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# DATE:

12<sup>th</sup>, 13<sup>th</sup>, 14<sup>th</sup> - DECEMBER - 2024

## Online ZOOM Platform

www.lloydbusinessschool.edu.in

### **Program Overview:**

The Professional Certificate Programme in **Enterprise Design Thinking Integrated with Generative AI**, offered by Lloyd Business School in association with IBM, provides a robust framework for effective problem-solving. This programme emphasizes empathizing with users, clearly defining challenges, generating innovative solutions, prototyping, and testing their feasibility.

Participants will gain practical skills and hands-on experience in identifying opportunities and fostering innovation through advanced AI technologies. By blending theoretical knowledge with realworld applications, the programme prepares learners to leverage AI for contemporary, marketrelevant solutions. Design thinking is not just a trend; it is an essential toolkit for businesses looking to innovate and succeed in the 21st century.

### Who Is This Programme For?

Middle level Managers who are wanting to raftd a journey of change

Professionals seeking innovative methodologies to solve business or consumerfocused problems with AI integration for better decision-making.

Also Faculty, Research Scholars and Students who would want to explore a journey of creative thinking.

### **Programme Highlights**

- •Live Masterclasses on Enterprise design thinking by Industry experts from IBM
- •Hands-on Learning with Capstone Project and Case Studies

## **IBM CERTIFICATION IN DESIGN THINKING**



The IBM certification will award a certificate of successful completion to participants who complete the programme successfully with 70% of score in evaluation.

A participant with less than 70% of score in the overall evaluation will not be awarded any certificate.

## WORKSHOP TITLE: INNOVATE WITH EMPATHY A DESIGN THINKING JOURNEY THE IBM WAY

#### **DAY 1**

#### **Workshop Outline**

#### 1. Introduction Welcome and Icebreaker

Quick introductions: Name, role, and one innovative product they love. Icebreaker activity: "Two Truths and a Lie" related to design.

#### Workshop Objectives

- Understanding the design thinking process.
- Collaborating on real-world problems.
- Developing empathy for users.

#### 2. Overview of Design Thinking

#### Presentation on Design Thinking

Define the five phases: Empathize, Define, Ideate, Prototype, and Test. Discuss the importance of empathy and user-centered design

#### Video Case Study

Show a short video showcasing a successful design thinking project (e.g., IDEO's shopping cart).

#### 3. Empathize

#### **User Interviews**

- Divide into pairs. Each participant interviews their partner about a specific problem or need they've encountered.
- Focus on open-ended questions to gain insights.

#### **Empathy Mapping**

Create an empathy map for the user based on insights gathered. Sections include: Says, Thinks, Does, Feels.

#### 4. Define

#### **Identify the Problem Statement**

Groups consolidate insights from empathy maps to articulate a clear problem statement. Use the "How Might We" framework to reframe challenges positively.

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#### DAY 1

#### **5. Ideate**

#### **Brainstorming Session**

Introduce brainstorming rules (e.g., no judgment, encourage wild ideas). Use techniques like mind mapping or SCAMPER to generate a wide array of ideas.

#### **Dot Voting**

Each participant votes on their favorite ideas to narrow down options.

#### 6. Prototype

#### **Building Prototypes**

Groups create low-fidelity prototypes using materials like paper, markers, clay, or digital tools.

Encourage creativity and simplicity; focus on conveying ideas rather than perfection.

#### Prototype Gallery Walk

Teams display their prototypes, allowing others to walk around, ask questions, and provide feedback.

#### 7. Test

#### **Feedback Sessions**

Each group presents their prototype to others for feedback. Use structured feedback forms focusing on what works, what doesn't, and suggestions for improvement.

#### 8. Reflection and Next Steps

#### **Group Reflection**

Discuss what participants learned about design thinking and its application. Share thoughts on how they can implement design thinking in their own work.

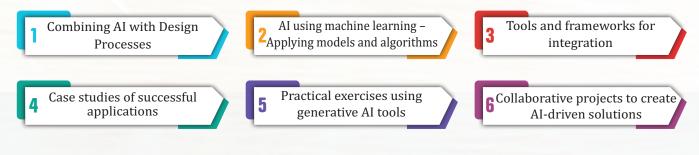
#### **Action Planning**

Each participant writes down three actions they will take post-workshop to apply design thinking principles

# **GENERATIVE ARTIFICIAL INTELLIGENCE**

**DAY 2** 

## **Integrating Design Thinking with Generative AI**



#### **Implementation and Market Relevance**

- Validating Solutions through Hypothesis testing using Jamovi
- Techniques for testing market viability using data analytics tools like Cognos
- Gathering and analyzing user feedback post-implementation



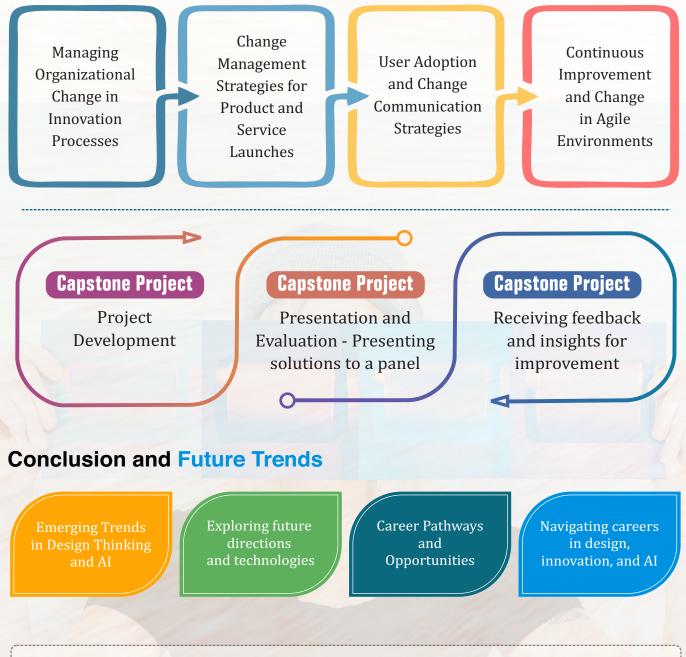
### **GenAl for Customer Engagement & User Experience**

- AI-Driven Customer Segmentation and Targeting using Orange Data mining tool
- Leveraging AI for User Testing and Feedback Analysis
- Promoting Accessibility and Inclusivity in AI-Enhanced Design

# **LEADERSHIP AND CHANGE MANAGEMENT**

#### **DAY 3**

#### Leadership and Change Management



**DURATION: 3 DAYS (THURSDAY, FRIDAY & SATURDAY 10AM-1PM)** Format: Online (Combination of lectures, workshops, and hands-on projects)

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This structure provides a comprehensive approach to mastering design thinking while leveraging the power of generative AI for innovative solutions.

## **Course Registration Link**

Industry :	Researchers and Faculty	Students
Rs. 999/-	Rs. 899/-	Rs. 599/-



#### LLOYD BUSINESS SCHOOL

Plot No. 11, Knowledge Park-II Greater Noida, Uttar Pradesh, India-201306