Tanggal : 01 September 2020
Nomor : 01/iASIK/0109 / 2020
Perihal : Permohonan Menjadi Narasumber
Lampiran : -

Kepada Yth:
Bapak DR. I Nyoman D. Pahang Putra, S.T., M.T
(DosenTeknik Sipil UPN 'Veteran' Jawa Timur
dan Praktisi)
di tempat

Dengan Hormat,

Sehubungan dengan akan diadakannya kegiatan Webinar dengan **tema "Pengembangan Diri dalam Menghadapi Kompetensi dan Kompetisi Global"** yang diselenggarakan oleh Ikatan Alumni SMA Negeri 2 Surabaya (IkaSmada) bekerjasama dengan SMA Negeri 2 Surabaya pada:

Hari dan Tanggal : Sabtu, 24 Oktober 2020
Waktu (Jam) : 09 – 11.00 WIB
Webinar melalui : Zoom Webinar dan Youtube

Kami Panitia bermaksud memohon kesediaan Bapak sebagai Narasumber dalam acara tersebut dengan tema yang dimaksud.

Demikian surat permohonan ini kami sampaikan. Atas perhatian dan kesediaannya, kami mengucapkan terima kasih.

Hormat Kami,

Panitia Acara

Anang Supardi

70th
SMA NEGERI 2
SURABAYA

OURSMADA SRBY 1950
berbeda-beda tetap asik

#06

INSPIRASI asik

DESIGN THINKING DEMANDS CRITICAL THINKING

DR. I Nyoman D. Pahang Putra

Alumni Smada 89
Dosen dan Praktisi Civil Engineering bidang:
Struktur, Manajemen Proyek Konstruksi
dan Manajemen Properti Ekonometrika Spasial

zoom
YouTube Live Streaming

Sabtu, 24 Oktober 2020
Jam 09.00 - 11.00 WIB

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SEKOLAH MENENGAH ATAS NEGERI 2 SURABAYA 1950

FORUM SHARING KNOWLEDGE, INNOVATION AND WISDOM SKIW UNIVERSITY OF LIFE

ALUMNI SMADA 89 SURABAYA

KEMENTERIAN PENDIDIKAN DAN KEBUDAYAAN
UNIVERSITAS PEMBANGUNAN NASIONAL "VETERAN" JAWA TIMUR
FAKULTAS TEKNIK
Jl. Raya Rungkut Madya Gunung Anyar Surabaya. Telp. (031) 8782179 Fax. (031) 8782257
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S U R A T T U G A S

Nomor : 1270/ UN.63.3 / TU / 2020

Dekan Fakultas Teknik Universitas Pembangunan Nasional "Veteran" Jawa Timur, memberikan tugas kepada:.

No	Nama	NIP/NPT	Keterangan
1.	Dr. I Nyoman Dita Pahang Putra, ST., MT	3 7003 00 0175 1	Pembicara

Untuk melaksanakan tugas dan tanggung jawab menjadi pembicara dalam kegiatan Webinar dengan tema "Pengembangan Diri dalam Menghadapi Kompetensi dan Kompetisi Global" yang diselenggarakan pada:

Hari : Rabu
Tanggal : 24 Oktober 2020
Media : Zoom
Penyelenggara : Ikatan Alumni SMA Negeri 2 Surabaya (IkaSmada) bekerjasama dengan SMA Negeri 2 Surabaya

Surat Tugas ini disusun untuk dilaksanakan dan setelah dilaksanakan pelaksana tugas segera menyampaikan laporan kepada Dekan Fakultas Teknik UPN "Veteran" Jawa Timur.

Demikian Surat Tugas ini dibuat untuk dilaksanakan dengan penuh tanggung jawab.

Dikeluarkan di : S u r a b a y a
Pada Tanggal : 23 Oktober 2020

D E K A N

Dr. Dra. JARIYAH, MP.
NIP. 19650403 199103 2 001

DESIGN THINKING *demands* **CRITICAL THINKING**

DR. I Nyoman D. Pahang Putra

Surabaya, 24 Oktober 2020

Development of the viewpoints on design thinking[1]

