

**Design and Technology Enriching Knowledge Series:  
Workshop on Unleashing Students' Creativity through Design  
Thinking and Creative Problem-Solving**

設計與科技知識增益系列：  
透過設計思維和創意解難發揮學生創造力工作坊

**CSD020240626 / CSD020240673**

<b>Date 日期</b>	19/07/2024 (Friday/星期五) / 02/11/2024 (Saturday/星期六)
<b>Time 時間</b>	09:30 – 12:30; 13:30-16:30 (6 hours/小時)
<b>Venue 地點</b>	Maker Space, Room 109, Arts & Technology Education Centre, 145 Junction Road, Lok Fu, Kowloon 九龍樂富聯合道 145 號藝術與科技教育中心 109 室創客空間

<b>Time 時間</b>	<b>Content/Activity 內容/活動</b>	<b>Speaker 講者</b>
09:30 – 09:45	<ul style="list-style-type: none"> <li>● Importance of design thinking and creative problem-solving in Design and Technology subjects 設計思維和創意解難在設計與科技科目中的重要性</li> <li>● Related learning and teaching resources 相關的學與教資源</li> </ul>	Curriculum Development Officer, Technology Education Section 科技教育組課程發展主任
09:45 – 11:00	<p><b>Experience sharing 經驗分享</b></p> <ul style="list-style-type: none"> <li>● How is design thinking adopted in different social design projects 如何在不同的社會設計項目中採用設計思維</li> <li>● Design thinking in design and technology education 設計與科技教育中的設計思維</li> </ul> <p><b>Introduction of design thinking and creative problem-solving 介紹設計思維及創意解難</b></p> <ul style="list-style-type: none"> <li>● Design thinking process and commonly used design thinking tools 設計思維過程和常用的設計思維工具</li> <li>● Demonstration : Use of design thinking and creative problem-solving teaching kits 示範：運用設計思維及創意解難教學套件</li> <li>● How to set up a social design topic for students' project learning 如何為學生設定社會設計專題研習題目</li> </ul>	<p align="center"><b>Kay CHAN</b> Product Designer and Community Interaction Project Planner</p> <p align="center"><b>陳韻淇</b> 產品設計師、社區互動項目策劃人</p>
11:00 – 12:30	<p><b>Experiential activities 體驗活動</b></p> <ul style="list-style-type: none"> <li>● Task 1 : Observation 任務 1：觀察</li> </ul>	

Time 時間	Content/Activity 內容/活動	Speaker 講者
	<ul style="list-style-type: none"> <li>● Task 2 : Define and thinking 任務 2 : 定義與思考</li> <li>● Sharing and discussion 分享及討論</li> </ul>	
12:30 – 13:30	Lunch break 午膳時間	
13:30 – 14:00	<p><b>Introduction of different design thinking and creative problem-solving tools</b> 介紹不同的設計思維及創意解難工具</p> <ul style="list-style-type: none"> <li>● Tool1 : User journey map 工具 1 : 用家旅程圖</li> <li>● Tool2 : Scenario building sheet 工具 2 : 情景構建表</li> <li>● Tool3 : Inspiration card 工具 3 : 靈感卡</li> </ul>	<p><b>Kay CHAN</b> Product Designer and Community Interaction Project Planner</p> <p><b>陳韻淇</b> 產品設計師、社區互動項目策劃人</p>
14:00 – 14:45	<p><b>Experiential activities 體驗活動</b></p> <ul style="list-style-type: none"> <li>● Task 3 : Idea speed dating 任務 3 : 想法速配</li> <li>● Sharing and discussion 分享及討論</li> </ul>	
14:45 – 15:25	<p><b>Design aesthetic and design principles 設計美學與設計原則</b></p> <ul style="list-style-type: none"> <li>● Product design and graphic design principles 產品設計及平面設計原則</li> </ul>	
15:25 – 16:20	<p><b>Experiential activities 體驗活動</b></p> <ul style="list-style-type: none"> <li>● Task 4 : Design and make a game 任務 4 : 遊戲設計及動手做</li> <li>● Sharing and discussion 分享及討論</li> </ul>	
16:20 – 16:30	<b>Q&amp;A 問與答</b>	