

WSQ Design Thinking Starts With Me



COURSE DURATION

16 Hrs

COURSE REFERENCE NO.

TGS-2022014001

MODE OF TRAINING

Classroom

FUNDING VALIDITY

Till 03 Jun 2026

Design thinking is a useful tool that can help participants to innovate and problem solve, understanding the underlying customer's needs and behaviors and then ultimately building quality customer relationships which leads to a sustainable source of revenue growth.

Design Thinking Starts With Me uses different prototyping methods such as sketching, or physical props to help stakeholders visualise the solution and to get buy in to the idea or solution. Previously, ideas and solutions are only verbalised or presented in written proposal and reports.

Who Is This Course For

- Supervisors, Middle Managers and Team leaders from any industrial sectors or businesses

Course Objectives

By the end of this course, learners will be able to:

- Articulate the concept and importance of design thinking
- Explain the 5 stages of the design thinking process
- Apply design thinking methodologies to define a problem statement and generate ideas for a given problem statement
- Identify 2 different methods of applying design thinking in own organisation and apply the decision metrics to determine feasibility of design ideas and solutions
- Promote design thinking in your own organisation and articulate the importance and purpose of prototyping in the design thinking process



FULL FEE

\$600

(Subject to 9% GST)

NETT FEE AFTER FUNDING

\$234

SME OR Singaporean age
40 and above (Subject to
9% GST)

70% Course Fee Funded

\$354

Non-SME OR Singaporean
age 21 to 39 OR Singapore
PR

(Subject to 9% GST)

50% Course Fee Funded

Subsidies Available
Individual

SkillsFuture Credit
PSEA



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Design Thinking Starts With Me

Course Content

Learning Unit 1: Me? A Design Thinker?

- Understand the key concepts of design thinking
- Explain the 5 stages of Design Thinking: Empathize, Define, Ideate, Prototype, Test stages of Design Thinking
- How to empathise and define the problem statement

Learning Unit 2: Identify pain points and prototyping

- Practise SCAMPER, Creative Matrix and Analogy Concepts to brainstorm ideas
- Use sketches and physical props to showcase your prototypes
- Continue to test and reiterate your prototypes

Learning Unit 3: Use Design Thinking Concepts in your daily work

- Apply Designing Thinking mindset to your work problems
- Look at the problems and issues from the customer's perspective
- Change the way problems are solved in your daily operations



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