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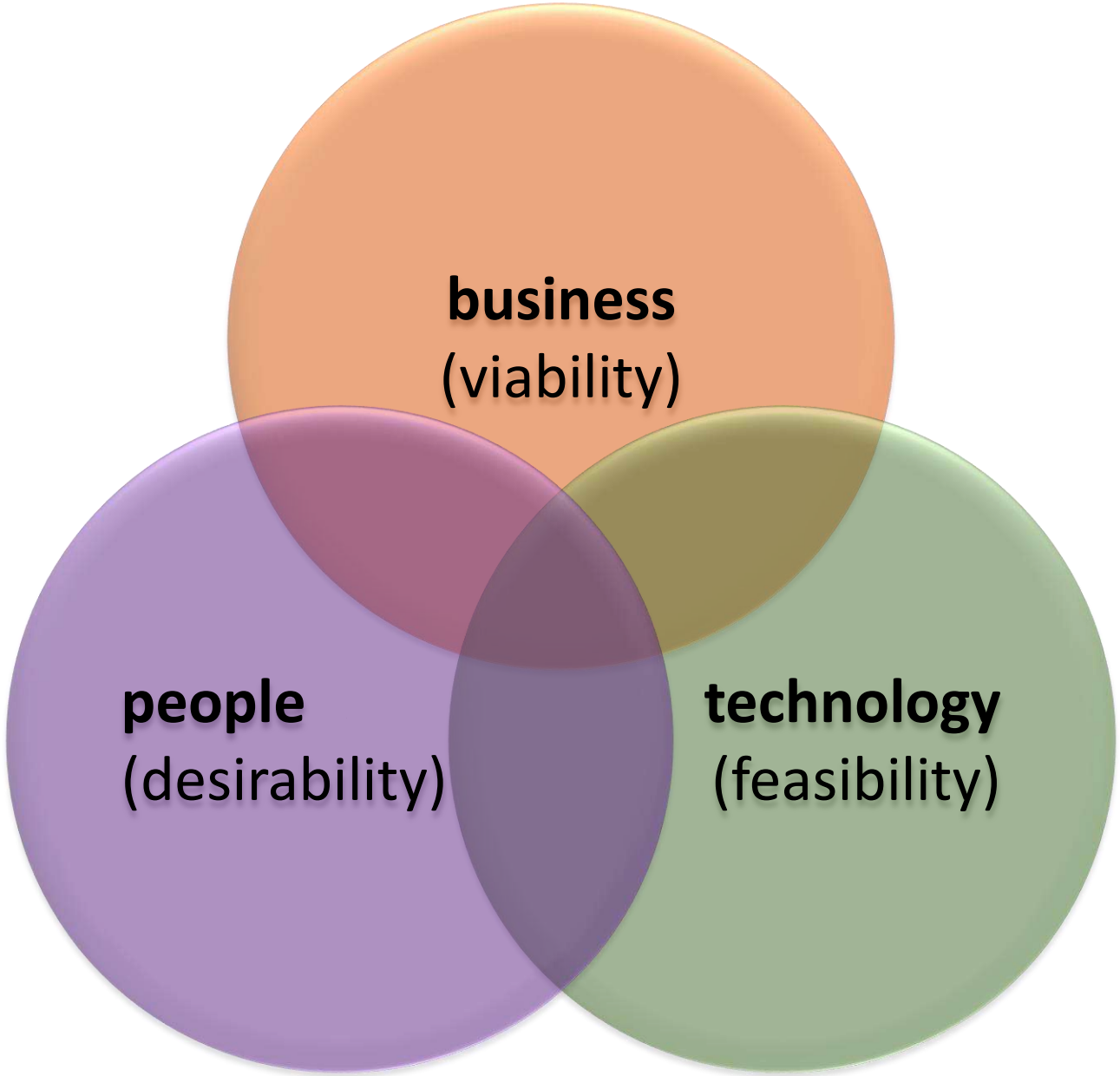
DESIGN THINKING

Feel

Imagine

Do

Share


business
(viability)
people
(desirability)
technology
(feasibility)

