Report on Ten Day Workshop on AGILE and Design Thinking
19th, 20th, 26th, 27th and 28th Feb, 2022
5th, 6th, 12th, 13th and 19th March, 2022

A ten-day workshop on AGILE and Design Thinking, funded by AICTE, Skill and Personality Development Project (SPDP) was organized by the Department of Freshman Engineering for the students of B. tech from 19th February to 19th March 2022.

Resource persons: Mr. Arun Bharadwaj Dintyala and Mr.Lalith Kumar Vemali

The first session was an introduction to the concept of AGILE, the agile mindset and its principles. An agile mindset is one which is adaptive and responds to changes and new, uncertain environments. The core principles of AGILE are:

- Individuals and interactions over processes and tools
- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan

These principles were applied over a series of activities:

- In the ball pass activity, we learnt the importance of setting consistent goals and having self-confidence
- The tower building activity demonstrated the need to improve ourselves over trying to compete with others
- The paper airplane activity helped us understand the importance of identifying the strengths of each team member and assigning them work based on their strengths

The second session of AGILE was a continuation of the first, in which we learnt about scrum teams and the importance of continuous communication and validation of product owners. This was done hands on as we planned and built model cities, continuously taking the feedback of the presiding faculty. We brainstormed on the factors of a smart city, ordered our ideas and implemented them using paper and legos(building blocks)

In the third session, we were introduced to Design thinking. Design thinking is a combination of creative thinking and analytical thinking ie. We must think creatively to find various solutions to a problem and think analytically to figure out which of those is feasible. The three pillars of ensign thinking are:

- Humans
- Business
- Technology

The humans/ customers help us identify pain areas and problems, which we then find solutions to. Technology tells us whether the solution is feasible or not, while business explains it's viability.

This knowledge was applied by taking up problem statements and finding ways to solve the problems of the people in them. In this process, we also learnt about personas and their importance in ideating and identifying pain areas.

In the fourth session, we furthered our knowledge of design thinking by taking up real problem statements. We created personas for people who might be most affected by the problem, made

interview questions for them to understand their pain areas and worked on possible solutions for them. We then categorized them into quick wins, user defined and wild ideas.
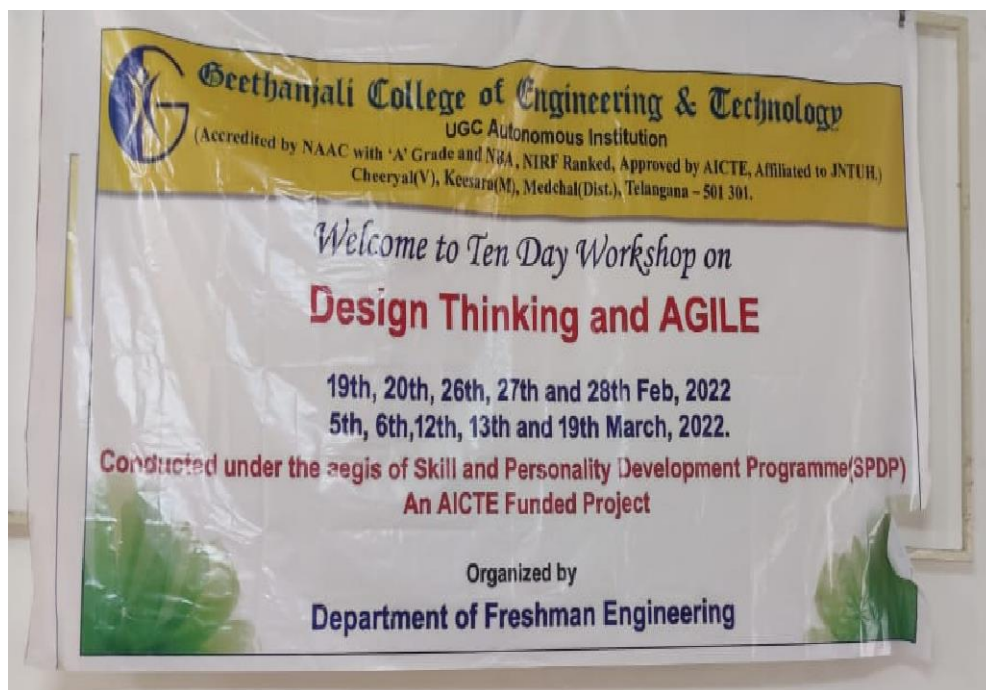
Thus, the workshop was successfully concluded, with valuable lessons on teamwork, problem solving and the design thinking process.

Coordinated by
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Team Member(s)
Ms. V. Manjula
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Encl(s): Photographs

Glimpses of the workshop

Welcome banner for learning and doing
sessions

Mind-blowing brainstorming
session and team work

Demo-Model of smart city constructed as part of the workshop-
Exhibited in Vaisheshika-Science Fest. Chief Guest Dr.R.Santosh
Kumar, Associate Professor of Physics, HCU-Hyderabad

'We'- More productive than 'I' and 'You'