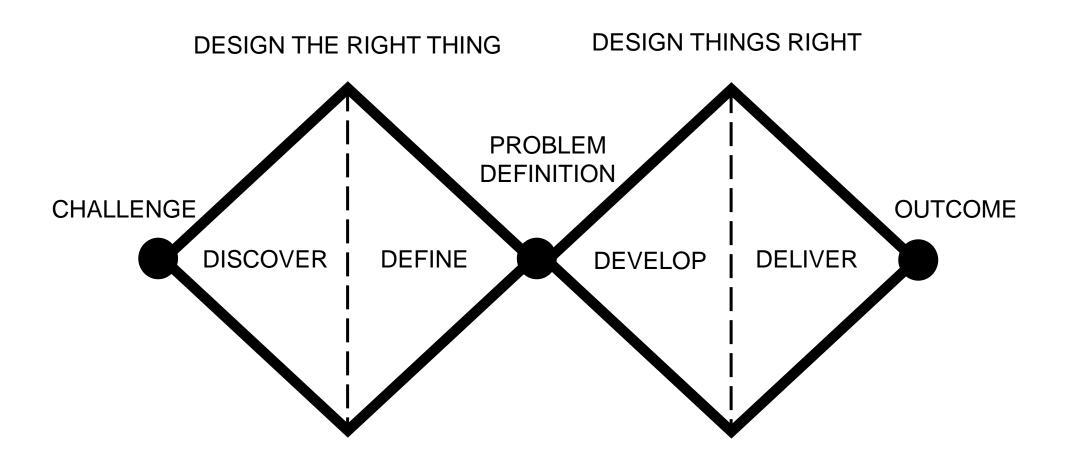






## Design Process – Double Diamond





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## **David Kelley**



"Help as many people as possible regain the creative confidence they lost along their way."

https://www.ted.com/talks/david\_kelley\_how\_to\_build\_your\_creative\_confidence

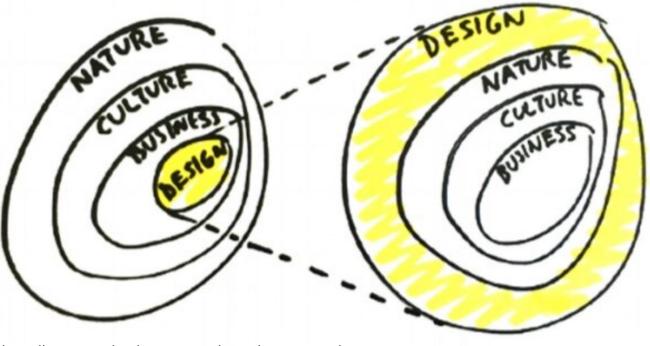
https://www.ideo.com/people/david-kelley

### **Bruce Mau**





https://www.massivechangenetwork.com/bruce-mau



https://www.massivechangenetwork.com/our-process-bruce-mau

"Where we have failed to design, we designed for failure."





You don't have to be a designer to use Design Thinking.







- People around one table: You are now a team!
- Each team member designs and builds a hat.
- Start off by thinking about all the things you have already learned today about
   Interdisciplinarity, Future Skills, Sustainability Education, Inclusion, Diversity,...
- The hats within your team must somehow relate to each other.
- Tell a story about what makes the hats special and how they relate to today's topics.
- Start with a little ideation (5 minutes) and then work with the prototyping kits.
- Prototyping time: 15 minutes
- Sharing your hats and story: 2 minutes







# APPLYING METHODS OF DESIGN THINKING IN HIGHER EDUCATION TEACHING