DESIGN THINKING

A FRAMEWORK FOR INNOVATION

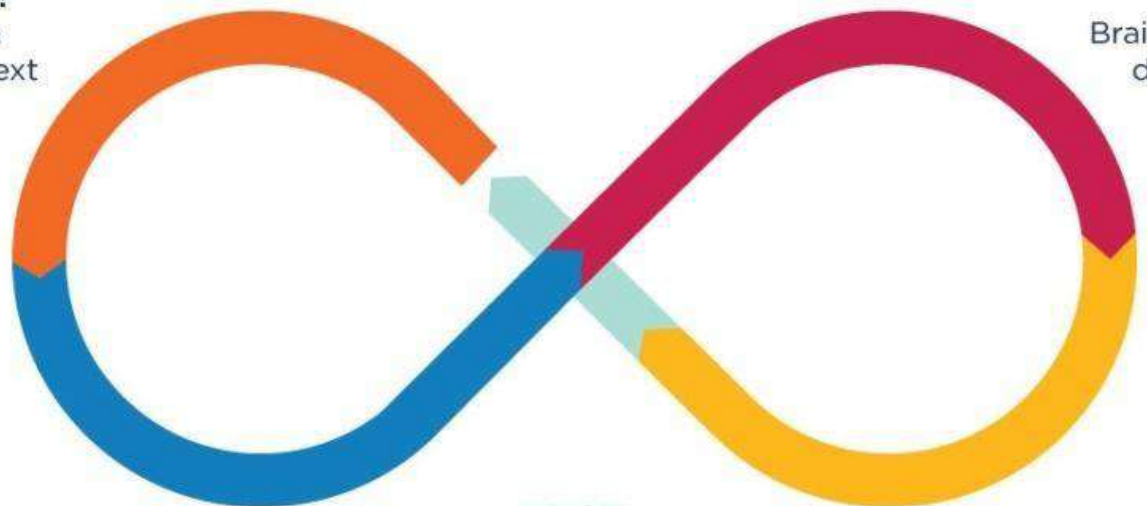
EMPHATHISE

What is the problem?
Define the challenge &
explore the human context

IDEATE

Why is it important?
Brainstorm ideas good & bad,
dont stop at the obvious

CONTEXT



FORM

DEFINE

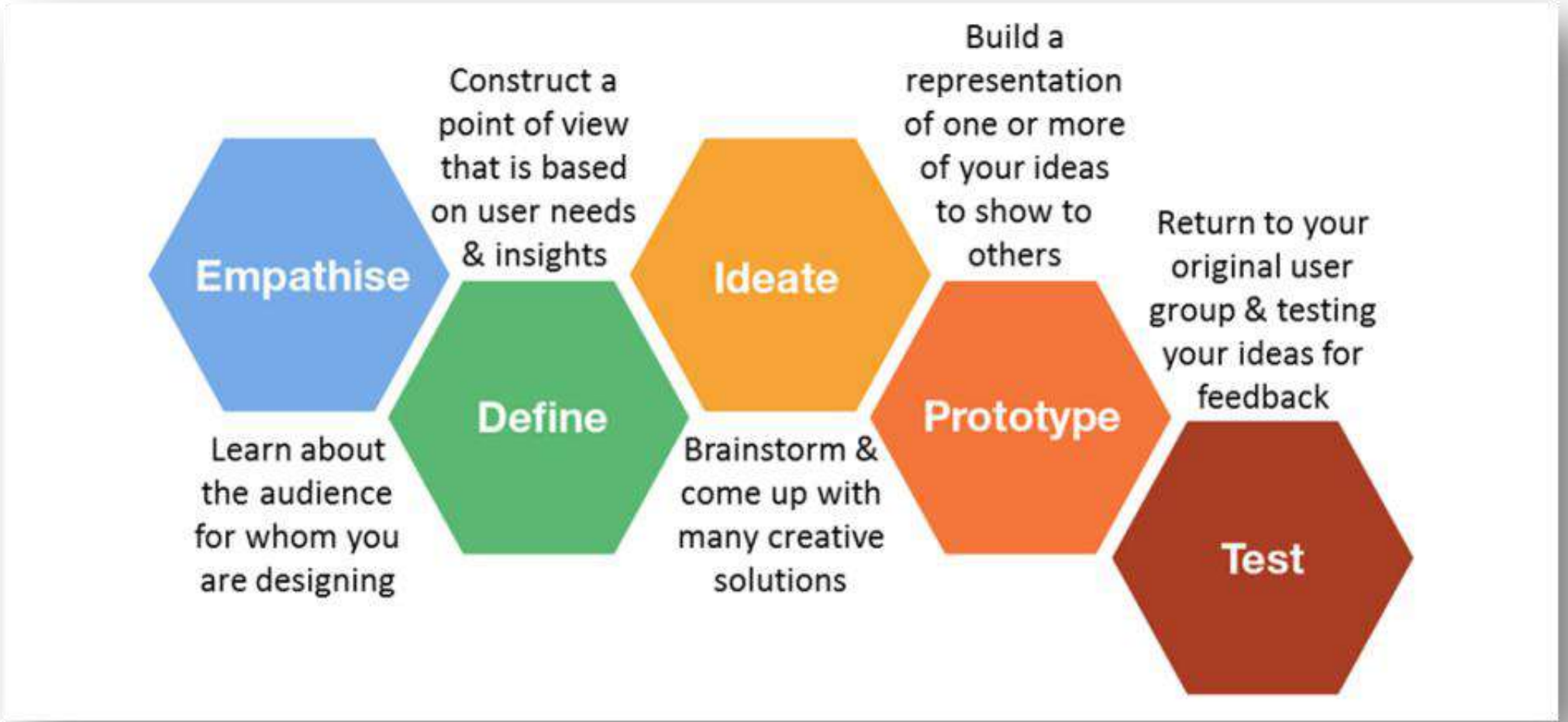
Why is it important?
Research, observe, understand
& create a point of view

