

# D-THINK

*journey*



DESIGN  
THINKING

APPLIED TO EDUCATION  
AND TRAINING

DESIGN THINKING

APPLIED TO EDUCATION AND TRAINING

REDESIGN THE LEARNING EXPERIENCE



Co-funded by the  
Erasmus+ Programme  
of the European Union

This project has been funded with support from the European Union. This document and all its content reflect the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



# D-THINK *journey*

Our world is changing and many individuals and organisations are calling attention for the need to re-think education and to implement urgent changes in pedagogy, curricula, teaching practices and learning methods.

Transversal skills, such as creativity, critical thinking, problem solving, communication and collaboration for common goals, are essential for young people to be able to compete in the modern world and global economy, and to guarantee, as well, a qualified and entrepreneurial workforce in Europe.

In this changing and challenging educational context, the D-THINK project emerged in 2014 as an initiative of 7 partners from 6 different European countries, supported by the Erasmus+ Programme of the European Commission. The project aims to promote a wider use of Design Thinking as a transversal learning tool to redesign learning experiences, and it included the development and dissemination of an innovative toolkit and a digital course for educators and professional trainers.

## *Redesign your learning experiences*

We are approaching the end of our journey... and now we aim to share with you all that we have learned!

Along the D-THINK project journey, our team faced many challenges and the road wasn't always smooth. It was a journey filled with lessons, hardships and celebrations that ultimately leads us to our destination: the presentation and delivery of our main contributes to help educators and trainers to REDESIGN LEARNING EXPERIENCES.

**We have a lot to share with you: ideas, resources and products that can help you to change learning.**

## *Research Report*

During the first year of our project journey, it was developed a Research Report about Design Thinking and its application in Education and Training, providing a spring board for the next stages of the project: the creation of the D-THINK toolkit and the development of the Digital Course.

The main objective of the Research Report is the clarification of the role of Design Thinking in Higher Education and Vocational Training, and the identification of new possibilities and approaches to learning/teaching experiences.

## *D-THINK toolkit*

The D-THINK toolkit is not a textbook but a practical guide and handbook for educators and trainers. It explains the concept of Design Thinking, outlines its importance for Education and Training, and then describes a set of specific tools that can be applied in different educational contexts and scenarios.

## *D-THINK Digital Course*

The main objective of the D-THINK Digital Course is to provide educators and trainers with the knowledge and competences to adopt the DT methods in different educational contexts and situations. The course is built around a training website that aims to dynamically combine reflection, theory, and practice.

**For more information and access to the full reports, please check our website**

*[www.d-think.eu](http://www.d-think.eu)*