ENGG1400 - Designing Your Life for Engineering Students *(1-credit free elective)*

Course Description

Originated from Stanford University's Life Design Lab (Bill Burnett and Dave Evans), this course employs a method called "design thinking" to help students from any program develop a constructive and effective approach to finding and designing their vocation after university. Through small group discussions, in-class activities, personal reflections and individual coaching, this course teaches students to use design thinking to explore many of life's major challenges, such as pursuing careers they love and finding personal fulfillment.

Students are expected to acquire knowledge on prototype behaviors, ideation, and designs for things that one can do and try on their own. Students will get exposure to the heart of the design thinking process, and practice the steps of empathizing, defining and framing design problems, ideation, prototyping and testing prototypes in action and in conversation. Students will use the mindsets of a designer on one's own life and to get unstuck. By the end of the term, students will be able to apply the design process on problems that matter to their own.

Topics include the integration of work and worldviews, ideation techniques, a portfolio approach to thriving, designing to increase balance and energy and how to prototype all aspects of students' life. The course also touches on the realities of engaging the workplace, and practices that support vocation formation throughout the career of students. The capstone assignment is the creation of an "Odyssey Plan" focusing on taking actions in the 3-5 years following their graduation. For Engineering students only. Graded P or F.

The Rationale Behind

One of the very popular questions from students is "What do I want to do after I graduate?"

This course employs a design thinking approach to help students from any major develop a constructive and effective approach to finding and designing their lives and vocations after HKUST.

Design thinking is a human-centered approach to problem solving and innovation through prototype iteration. It is highly collaborative and a hands-on process for conceiving new solutions and getting unstuck. Design thinking emphasizes learning by doing and through feedback and iteration, allows students to make ideas real in the world. This approach lends itself especially well to the challenge of designing one's life and vocation, large and vaguely defined tasks, because it allows students to start where they are - and build from there.

While some people really do know what they want to do with their lives, many people have to try a few things out and learn as they go. The steps along the way are prototypes to enjoy and learn from, not failures.

Intended Learning Outcomes

1. Use design thinking to develop a growth mindset that is an essential foundation for life design.
2. Apply the skills of self-management, reflection, and way finding to chart a personal life and career path.
3. Develop confidence and self-belief to explore different career options.
4. Integrate different planning strategies to design a successful life.

Internationalization Elements

i) The concept is adopted from Stanford University
ii) The book "Designing your Life" (SBN# 9781101875322) is an international material
iii) One of the topics includes the integration of work and worldviews

Teaching Arrangement

Tutorial setting for 30 pax maximum, meet once a week for 2 hours for the whole term

Assessment Weightings and Grades

Grading: Pass/Fail

Assessment:
Written Assignments: 30%
Presentation: 20%
Course Participation: 10%
Attendance: 40%

Attendance at all classes is mandatory unless by special arrangement and missing more than 1 class will result in the need for discussion with instructors and may result in no credit.

Outside of class expect 30-60 minutes of reading and one or two hours of written work and reflection exercises. The two major homework efforts are making a few information interviews and writing them up and at the end of the course developing a draft "Odyssey Plan" for the student's post-graduation season.

Enrollment:
via SIS

Weekly Topics

Week	Theme	Remarks
1	Course overview Design thinking overview Balance love, play, work, health	Love, play, work, health assignment
2	Define your Workview Lifeview-workview Integration	Workview/lifeview reflection
3	Gravity Problems & Reframe Odyssey Planning – 3 Alternative Futures	Mind mapping assignment Good time journal
4	Odyssey Planning Debrief	Odyssey Plan Development
5	Intro to Prototyping Prototyping Ideation & Exercise	Prototyping assignment
6	Unicorn Hunting	
7	Networking Exercise Inbound & Outbound Networking	Building a team assignment
8	The Decision Process Decision Models	
9	What's the Story Exercise	Reframing failure assignment
10	Energy Assessment	
11	Odyssey Plan Presentation (I)	Final individual presentation
12	Odyssey Plan Presentation (II)	Final individual presentation
13	Impact, Meaning & Final Takeaways	