

1. Title of the Tutorial

The title of this Tutorial is **Design Thinking 2.0: Hacking Education During and Post Covid-19.**

2. Abstract of the Tutorial

This tutorial will provide a hands-on online experience to use the Design Thinking 2.0 approach to design and develop interactive teaching and learning methods during and post Covid-19.

Covid-19 has forced many educators to trial a new approach in teaching and learning, both using technology as well as not, to tackle challenges and potentials of the new normal. This workshop looks for contribution from educators, education leaders, parents, students, instructional designers, researchers, school administrators who have applied Design Thinking approach, where promote active engagements from the teachers and students to co-design the learning process.

Design Thinking 2.0 is a process of thinking that actively and systematically apply human-centered design methods to engage users and stakeholders in solving problems in their life, business, activities, communities, and countries in a creative and innovative manner. This approach has been used by a lot of companies and organizations, such as Apple, Google, and Samsung, and has been taught by many universities, such as Stanford, Harvard, and MIT. Design Thinking consists of five steps including **Empathize** with the users, **Define** users' needs and problems, **Ideate** by challenging assumptions and creating ideas for innovative solutions, **Prototype** to create solutions as well as **Test** the solutions with the users. Design Thinking 2.0 is an advanced Design Thinking method developed by two the instructors, Josh Adi Tedjasaputra and Eunice Sari who have been applying this method with many organizations around the world including education institutes to tackle challenges and seize potentials when solving problems and developing ideas and solutions.

The tutorial invites any educators who are interested to equip yourself with Design Thinking 2.0 knowledge and skill to design and develop innovative and creative pedagogical solutions. By joining this Design Thinking 2.0 tutorial, you will be able to get some fundamental knowledge and basic skills to implement Design Thinking 2.0 in your own context.

3. Tutorial Format

- **Length:** 1-day Full Day Event (6 hours)
- **Mode:** Seminar and Hands-On Workshops
- **Number of Participants:** 5-30 people
- **Tentative Program**
 - 09:00-09:30 **Seminar:** Introduction of Design Thinking 2.0
 - 09:30-10:15 **Workshop:** Understand
 - 10:15-10:30 Break
 - 10:30-11:15 **Workshop:** Map
 - 11:15-12:30 **Workshop:** Ideate and Decide
 - 12:30-13:30 **Workshop:** Prototype
 - 13:30-14:30 **Workshop:** Testing
 - 14:30-15:00 Action Plan and Closing

Note about the session activities:

Understand

We will learn how we can build our empathy for our target users, what techniques and tools we can use to engage and gather the insights from them.

Map

We will learn how we can use the data that we have, map them to set the context, and give insights for the design thinking process.

Ideate and Decide

We will learn different techniques to flesh out the user insights into ideas and decide on how to turn the ideas into solutions for the problems. We will learn about the convergent and divergent process of idea generation.

Prototype

We will learn how to transform abstract ideas into tangible products or services that users can see and use.

Testing Ideas

We will learn the art of testing ideas or prototypes with the target users, and how to turn the insights from the user testing into an actionable plan using the right metrics.

4. Organizers and Committee Members

Eunice Sari

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Dr. Eunice Sari is a User and Customer Experience Expert with more than 15+ years of experience working in both academia and industries. Eunice is the CEO and Co-Founder of UX Indonesia, the first User Experience company in Indonesia since 2002, and Co-Founder of Customer Experience in Australia. She has pioneered many forward-thinking and innovative projects to affect changes in lives and improving the bottom line of businesses in various vertical industries in the USA, Europe, Australia, the Middle East, and Asia. Eunice is currently a Google Certified Design Sprint Master and Google Mentor for Startups. Eunice holds a Bachelor's degree in Education, Diploma in Japanese Language and Culture, a Master's degree in IT Product Design, and a Ph.D. in Education. She has an extensive publication in User Experience. In academics, she has been helping many universities, schools, and education organizations to rethink about their practice and equip educators with out-of-the-box skills to redesign education in uncharted territories. She has published several international publications in the fields of Education Technology and User Experience.

Adi Tedjasaputra

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As a Google-certified Design Sprint Master, Josh (Adi Tedjasaputra, MSc) builds and nurtures business and innovation at UX Indonesia and Customer Experience Insight Pty Ltd.

He has a passion for the design, development, and use of Information and Communication Technology for solving business problems and leveraging the User Experience of products and services. For more than 20 years, he has been helping international companies in creating business strategy, disruptive technology, marketing, and branding of successful products and services. With his engineering and computer science background, combined with his native and deep insights on Indonesian business ecosystem, he has introduced strategic and

sustainable solutions that optimize the bottom line of businesses in different vertical industries, while at the same enhancing the life quality of millions of users and customers in Indonesia and around the world. His expertise includes Intranet and Internet Portal technology, Financial Technology, Usability Engineering, Agile UX, Design Thinking, Computational Thinking, Design Sprint, the Internet of Things, Machine Learning, Big Data, and Artificial Intelligence.

Jon Mason

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Dr. Jon Mason is Assistant Dean International & a Senior Lecturer in the College of Education specialising in digital technologies. He is interested in inquiry-based learning and innovations in the field of Educational Technology. His research focuses on data literacy, questioning, sense-making, and digital futures. Jon holds a Master's degree in Cognitive Science and Knowledge Management and a Ph.D. in Education. He has an extensive publication record and a background in international standardization. In 2017, he won the Asia Pacific Society for Computers in Education Early Career Researcher Award. Spending time in natural settings is his preferred way of taking time out. He has also been actively involved in ICCE including ICCE 2020 as the standing committee member.

5. Materials and Technologies:

- **Mural:** <https://app.mural.co/>
- **Zoom:** <https://zoom.us/>
- **Storyboardthat:** <https://www.storyboardthat.com/>
- **UXPressia:** uxpressia.com
- **Presentation Tool:** Keynote or Microsoft PowerPoint

6. Similar Tutorials and How We are Different

Many Design Thinking tutorials have been offered online as well as face-to-face. However, specific implementation Design Thinking tutorials for education are not widely available. Moreover, Design Thinking 2.0 is an advanced method that we introduced to our clients worldwide and no one except us has ever delivered this tutorial yet, so this course is very different.