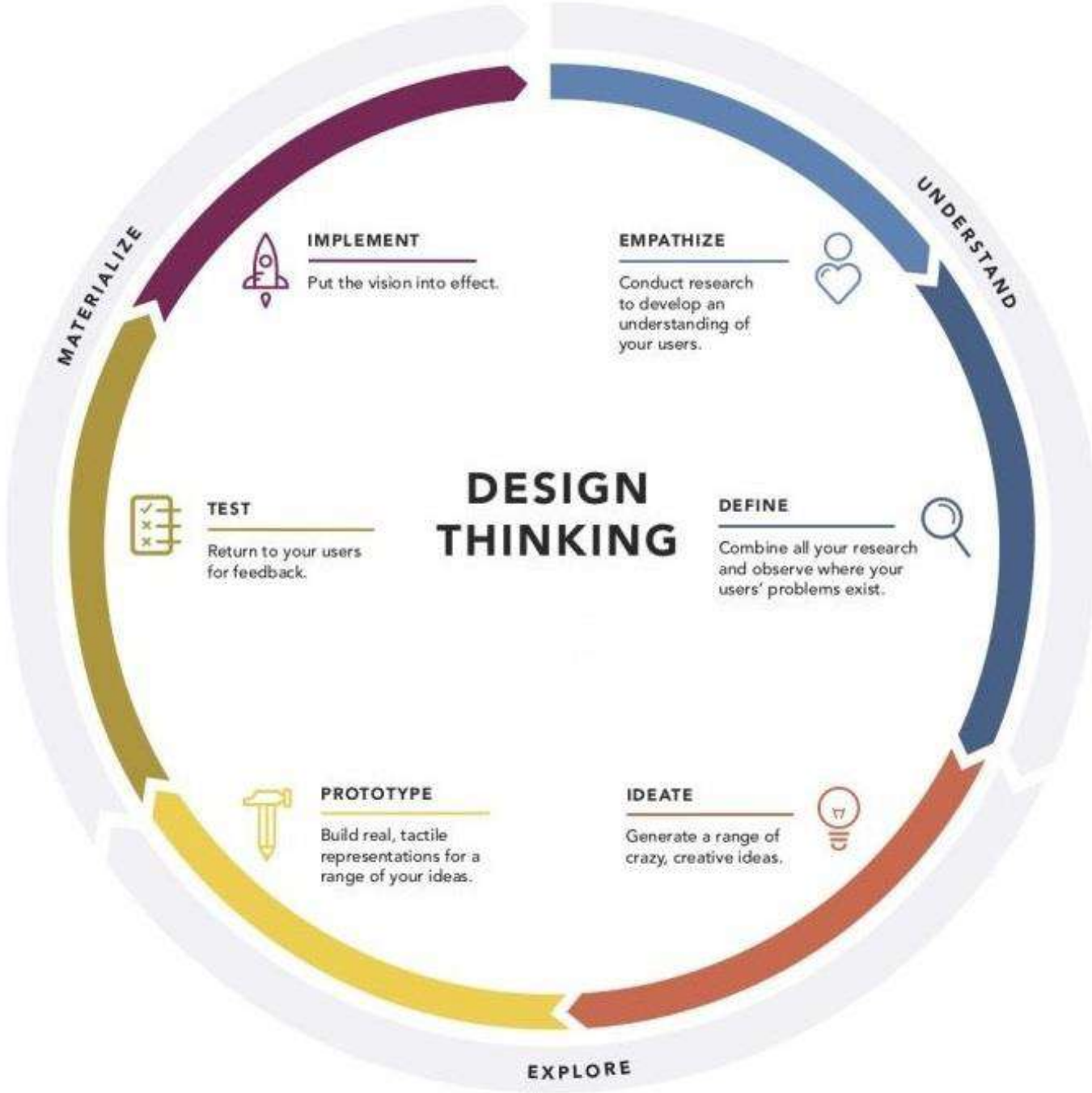
TEST

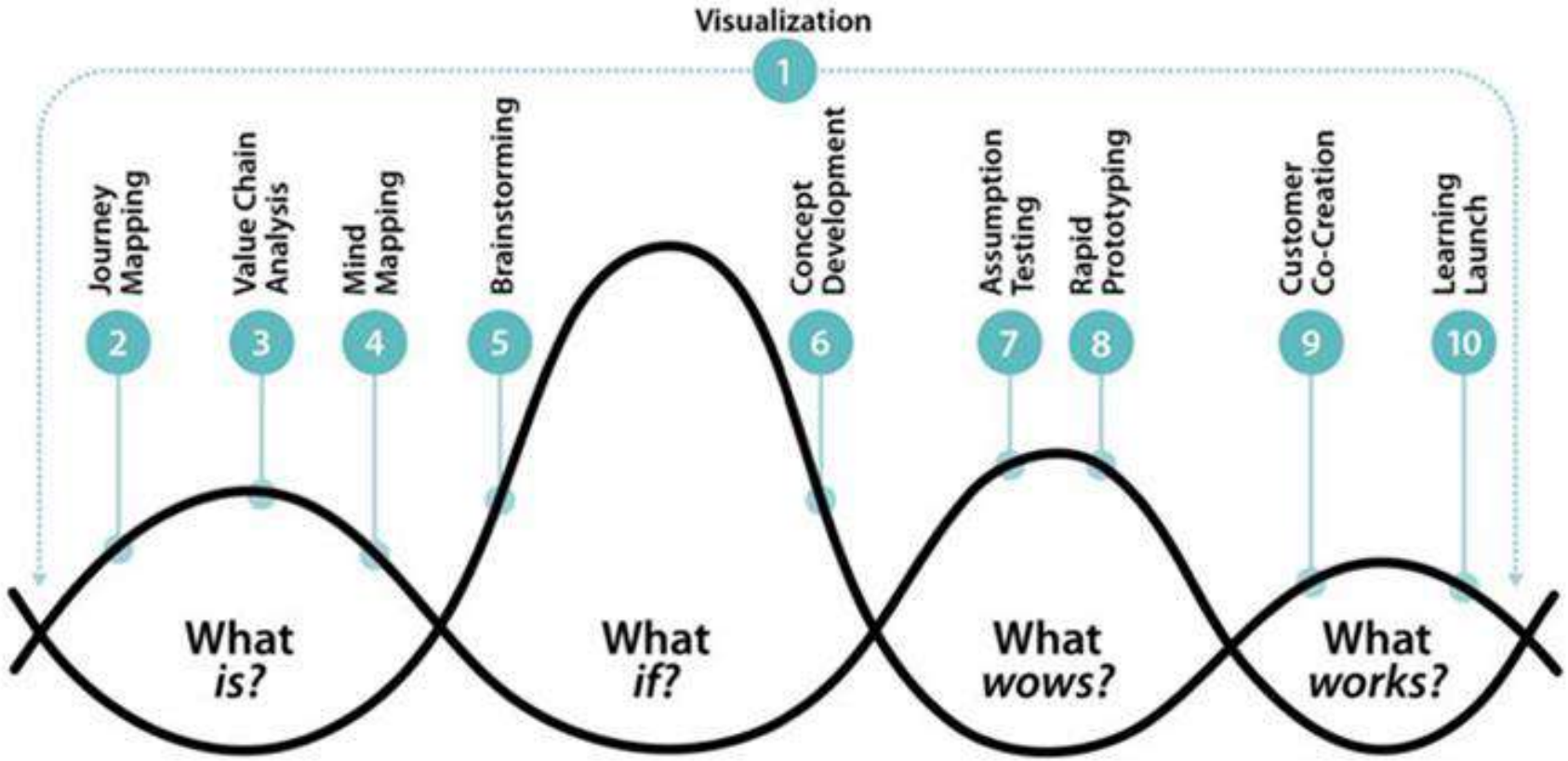
Does it work?
implrement the product, show, &
dont tell, start to refine the product

PROTOTYPE

How do we create it?
Start creating, experiment,
fall cheap, & fast


Empathise
Learn about the audience for whom you are designing
Define
Construct a point of view that is based on user needs & insights
Ideate
Brainstorm & come up with many creative solutions
Prototype
Build a representation of one or more of your ideas to show to others
Test
Return to your original user group & testing your ideas for feedback


DESIGN THINKING
UNDERSTAND
EMPATHIZE
Conduct research to develop an understanding of your users.
DEFINE
Combine all your research and observe where your users' problems exist.
EXPLORE
IDEATE
Generate a range of crazy, creative ideas.
PROTOTYPE
Build real, tactile representations for a range of your ideas.
MATERIALIZE
TEST
Return to your users for feedback.
IMPLEMENT
Put the vision into effect.



What *is?* .....Exploring the current reality
What *if?* .....Envisioning alternative futures
What *wows?* ..... Getting users to help us make some tough choices
What *works?* .....Making it work in-market, and as a business

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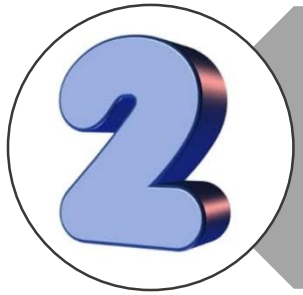

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LITERATURE

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New

The Design Thinking Process

672K views • 3 years ago

Sprouts

Design Thinking is a 5-step process to come up with meaningful ideas that solve real problems for a particular group of people.

CC

Critical Thinking & My Problem Solving Process Explained - for UX Designers

2.9K views • 1 year ago

Mike Locke

http://www.mluxacademy.com - In this video, I explain how I apply **critical thinking** through my problem-solving process. Learn UX ...

User Need Statements in Design Thinking

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NNgroup

Before you draw a single pixel, define what user need you're trying to solve with the (next-step) user-experience **design**.

4K CC

What is Critical Thinking?

