

REC
RINASCITA DIGITALE

—
Elia Bellussi

DESIGN THINKING

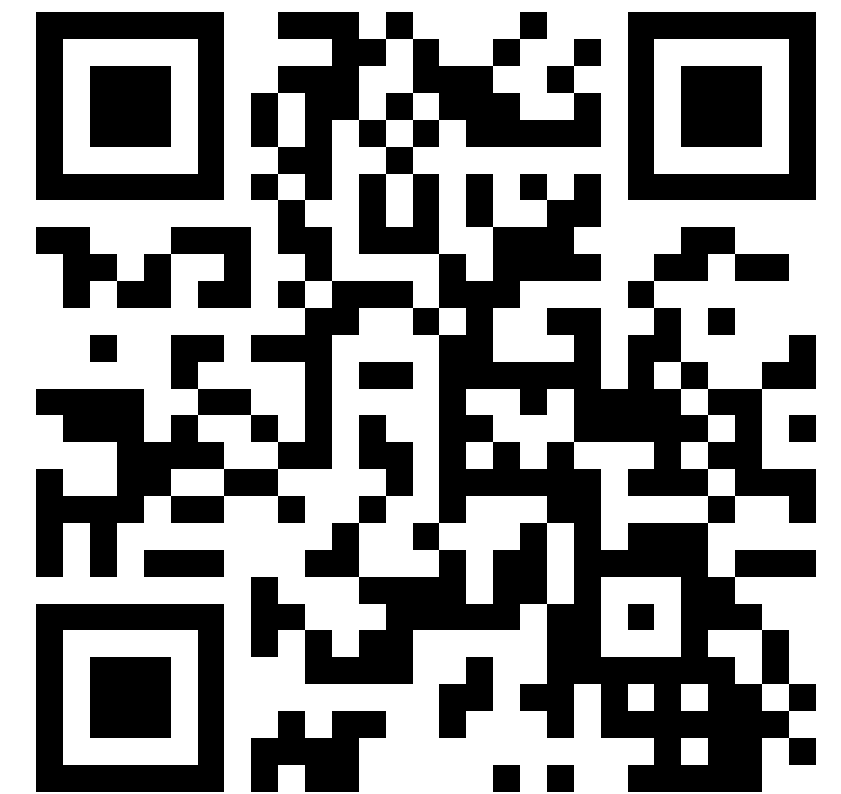
UN APPROCCIO AGILE

Design Thinking

ELIA BELLUSSI

- CONSULENTE IT
- ARTICOLISTA
- CERTIFICATO IN DESIGN THINKING DA IDEO
- MENTOR IN HACKATHON
- FONDATORE MUSEO PIEMONTESE DELL'INFORMATICA
- MBA E MASTER OF SCIENCE IN DISRUPTIVE INNOVATION

<https://ebellussi.github.io/>



AGENDA

INTRODUZIONE

CASO STUDIO

CONCLUSIONE

APPROFONDIMENTI

AGILE

17 SVILUPPATORI SI RITROVANO NEL 2001 A SNOWBIRD, UNA CITTADINA NELLO UTAH E NE DEFINISCONO IL MANIFESTO

- INDIVIDUI E INTERAZIONE
- SOFTWARE FUNZIONANTE
- COLLABORAZIONE COL CLIENTE
- RISPOSTA AL CAMBIAMENTO

DESIGN THINKING

NEL 1965 VIENE USATO PER LA PRIMA VOLTA IL TERMINE COME LO USIAMO ORA.

