



NEW HORIZON COLLEGE OF ENGINEERING

Autonomous College, Permanently Affiliated to Visvesvaraya Technological University, Belagavi
Approved by AICTE & UGC, Accredited by NAAC with 'A' Grade, Accredited by NBA



A Report

Ideation Workshop Program for School Students

A three days – Ideation Workshop Program was successfully organized at New Horizon College of Engineering under the initiative of the AICTE IDEA LAB and the Department of Research and Development.

Chief Mentor	: Dr. Manjunatha, Principal
Faculty Coordinator	: Dr. Revathi V, Dean R&D
Faculty Co Coordinator	: Dr. A. Sujin Jose, Associate Professor- R&D/Mech
Tech Gurus	: Mr. Amrit Das, Mr. Thanuj Kumar
Date	: 31 st March 2026 to 2 nd April 2026
Participants	: Students of New Horizon Gurkul and New Horizon Public School
Total No of Participants	: 31 students
Trainers	: Ms Geetha Sanjay, Business Innovation Coach, Wadhvani Foundations

Objectives

- To introduce the fundamental concepts and principles of Design Thinking.
- To develop creative and critical thinking skills among participants.
- To enhance problem-solving abilities through innovative and user-centric approaches.
- To encourage the application of Design Thinking in developing practical and impactful solutions.

Overview

The session began with a detailed introduction to design Thinking. The Trainer elaborated on the five stages of design thinking—**Empathize, Define, Ideate, Prototype, and Test**. The participants were introduced to the concept of empathy as the starting point for innovation, emphasizing the need to understand user needs and challenges before developing solutions. Participants actively engaged in a series of interactive activities that guided them through all the stages of the Design Thinking process. Beginning with the Empathize stage, they worked in groups to understand user needs and challenges through discussions and brainstorming exercises. Empathy mapping is one of the foundational tools in the Design Thinking process, primarily used during the Empathize and Define stages. It helps designers, innovators, and researchers understand the user's needs, feelings, motivations, and challenges. By visually representing what users say, think, do, and feel, empathy maps enable teams to develop human-centered solutions that address real problems effectively.

Day 1 (31 March 2026) : Design Thinking

Venue : IDEA Lab

Trainer : : Ms Geetha Sanjay

The event began with an inaugural session, where the coordinators welcomed all participants and highlighted the importance of this bootcamp. The class started with an introduction to Design Thinking. The trainers explained in brief the five major stages involved in the process of design thinking namely Empathize, Define, Ideate, Prototype, and Test. By explaining about the five major stages of Design Thinking, the trainees were made aware of the process of approaching any real world problem using innovative and creative ways. The brief explanation on each of the five major stages would help the students develop a better idea about the entire process and its flow.

The class then concentrated specifically on the first two stages of design thinking namely Empathize and Define. Students understood through discussion about the need to observe their users and get insights about them to make the solution more user oriented. In the define phase, the students gained knowledge about analyzing the insights to frame out the problem which had to be solved. The students got an idea on how to formulate clear problem statements using “How might we” statement using insights such as user need and motivation.



Day 2 (1st April 2026) : Design Thinking

Venue : IDEA Lab

Trainer : : Ms Geetha Sanjay

The session started with a brief continuation of the Define stage, where the class was briefed on the process of articulating the problem statement using the user insights obtained from the Empathize stage. The purpose of the session was to remind students about the significance of defining the problem statement in terms of identifying the needs and pain points of the users, which would make the problem statement relevant and meaningful.

After completing the Define stage, the next step was to move forward to the Ideation stage of the Design Thinking process, where creativity and imagination took precedence. This stage involved a lot of brainstorming, which meant that there were no restrictions on idea generation and criticism was not allowed. Various techniques such as brainstorming, mind mapping, SCAMPER, and brainwriting were used by the facilitator to ensure that participants generated as many ideas as possible. Participants also engaged in activities such as sketching, story

boarding, and role-playing. The main objective of the session was to introduce participants to techniques for evaluating and selecting the best ideas through methods such as dot voting and feasibility analysis.



Day 3 (2nd April) : Presentation
Venue : IDEA Lab

During this session, the students learned how to practically apply the Ideation phase of design thinking and come up with solutions through the development of ideas by themselves. They applied knowledge that had been gained in the other stages of design thinking in coming up with innovative ideas. In addition, they were able to come up with solutions that had objectives and were meant to produce specific outcomes.

Finally, the students presented their solutions to the jury through PowerPoint presentations and charts. This was done with a view to presenting their problem statements, solution, and the reasoning of their ideas. The activity helped in sharpening their creativity and problem-solving skills besides honing their communication and presentation skills. After careful deliberation, the best ideas from each student were recognized and awarded. All participants received certificates for their effort and contribution.



The following participants were recognized for their outstanding performance and received prizes.

Sl No.	Name	Prize
1.	Dhruva Kopperla	1st Prize
2.	Sudarshan S	2nd Prize
3.	Harshini Nataraj	3rd Prize

Outcomes

- The students had an excellent grasp of the Design Thinking process and its steps.
- They became better creative thinkers because of the program's activities.
- The participants improved their problem-solving skills through identifying the needs of the users and creating innovative solutions.
- The students learned how to generate, analyze, and develop solutions to problems.
- The participants practiced presenting their concepts effectively through pitching.
- Teamwork was promoted through the program.

Conclusion

The program ended on a successful note as the students showcased their innovative ideas and solutions formulated using the methodology of Design Thinking. These presentations showcased the knowledge gained by the students about user-centered problem solving, innovation, and systematic thought processes. The students presented their innovative ideas in front of the panel with complete confidence and clarity using PPTs and charts. In order to encourage and appreciate outstanding performances, the best presentations among the three ideas were awarded prizes by the jury members. This provided students with motivation as well as fostered a sense of competition amongst all the participating students. The program had great impact as it motivated students to apply Design Thinking in all their future projects.