COURSE BROCHURE

Design Thinking for Problem Solving and Innovation

Diploma, Vocational & Skills / Innovation & Design Thinking

One-time full-course fee

INR 1,199

Access

12 months course access

Study plan

8 suggested study hours; 12 months access

Learning format

4 self-paced written English lessons with original worked examples, local exercises, explained knowledge checks and a self-assessed capstone. Optional automated Course Tutor assistance is available in the protected LMS.

Programme overview

Four self-paced written lessons teach a practical, human-centred problem-solving process: understanding people through research and empathy, framing the right problem, generating and selecting ideas, prototyping cheaply, testing with real users, and planning implementation and measurement, ending with a fictional service-redesign capstone. This is an independent ZELVU short course with no affiliation to any design school, consultancy or certification. 4 self-paced written English lessons with original worked examples, local exercises, explained knowledge checks and a self-assessed capstone. Optional automated Course Tutor assistance is available in the protected LMS. AI-authored with independent AI editorial checks; independent human academic review is not included. An independent ZELVU short course covering the stated scope. Live human tuition, individual human marking, recorded video lectures, external qualifications or academic credits, vendor affiliation or certification, examination vouchers and placement guarantees are not included. Use your own compatible computer and any software, accounts or services named in the requirements; licences, subscriptions, cloud usage and advertising spend are not supplied. Interfaces, laws and platform policies change, so follow the current official documentation linked in each lesson. Related ZELVU courses in UX design, product management, entrepreneurship and critical thinking cover neighbouring methods; this course focuses on the general human-centred problem-solving process. Different organisations name the stages differently; the underlying ideas are the same.

Who this is for

1. No design background is required. The course suits students, teachers, managers, entrepreneurs and anyone who solves problems for other people. Paper, sticky notes and a phone camera are enough for the practice.
2. Use the supplied fictional examples or your own non-sensitive practice material. Practise only on systems and accounts you own or are authorised to use. Do not enter private student, employer or customer information into the Course Tutor.

Published topics and learning focus

1. The mindset, research and empathy
2. Defining the problem and generating ideas
3. Prototyping and testing with users
4. Capstone: implementation, measurement and a service redesign

Before you choose

1. These are published programme highlights, not certification of complete syllabus coverage. Review the available reading index and programme trial before enrolling.
2. ZELVU provides learning support. It does not award the underlying degree, professional registration or an examination result.
3. Current checkout terms and refund policy apply. Payment and access require successful provider verification.

Take the next step

Explore the programme trial

View current details, scope and terms

Ask ZELVU about this programme

Save this brochure for reference. Details can change: confirm the current programme page and checkout before making a purchase.