NEL 1991 DALLA D.SCHOOL, PRESSO L'UNIVERSITÀ DI STANFORD, SI PASSA AD IDEO

- ISPIRAZIONE
- IDEAZIONE
- IMPLEMENTAZIONE

Design Thinking

PERCHÉ

- RISOLVERE PROBLEMI
- FOCALIZZARSI SUL VALORE PER IL CLIENTE
- ADATTARSI AL CAMBIAMENTO
- PERFEZIONARSI

Design Thinking

**CASO STUDIO
RAMEN A
CASA**



Design Thinking

CASO STUDIO
OSSERVARE



Design Thinking

CASO STUDIO OSSERVARE

$$10^0 = 1$$

$$10^1 = 10$$

$$10^2 = 100$$

$$10^3 = 1000$$

$$10^4 = 10000$$

$$10^5 = 100000$$

$$10^6 = 1000000$$

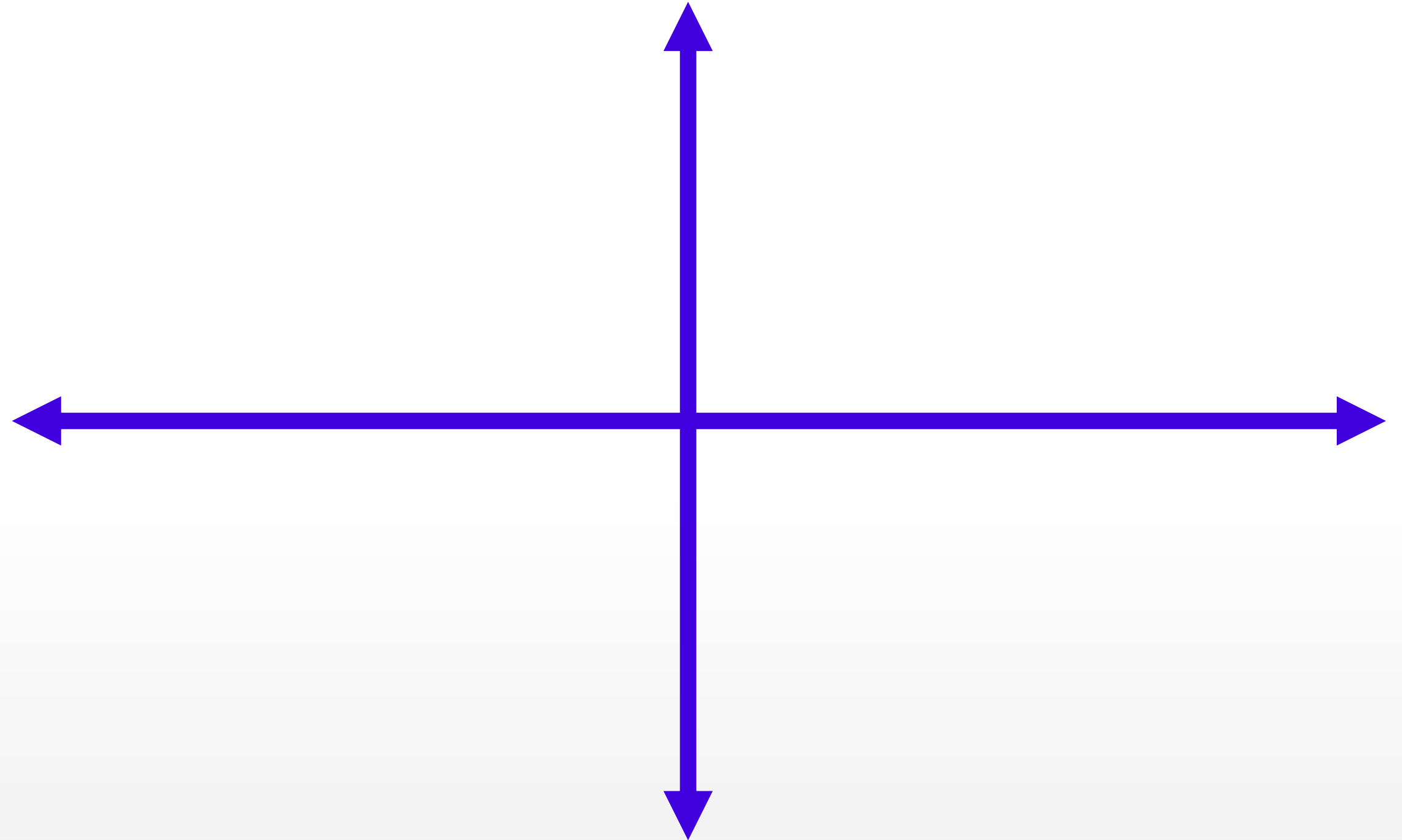
$$10^7 = 10000000$$

$$10^8 = 100000000$$

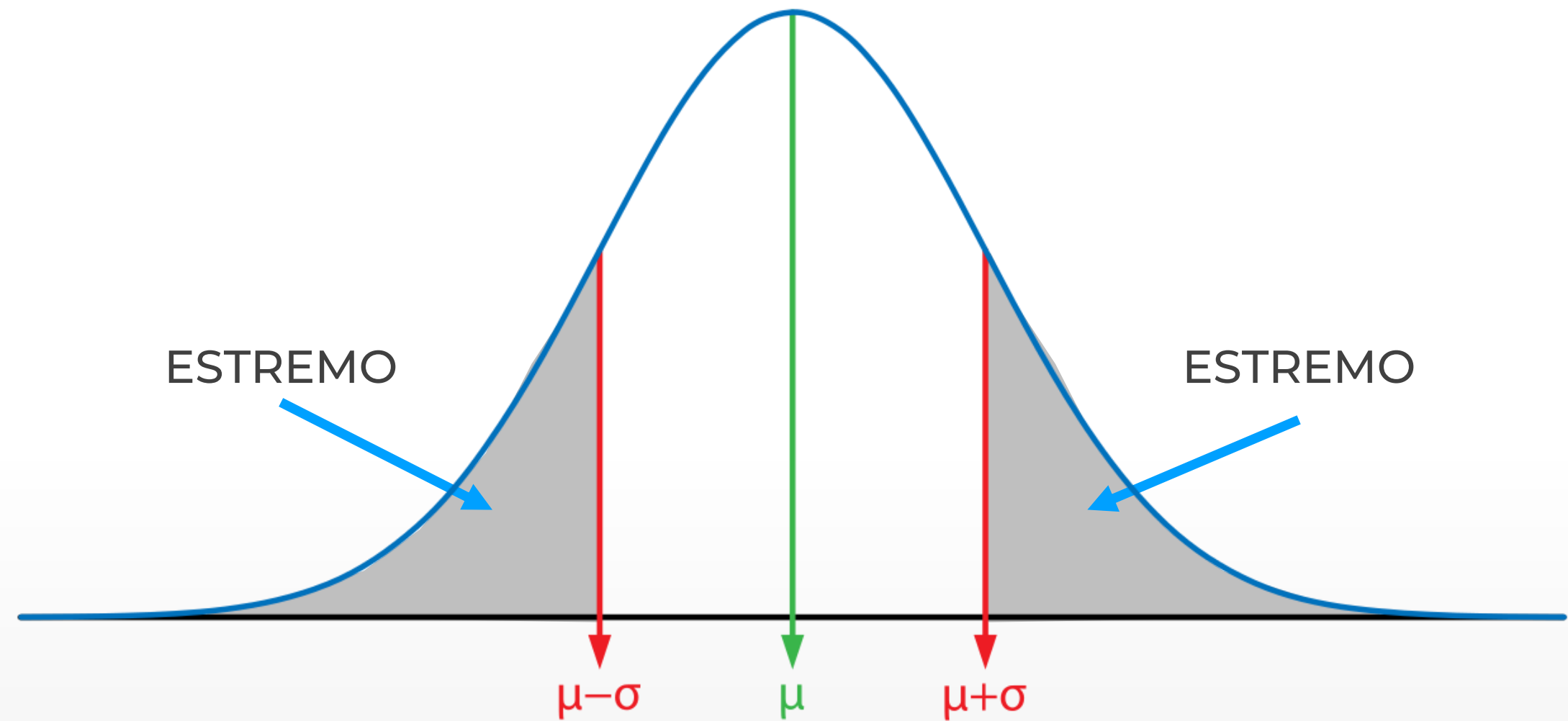
$$10^9 = 1000000000$$

Design Thinking

**CASO STUDIO
OSSERVARE**



**CASO STUDIO
OSSERVARE**



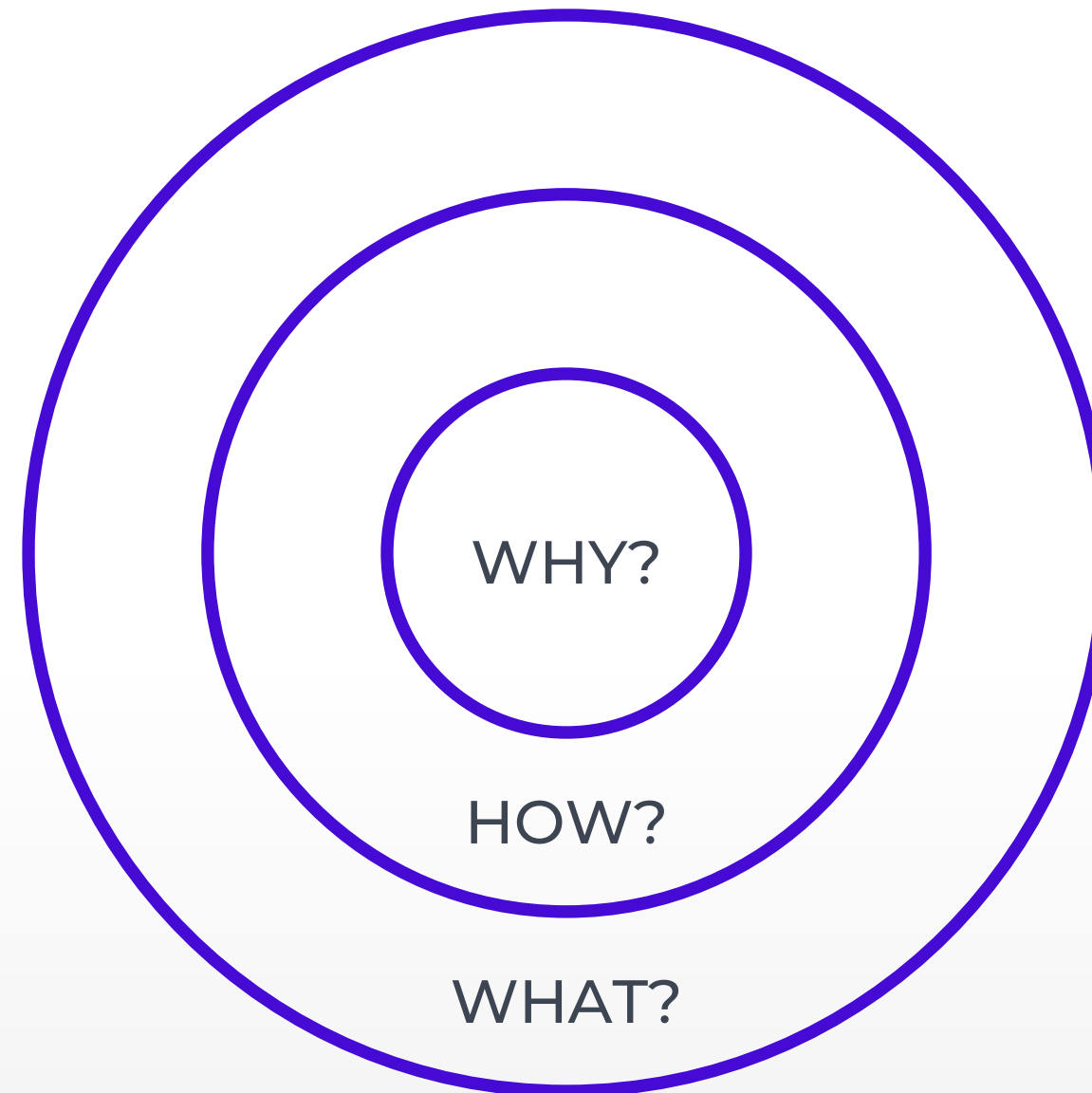
Design Thinking

CASO STUDIO
INTERVISTARE



Design Thinking

