1.	**Course title**	Business Design Thinking
2.	**Course code**	ITMW04
3.	**Semester**	9
4.	**Unit offering the course**	Faculty of Computer Science and Engineering
5.	**ECTS**	6
6.	**Goals of the study programme**	
	Design thinking is a novel approach to solving users' problems in a visionary, innovation-seeking and sustainability preserving private or public businesses. The approach has been successfully used for product design including design of IT systems, as well as services, strategies, social systems of a wide range of business organizations, government and non-profit institutions. Fast learning, generating ideas (ideating) and efficient collaboration across organizations is at the center of the design thinking methodology that is rooted in the theory and user-centered research. The students will acquire knowledge and get a hands-on experience on the fundamental concepts of design theory: ideating, fast prototyping and testing. During the course, a number of case studies will be analyzed and discussed as success stories of innovative solutions for sustained growth and complex challenges in uncertain and unpredictable world.	
7.	**Contents of the study programme**	
	Design-driven way to understanding, thinking and acting Selected topics:- Iterative design thinking process: empathy, define, ideate, prototype, test- Concurrent business analytics- Visualization and evaluation- Tools for fast prototyping and testing- User-oriented design framework- Designing strategic solution mitigating risk- Co-designing solutions that make impact on users- Inclusive solutions for new and diverse audience- Active collaboration across organization departments as well between diverse teams and users	