DESIGN THINKING demands CRITICAL THINKING

by I Nyoman Dita Pahang Putra

Submission date: 27-Oct-2020 08:12AM (UTC+0700)
Submission ID: 1427599664
File name: Presentation_24102020.pdf (1.74M)
Word count: 311
Character count: 1773

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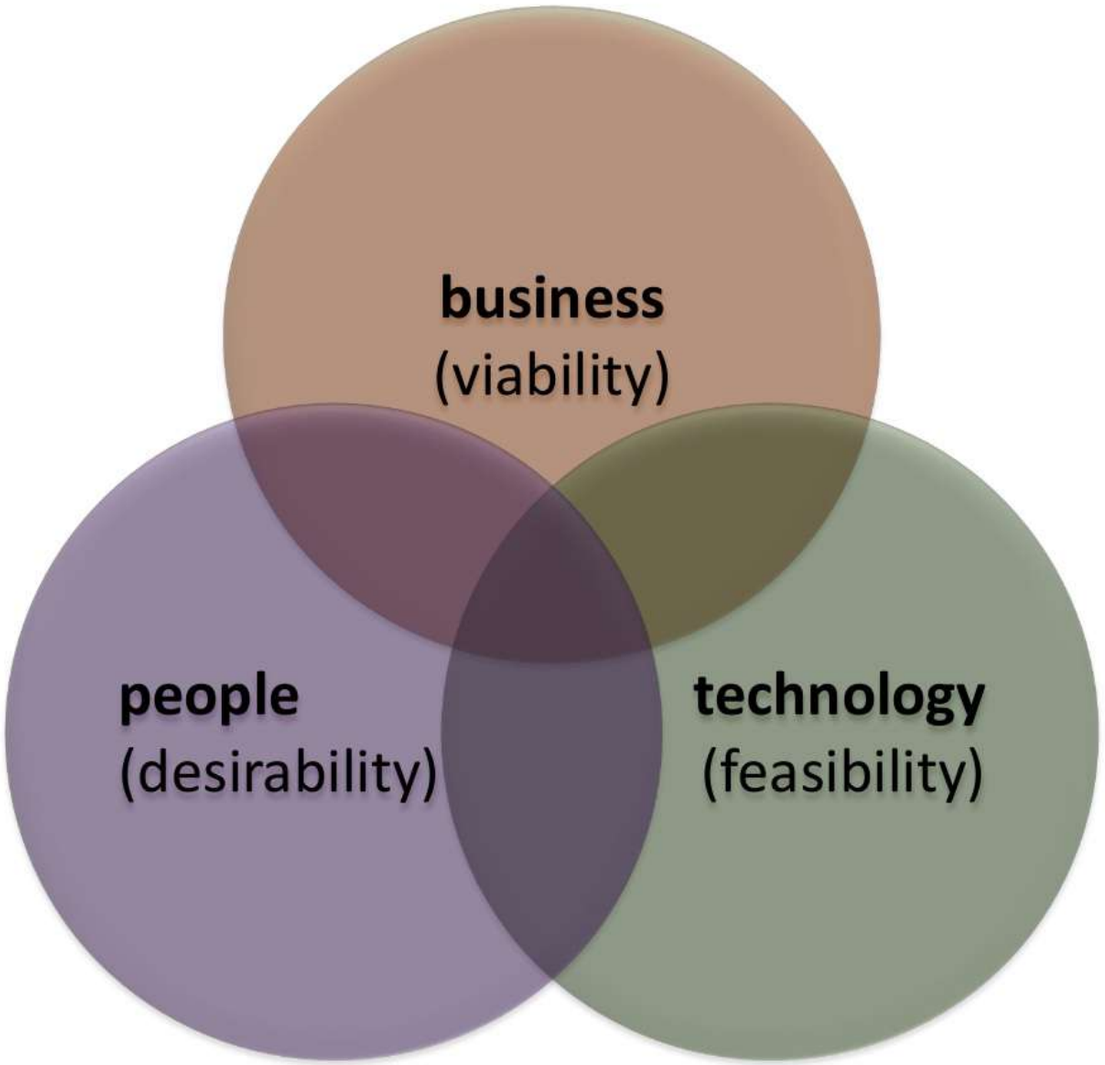
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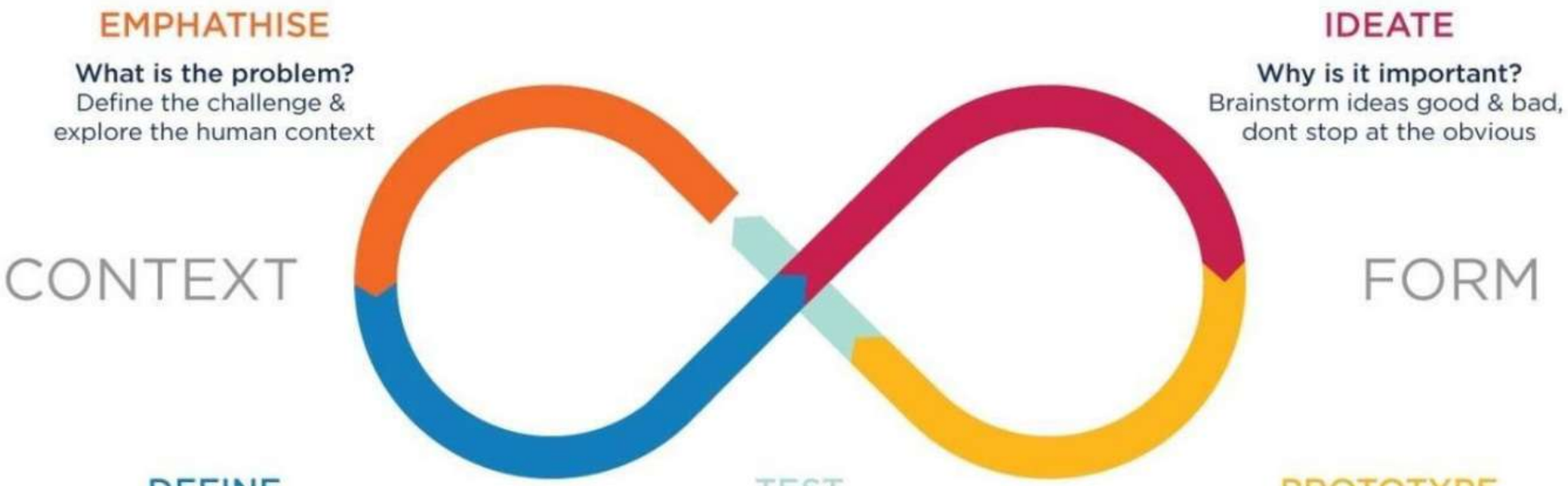