**CASO STUDIO
INTERVISTARE**



Design Thinking

**CASO STUDIO
INTERVISTARE**



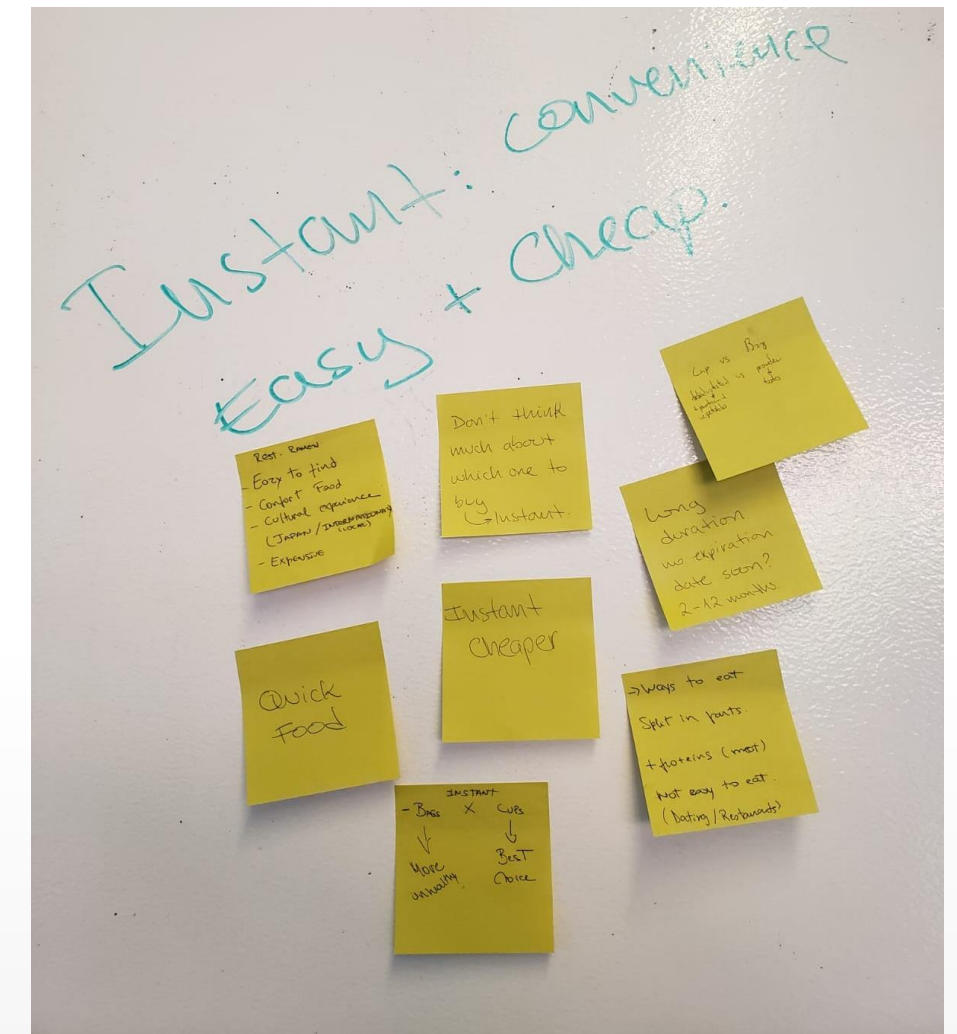
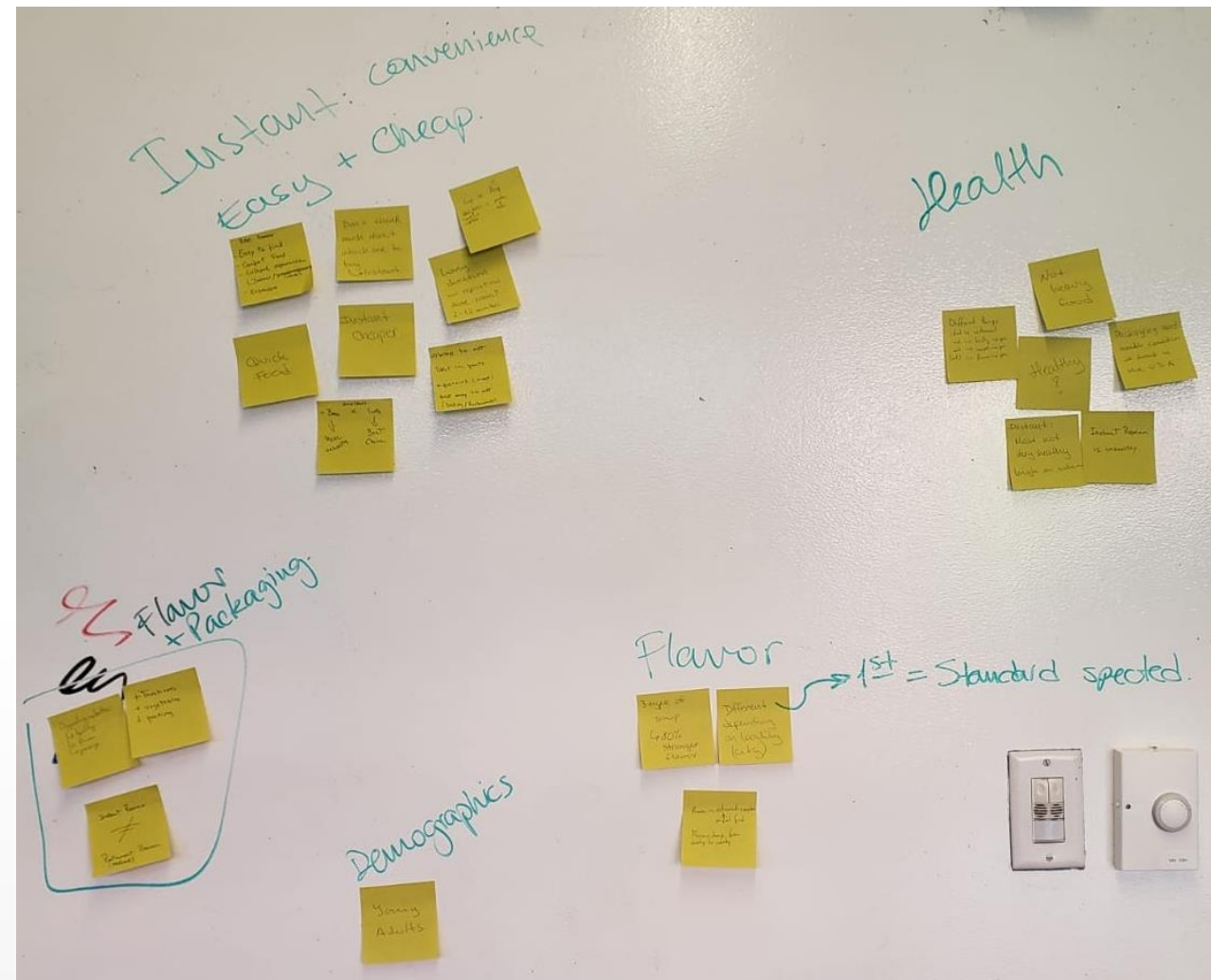
Design Thinking

**LE
COMPONENTI**



Design Thinking

CASO STUDIO
ANALISI



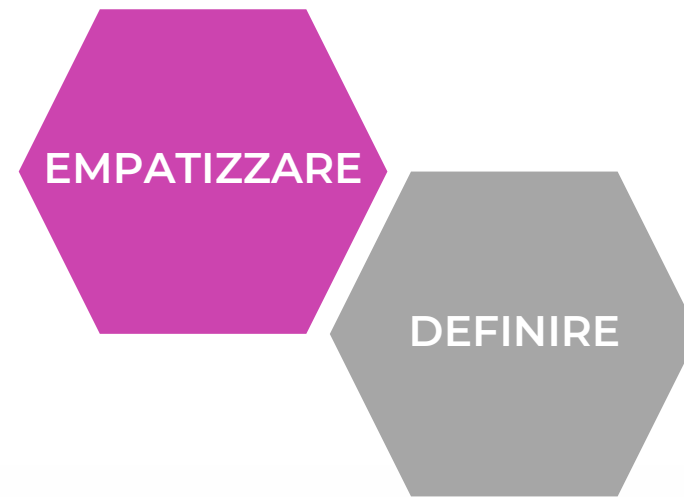
Design Thinking

CASO STUDIO
ANALISI



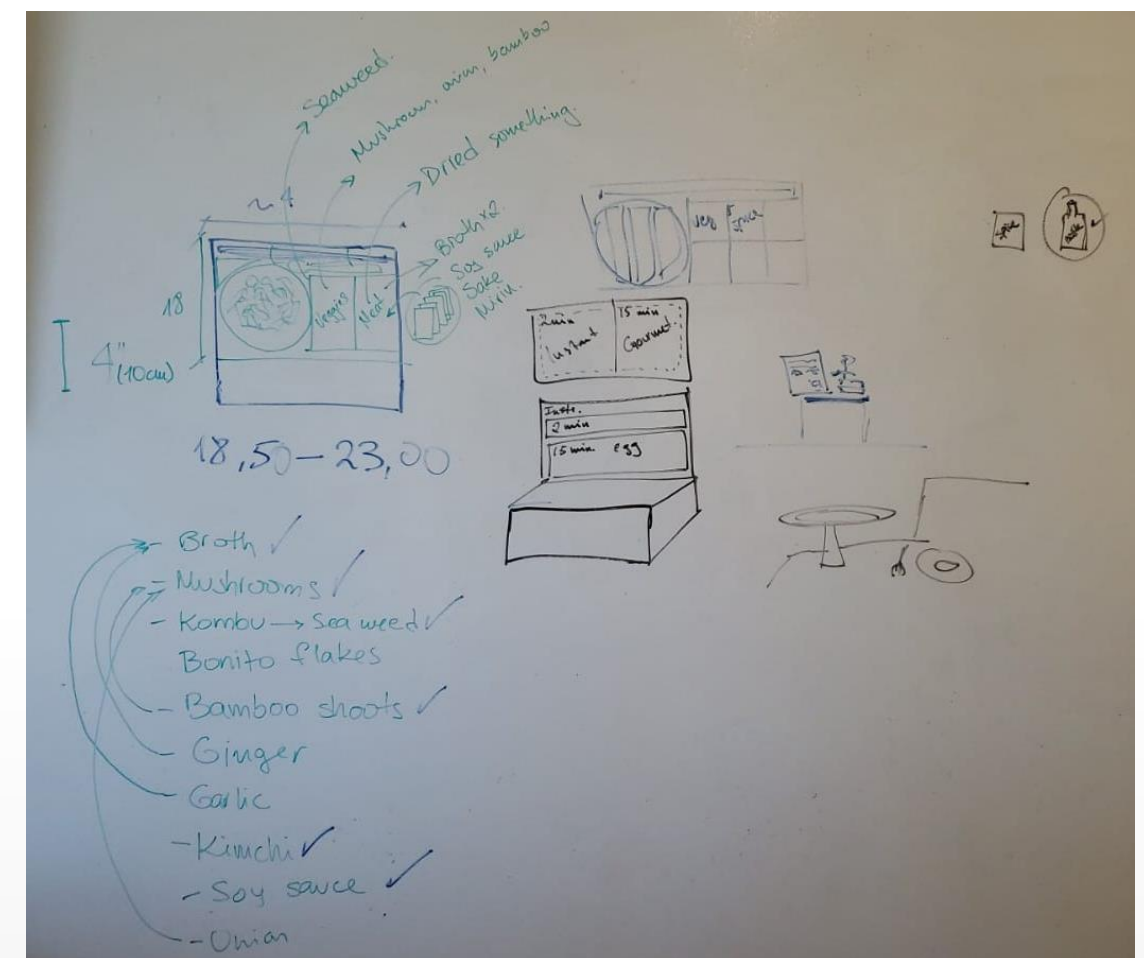
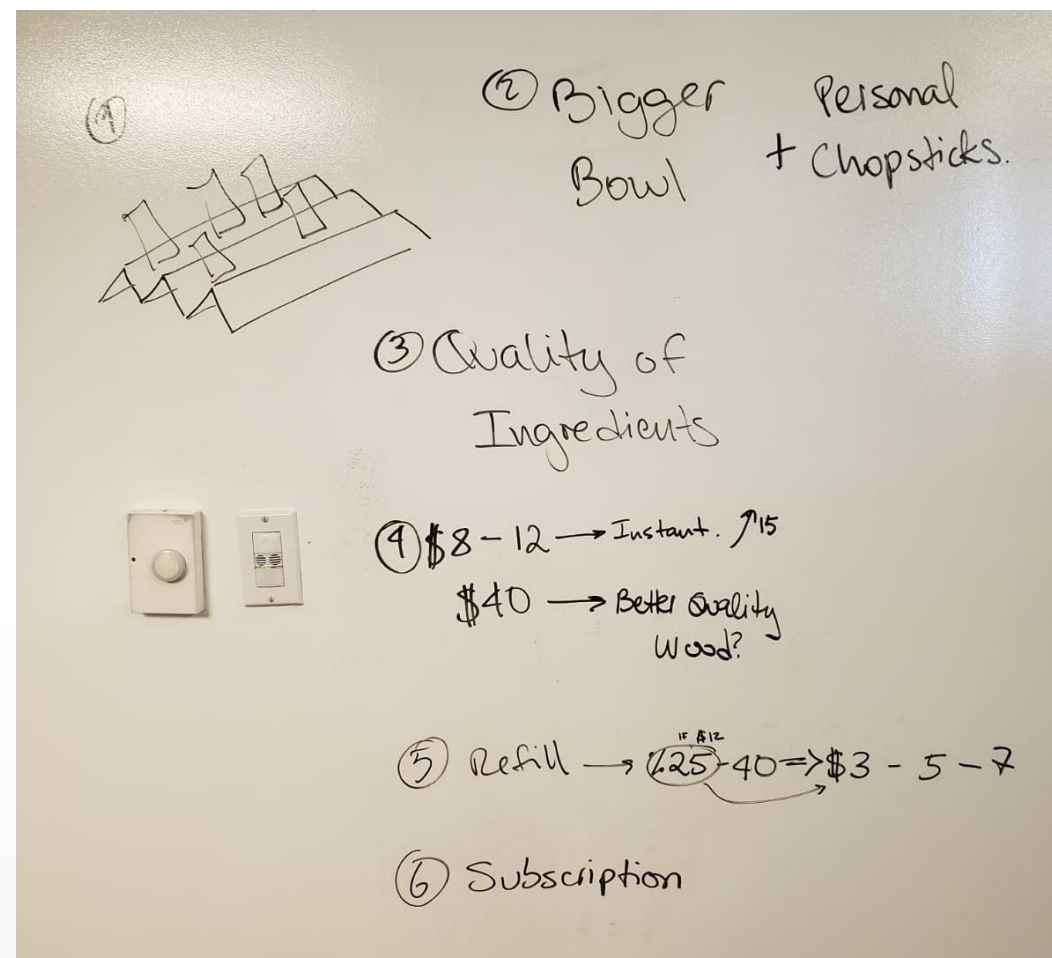
Design Thinking

