



**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**  
**ACADEMIC YEAR (2024-2025) ODD SEMESTER**

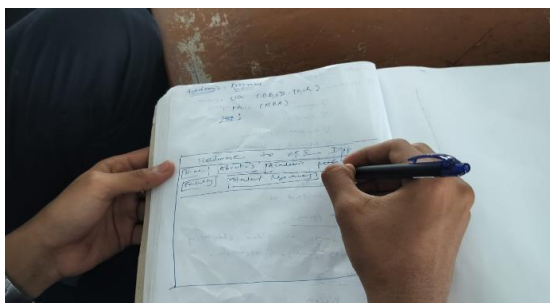
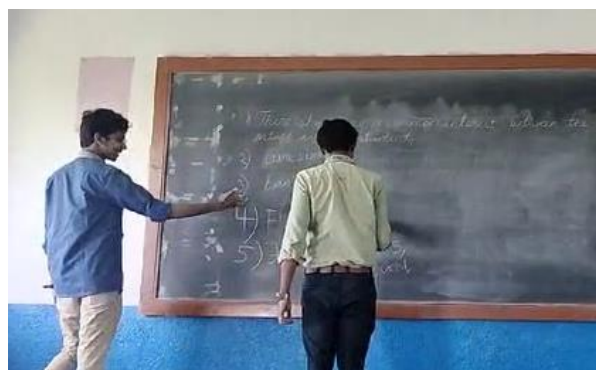
**INNOVATIVE TEACHING**

Name of Pedagogy Used:	<b><u>GROUP BASED ACTIVITY LEARNING</u></b>
Branch/Year/Sem/Sec:	<b><u>CSE/IV/VII/A</u></b>
Subject Code/Subject Name:	<b><u>OME354 APPLIED DESIGN THINKING</u></b>
Topic:	<p>Team 1 – Wireframe And Sketches (Kid Colouring App)</p> <p>Team 2 – Craft Tutorial Page (Prototype And Sample Page Development)</p> <p>Team 3 – Banking- Customer Feedback And User Journey Mapping (Empathy, Customer Discovery And Validation)</p> <p>Team 4 – User Stories And Persona (End User Centric Innovation, Persona Tools Usage)</p> <p>Team 5 – Designing Our Department Web Page (Concept Generation And Designing)</p> <p>Team 6 – Redesign The Object (Concept Generation)</p> <p>Team 7 – Recycle Management (Ideation And Innovation)</p>
Date/Period/Timing	<b><u>10-09-2024/ 8<sup>TH</sup> &amp; 9<sup>TH</sup> /1.00 TO 2.20</u></b>
Description	<p><i>Group-based activity learning in a design thinking course is to foster collaborative problem-solving skills, encouraging students to apply design thinking principles to real-world challenges. Through interactive exercises, students will learn to ideate, prototype, and iterate solutions as a team, promoting creativity and critical thinking. This approach enhances communication and empathy, key elements of the design thinking process, while also developing practical skills in user-centered design and innovation.</i></p> <p><b>Objective:</b></p> <p><i>To encourage active participation, promotes critical thinking and improve communication skills, ultimately leading to more innovative and effective solutions.</i></p> <p><b>Task:</b></p> <p><i>Students, working in teams, are encouraged to brainstorm various approaches to accomplish the assigned task.</i></p>

Team no	Reg no	Student name	Activity name
Team 1	312421104049 312421104052 312421104006 312421104012	Haripoornima Harshitha Adline p Akshaya	Wireframe and sketches (kid colouring app)
Team 2	312421104057 312421104058 312421104059 312421104031 312421104002	Hephzibai e Ilakkiya s Jacksy m Deshra k Abinai sree s	Craft tutorial page (prototype and sample page development)
Team 3	312421104045 312421104005 312421104043	Hains immanuel vaiz j Addlin vini v n Gokul r	Banking- customer feedback and user journey mapping (empathy, customer discovery and validation)
Team 4	312421104008 312421104046 312421104047	Hariharan s Harikaran p Ajay a	User stories and persona (end user centric innovation, persona tools usage)
Team 5	312421104003 312421104015 312421104021 312421104034 312421104035	Abinesh v Anirudh n Benny isreal j Dhanush kumar r Dilip raj k	Designing our department web page (concept generation and designing)
Team 6	312421104009 312421104011 312421104036 312421104038	Ajay m Akshay a Donald m Eben issac raj s	Redesign the object (concept generation)
Team 7	312421104041 312421104020 312421104062	Gayathri devi t Ashibha s Janalyn maroula l	Recycle management (ideation and innovation)
Team 8	312421104060 312421104066 312421104032 312421104054	Jaffy Jayashree m Dhanalakshmi Hemalatha	Any topic (mind mapping)
<b>Students Feedback</b>		312421104049- Colour apps often involve creative tasks like painting or colouring. Colorful and visually stimulating interfaces keep interested and focused on the tasks, encouraging long attention spans. 312421104035- Allows for creative expression, enable to design visually appealing and functional applications and explore different design styles, themes, and layouts, offering a unique platform for innovation.	
Total No. of Students		<b>65</b>	
No. of Students Present		<b>60</b>	

No: of Students Absent	5
Action Plan for Absentees	Plan to conduct a activity on 1 <sup>st</sup> week of October

DOCUMENT PROOF:



Faculty In-charge

HOD/CSE