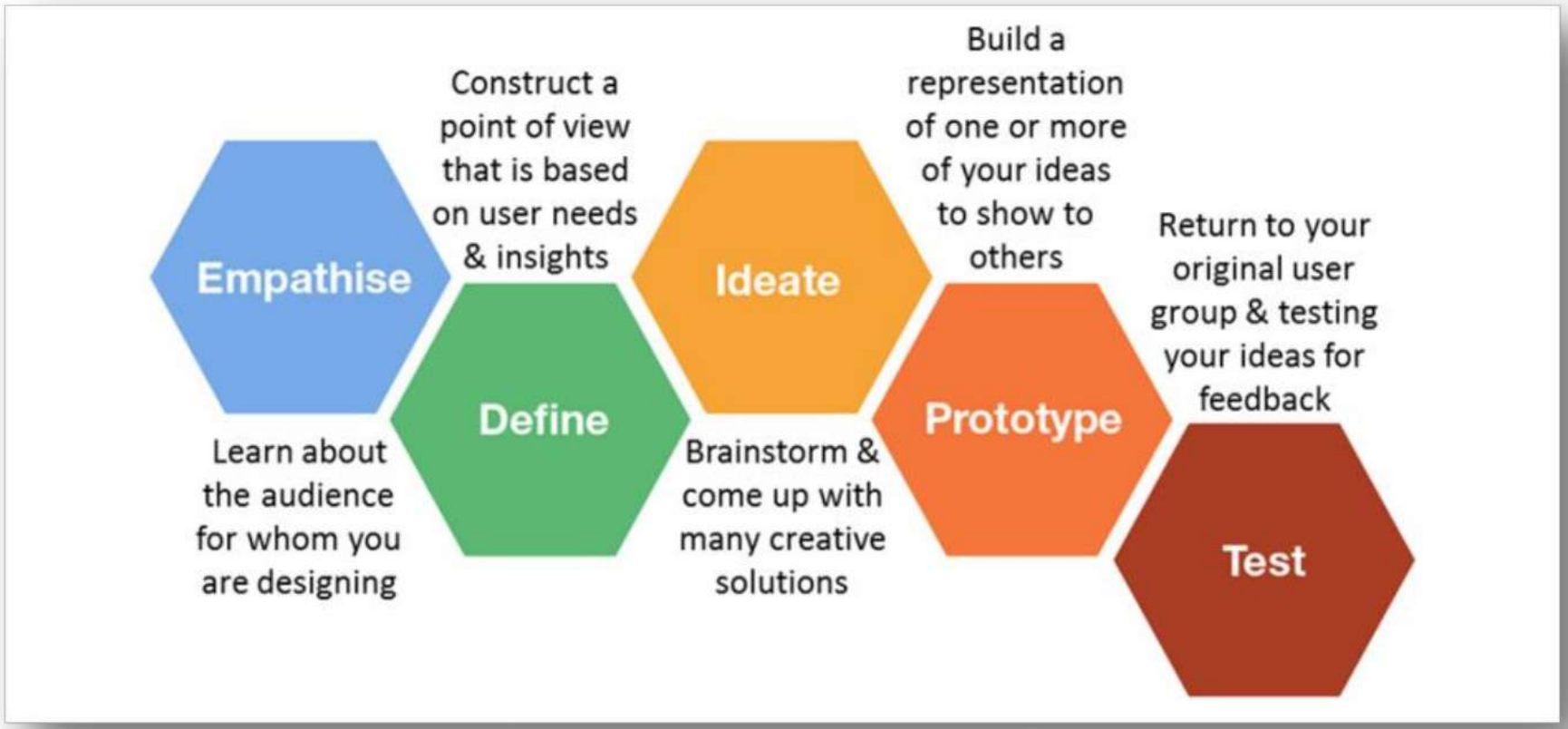
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