**LE
COMPONENTI**



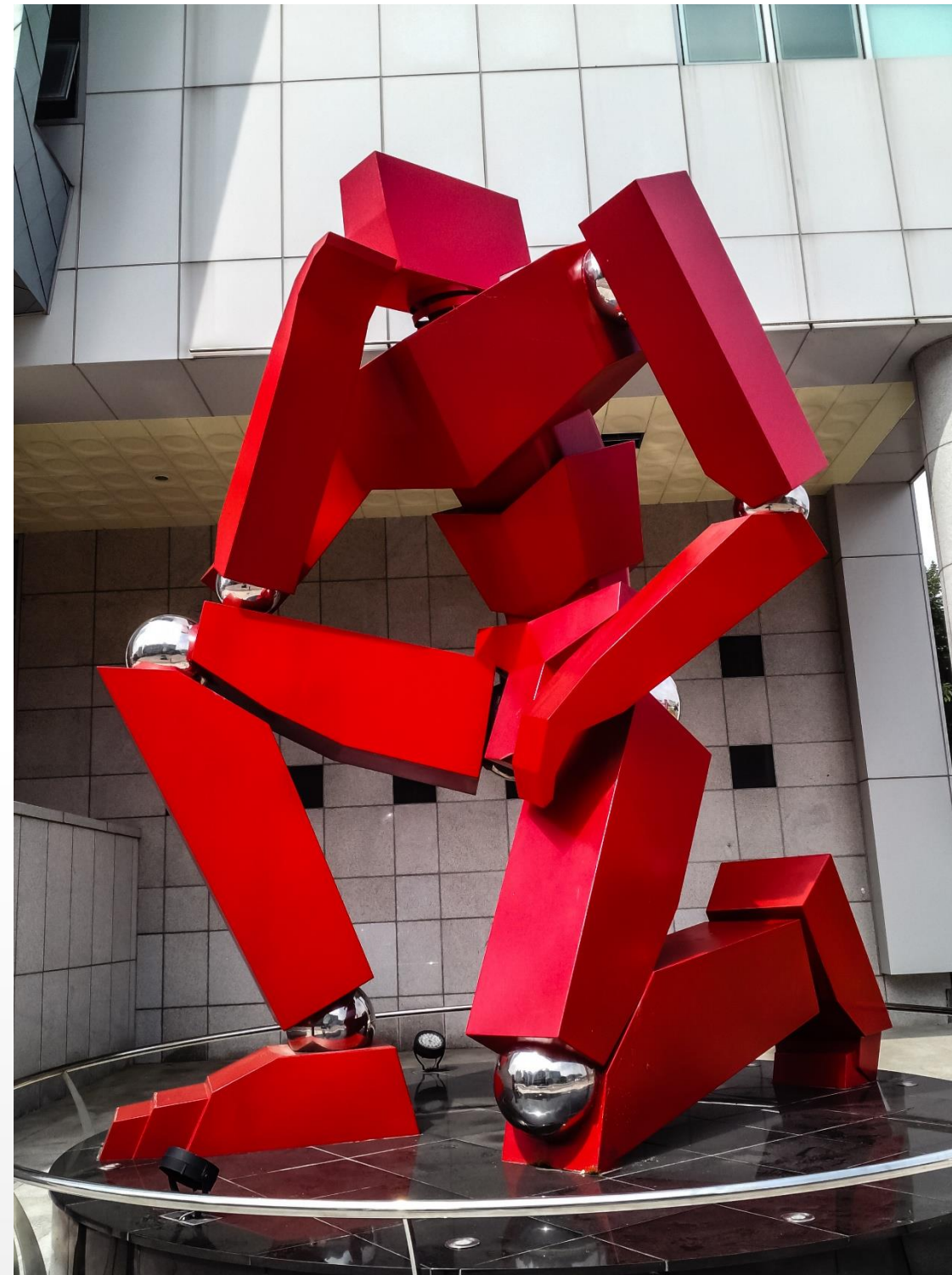
Design Thinking

CASO STUDIO
PROGETTARE



Design Thinking

**CASO STUDIO
PROGETTARE**



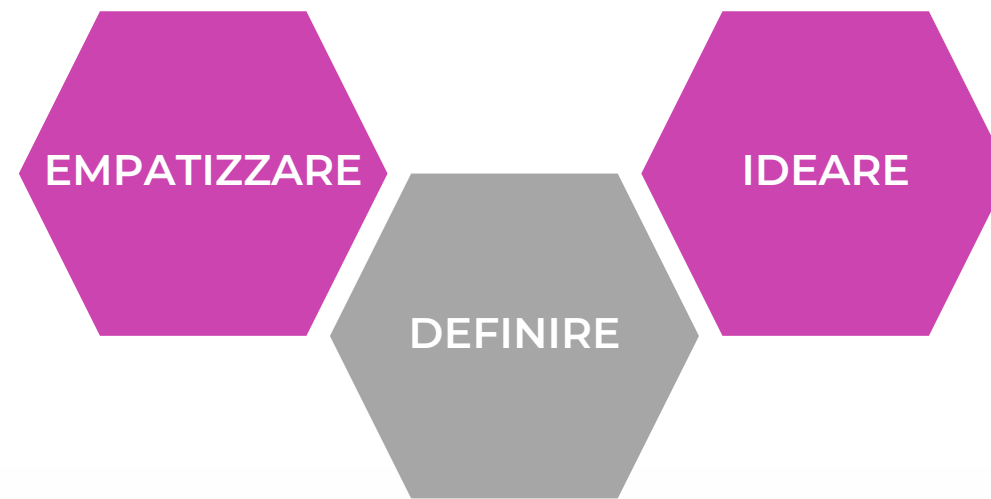
Design Thinking

**CASO STUDIO
PROGETTARE**

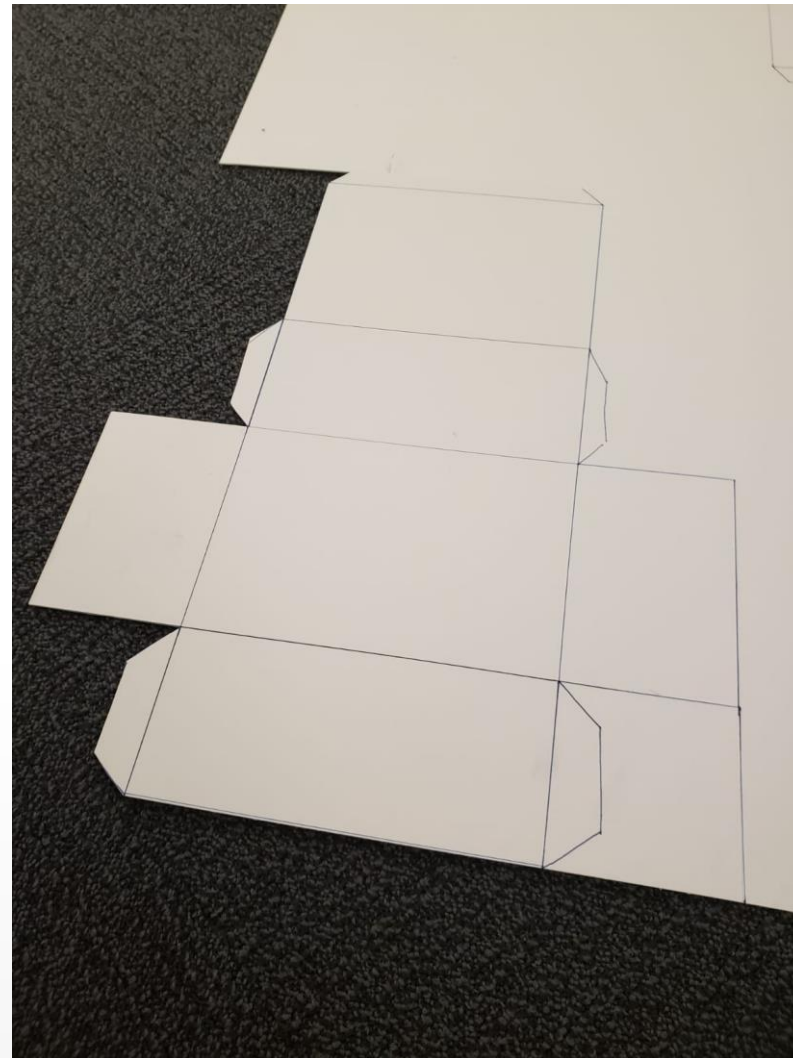


Design Thinking

**LE
COMPONENTI**

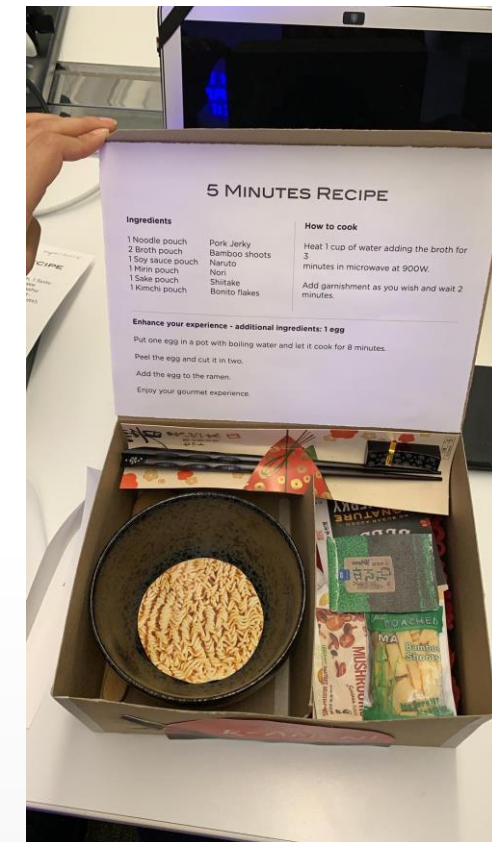


**CASO STUDIO
CREARE UN
PROTOTIPO**



Design Thinking

CASO STUDIO
CREARE UN
PROTOTIPO



Design Thinking

**CASO STUDIO
CREARE UN
PROTOTIPO**



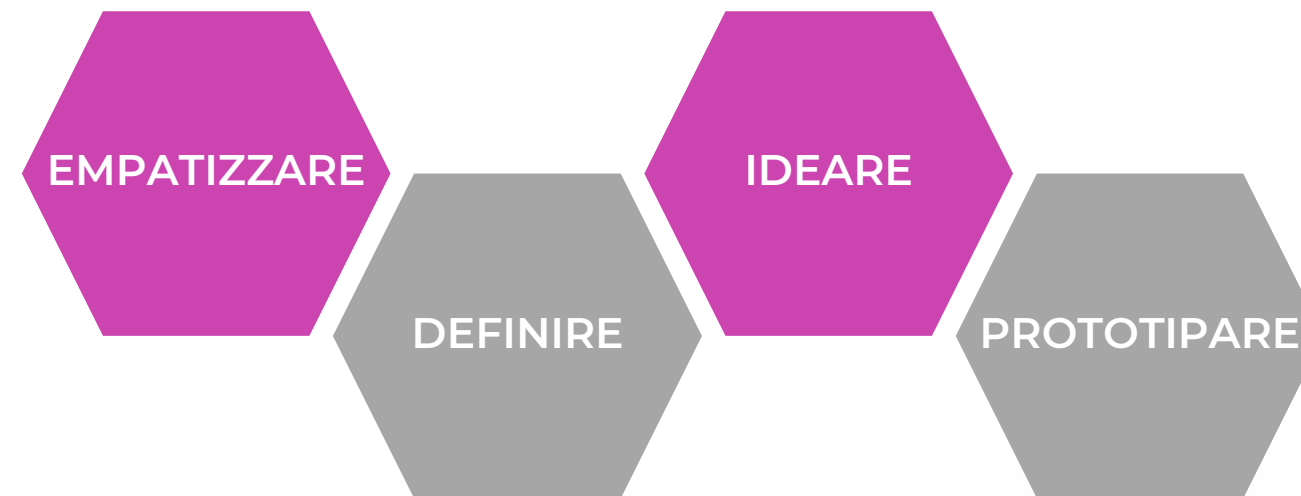
Design Thinking

**CASO STUDIO
CREARE UN
PROTOTIPO**



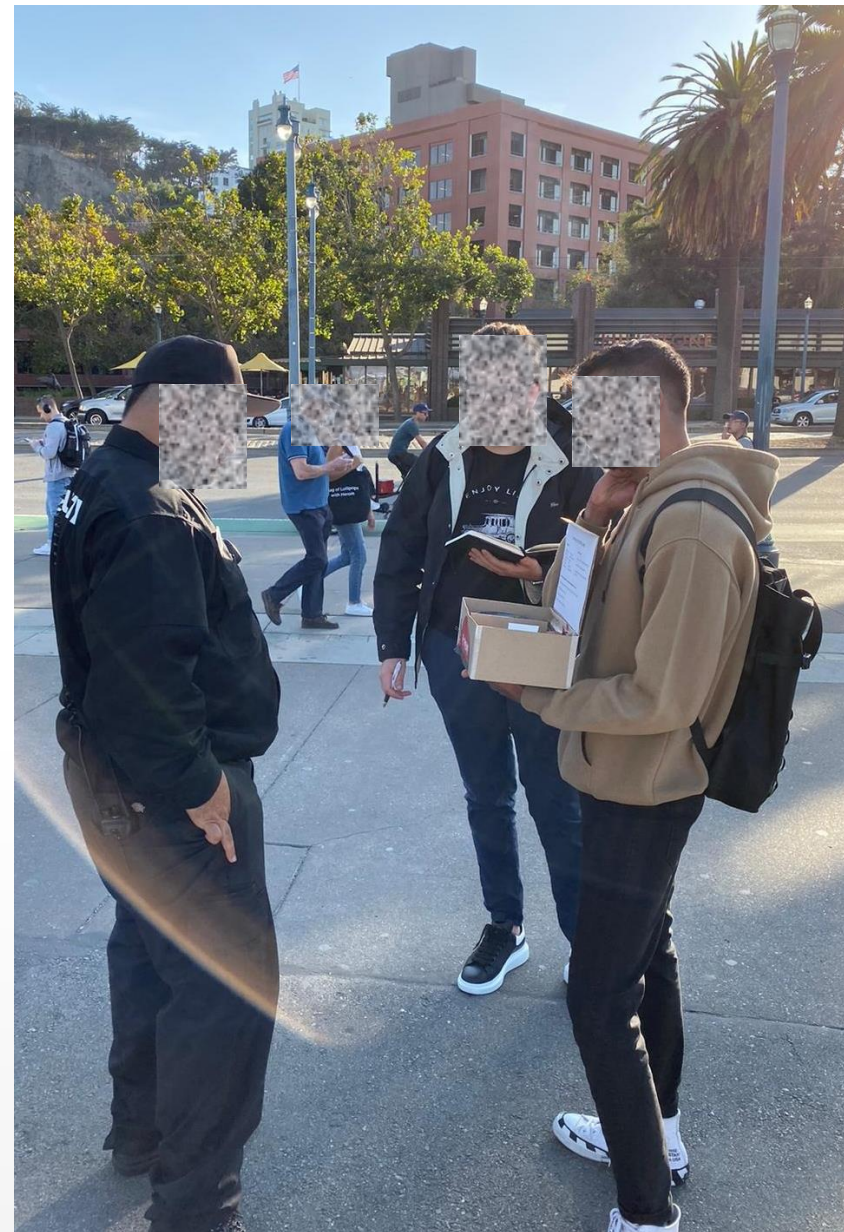
Design Thinking

**LE
COMPONENTI**



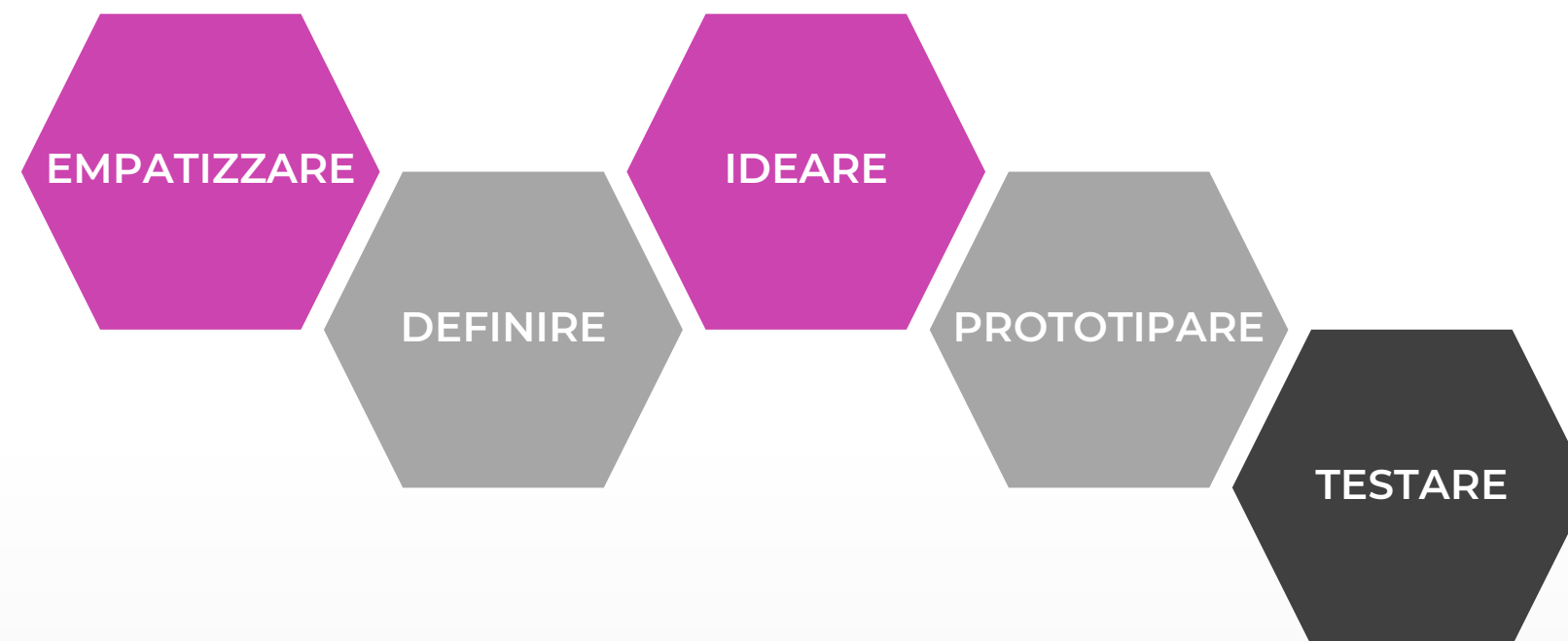
Design Thinking

CASO STUDIO
TESTARE IL
PROTOTIPO



Design Thinking

**LE
COMPONENTI**



Design Thinking

CASO STUDIO
MIGLIORARE



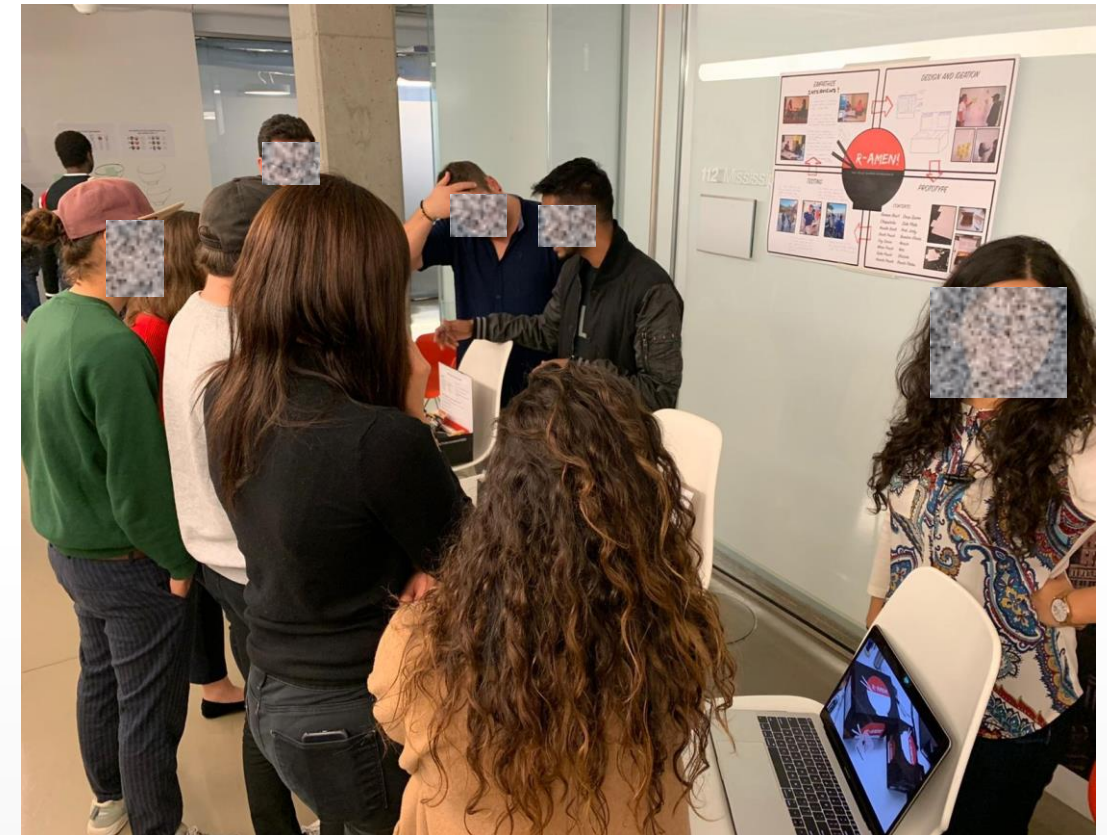
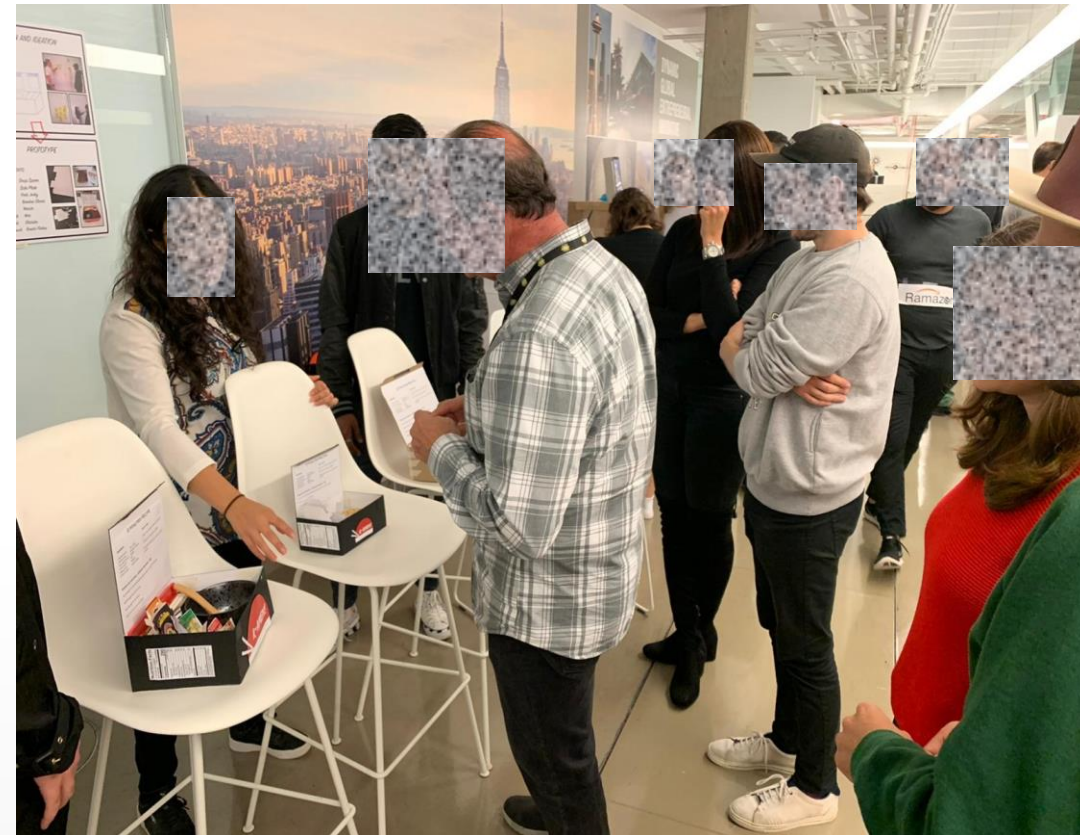
Design Thinking

CASO STUDIO
MIGLIORARE



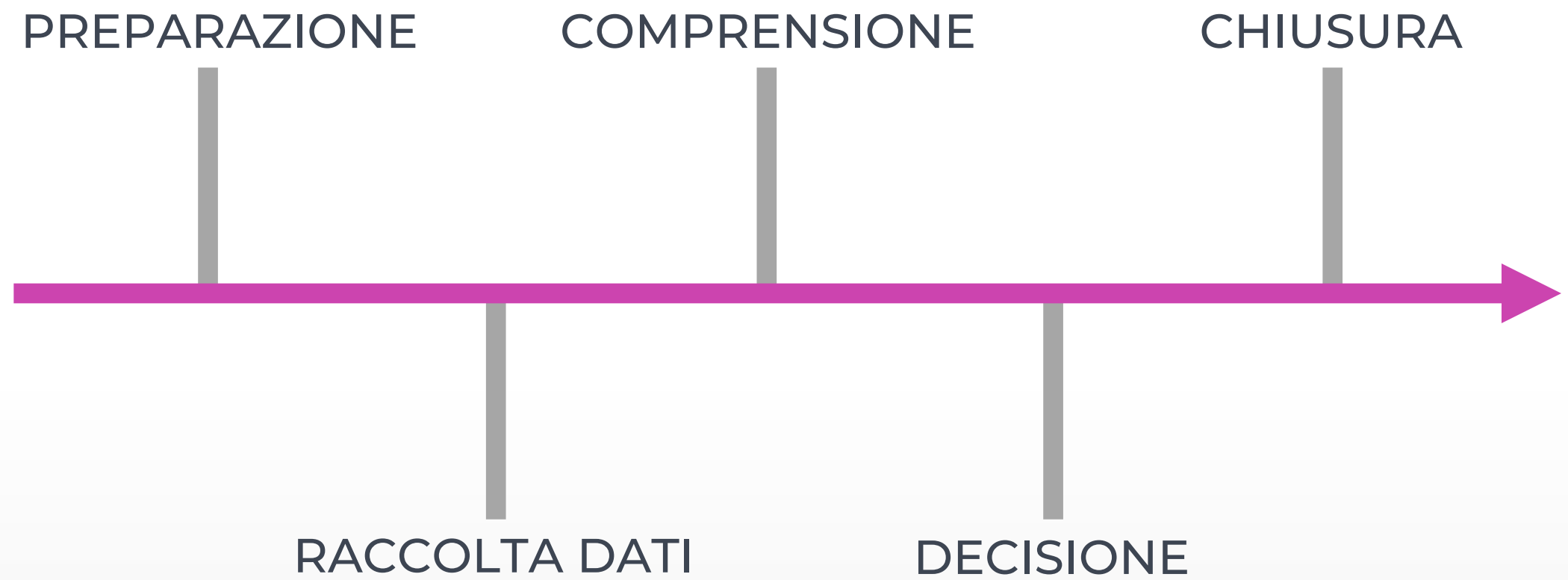
Design Thinking

CASO STUDIO
MIGLIORARE

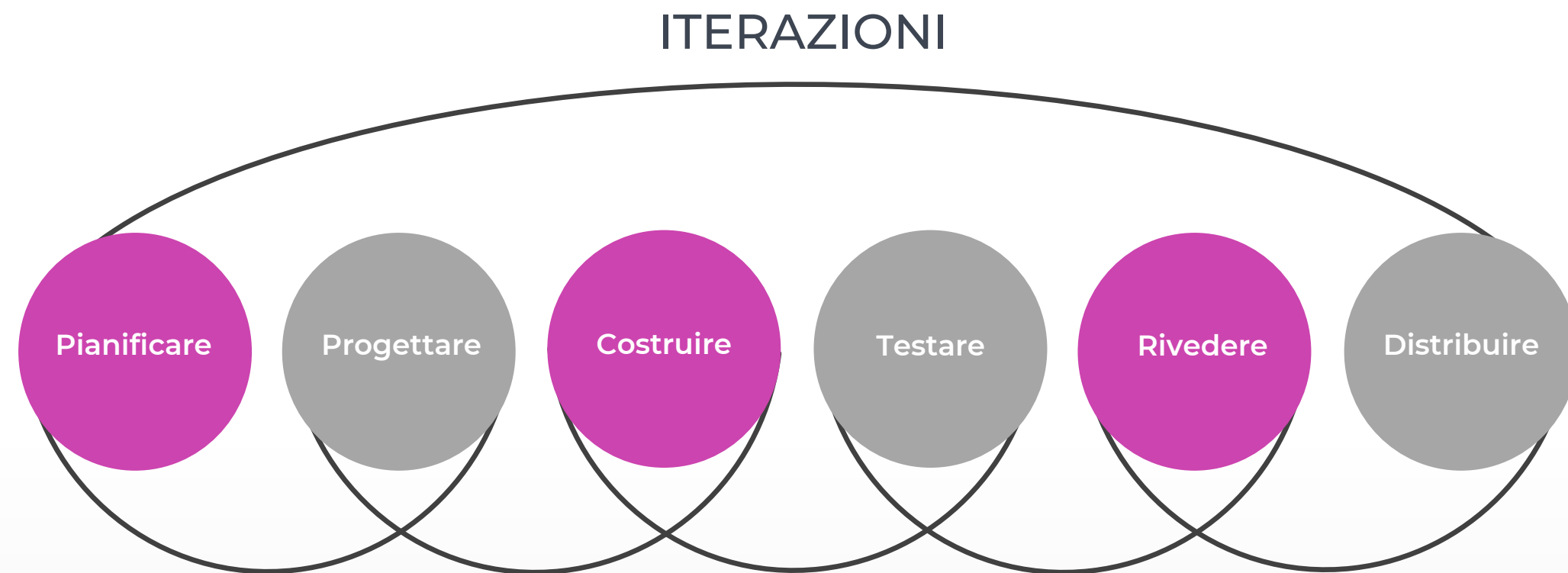


Design Thinking

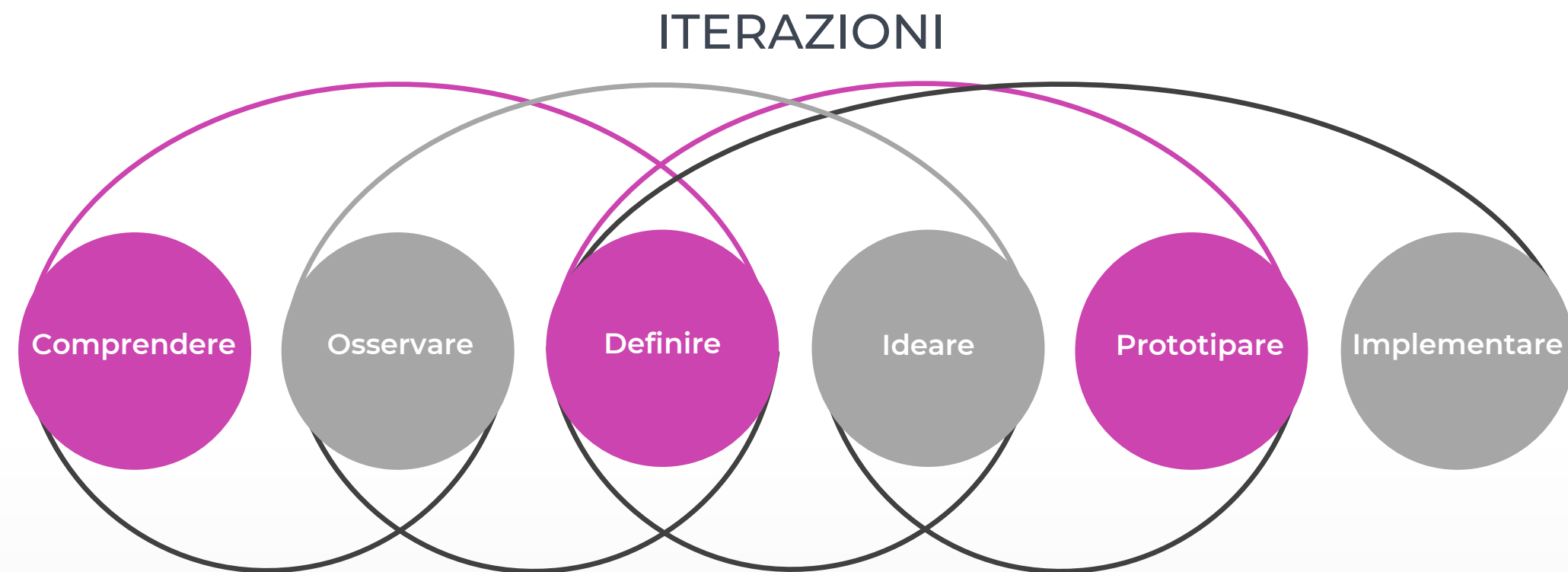
**CASO STUDIO
MIGLIORARE**



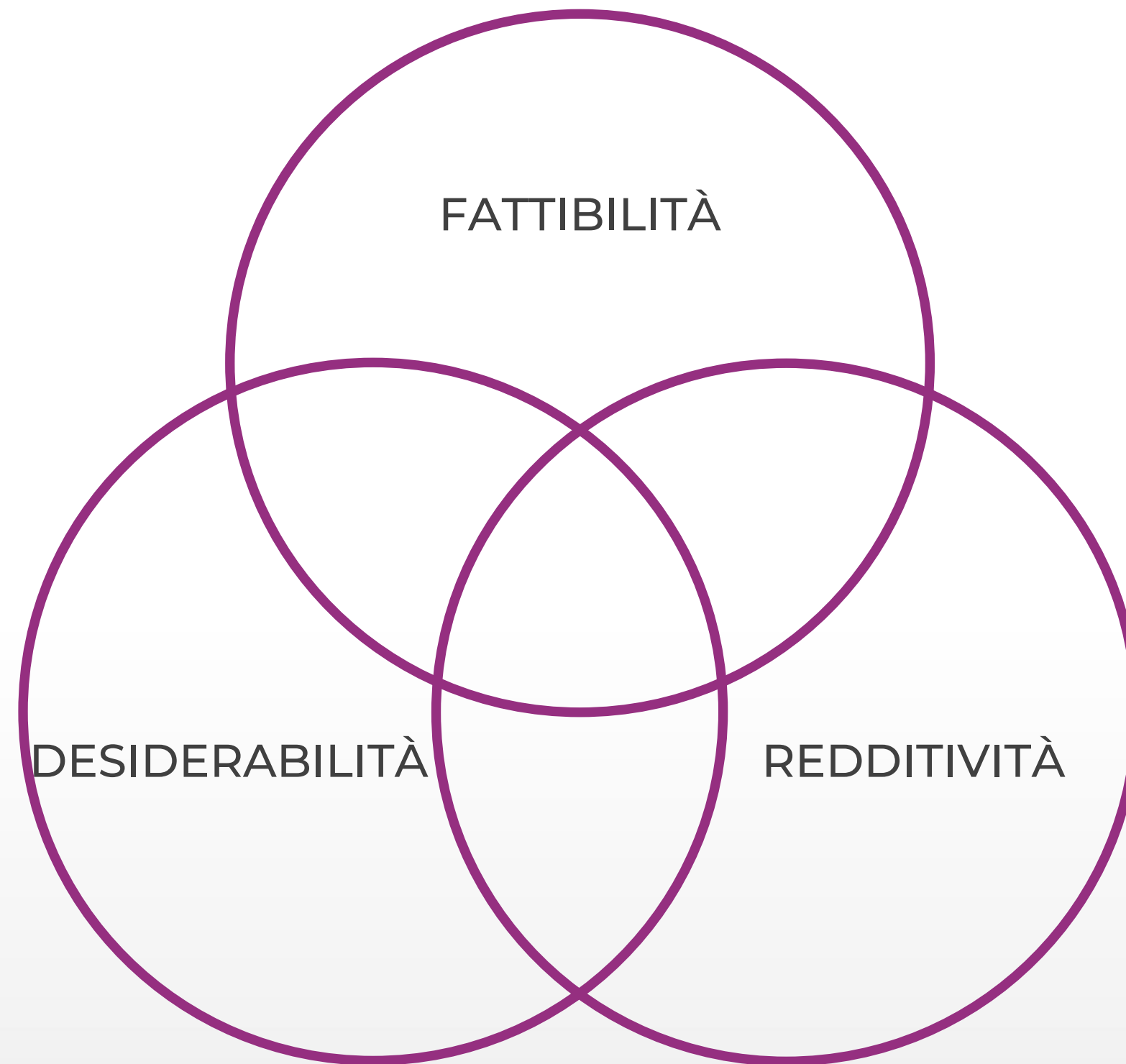
IL PROCESSO AGILE



IL PROCESSO DI DESIGN THINKING

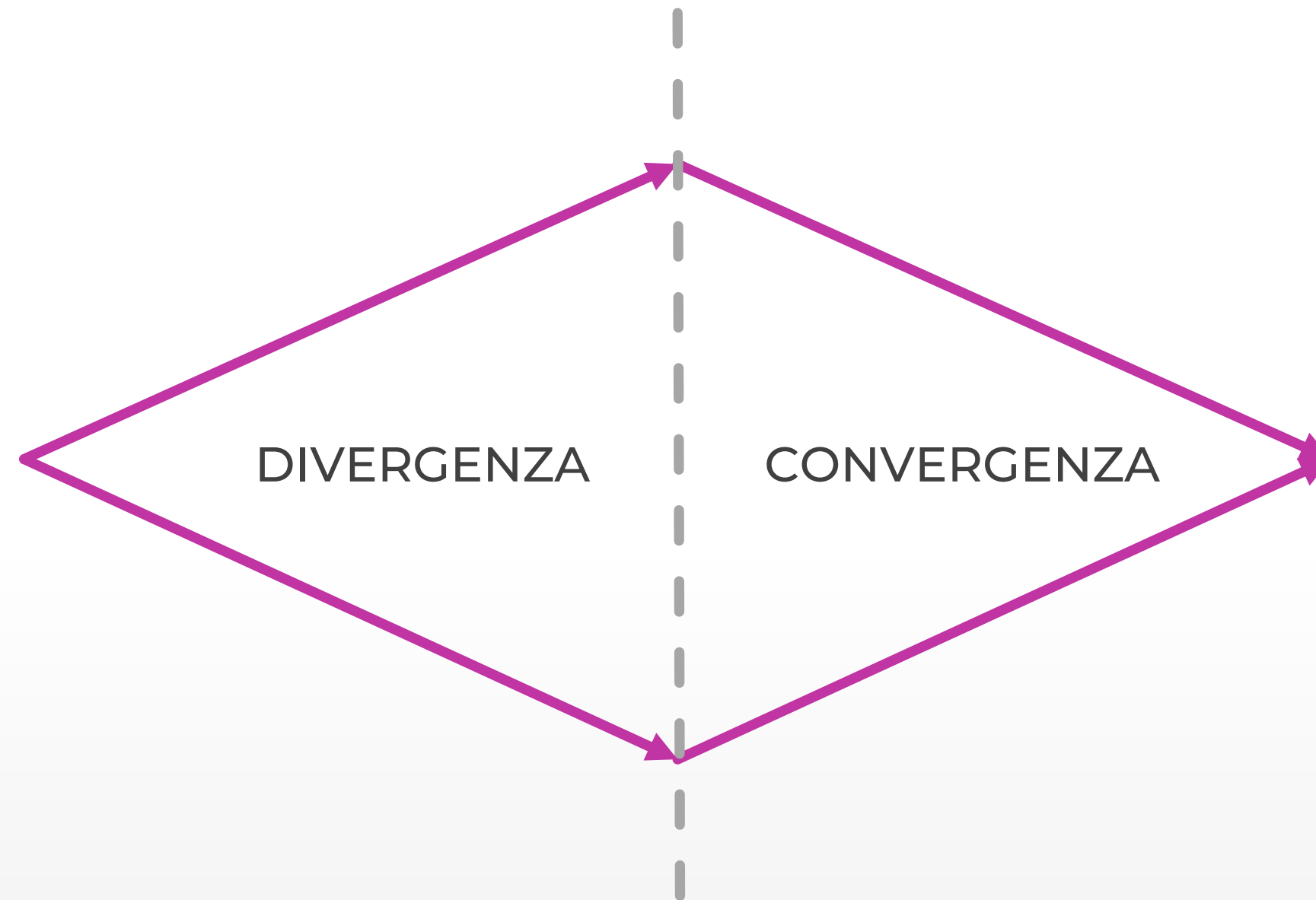


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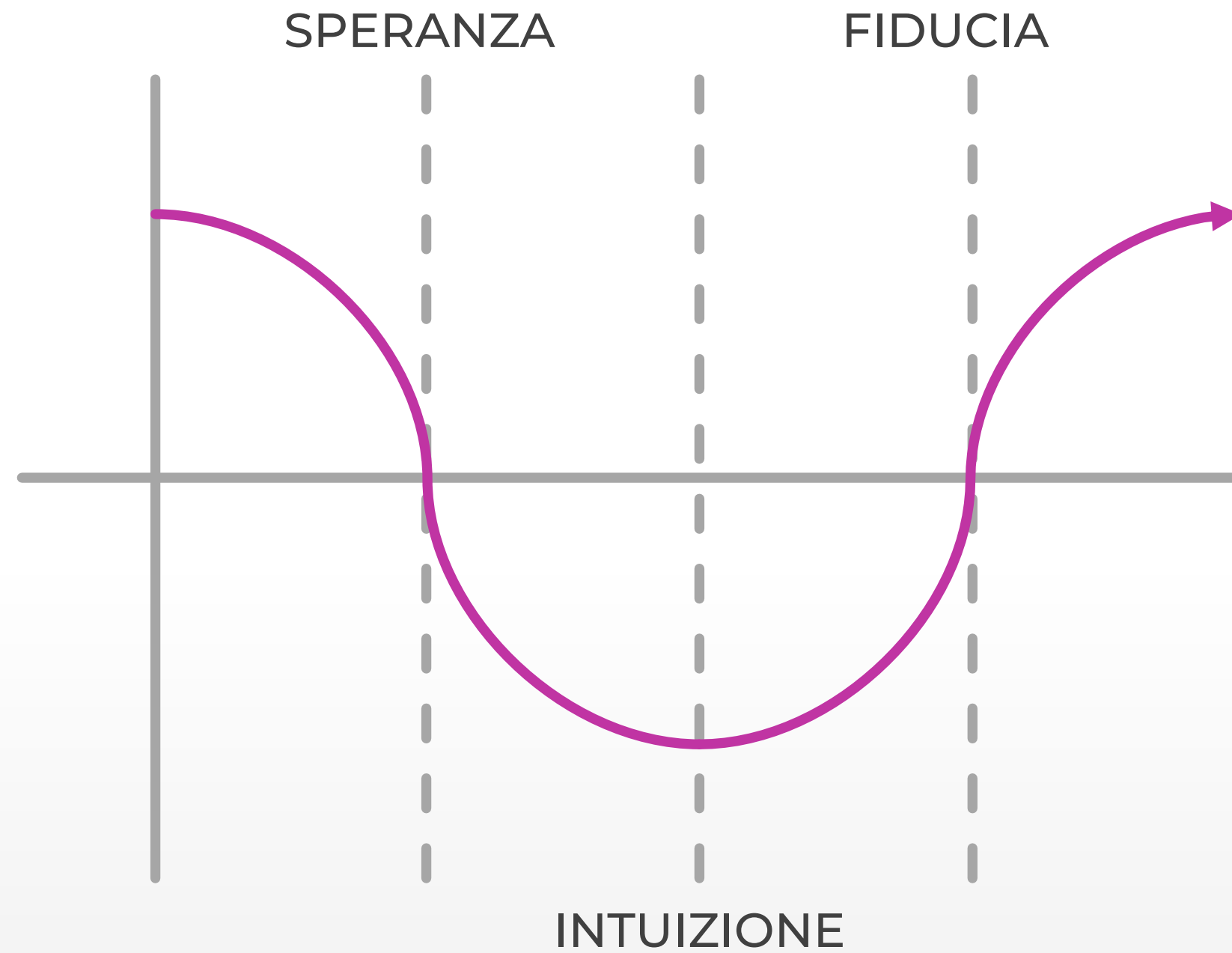
Design Thinking

**DIVERGENZA E
CONVERGENZA**



Design Thinking

**HUMAN
CENTERED
DESIGN**



Design Thinking

GRAZIE

“THE MAIN TENET OF DESIGN THINKING IS EMPATHY FOR THE PEOPLE YOU'RE TRYING TO DESIGN FOR. LEADERSHIP IS EXACTLY THE SAME THING - BUILDING EMPATHY FOR THE PEOPLE THAT YOU'RE ENTRUSTED TO HELP.”

DAVID KELLEY

Design Thinking

**RISORSE
ONLINE**

<https://dschool.stanford.edu/>

<https://www.ideo.com/>

<https://www.coursera.org/search?query=design%20thinking&>

https://www.edx.org/course?search_query=design+thinking

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