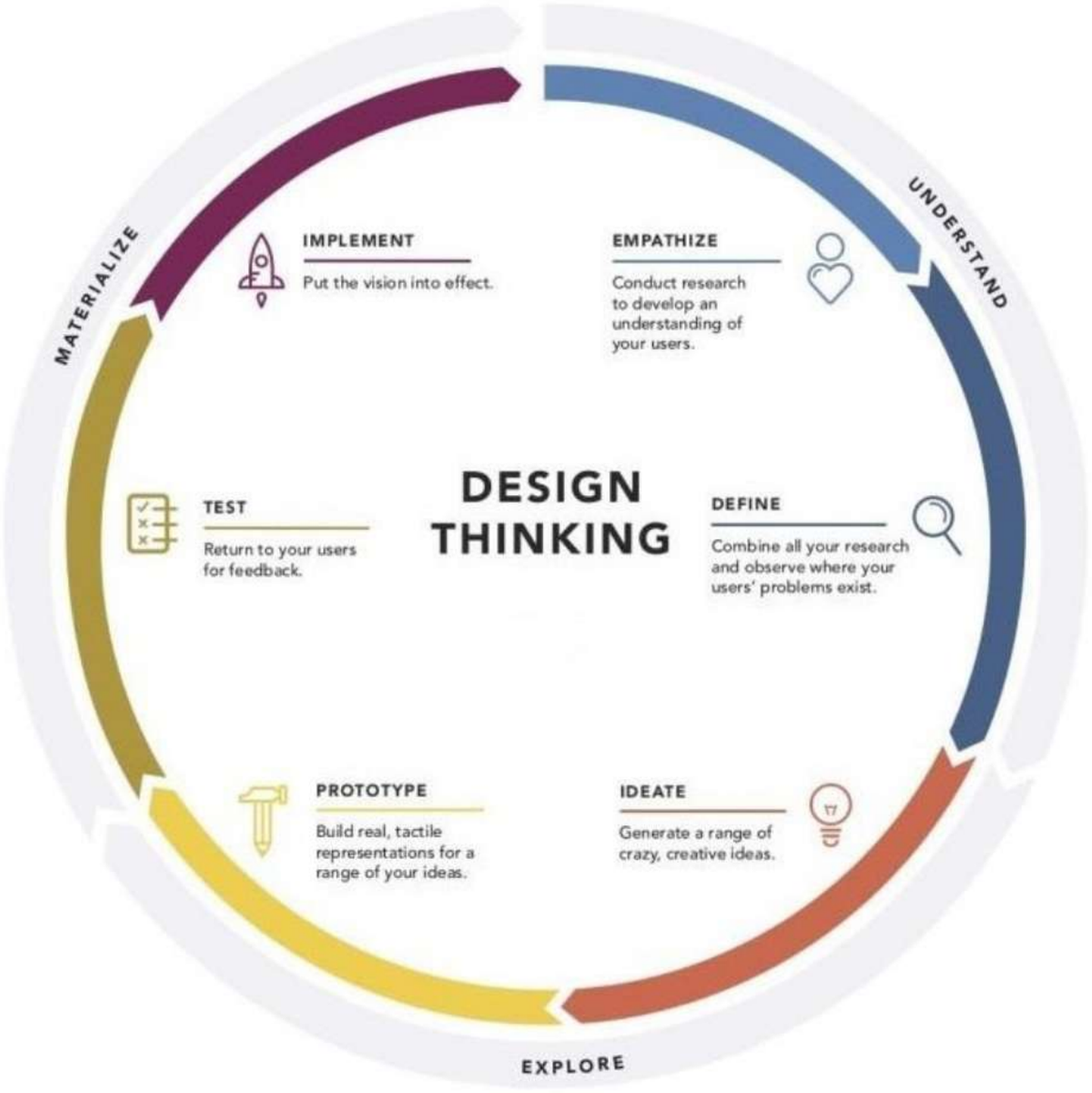
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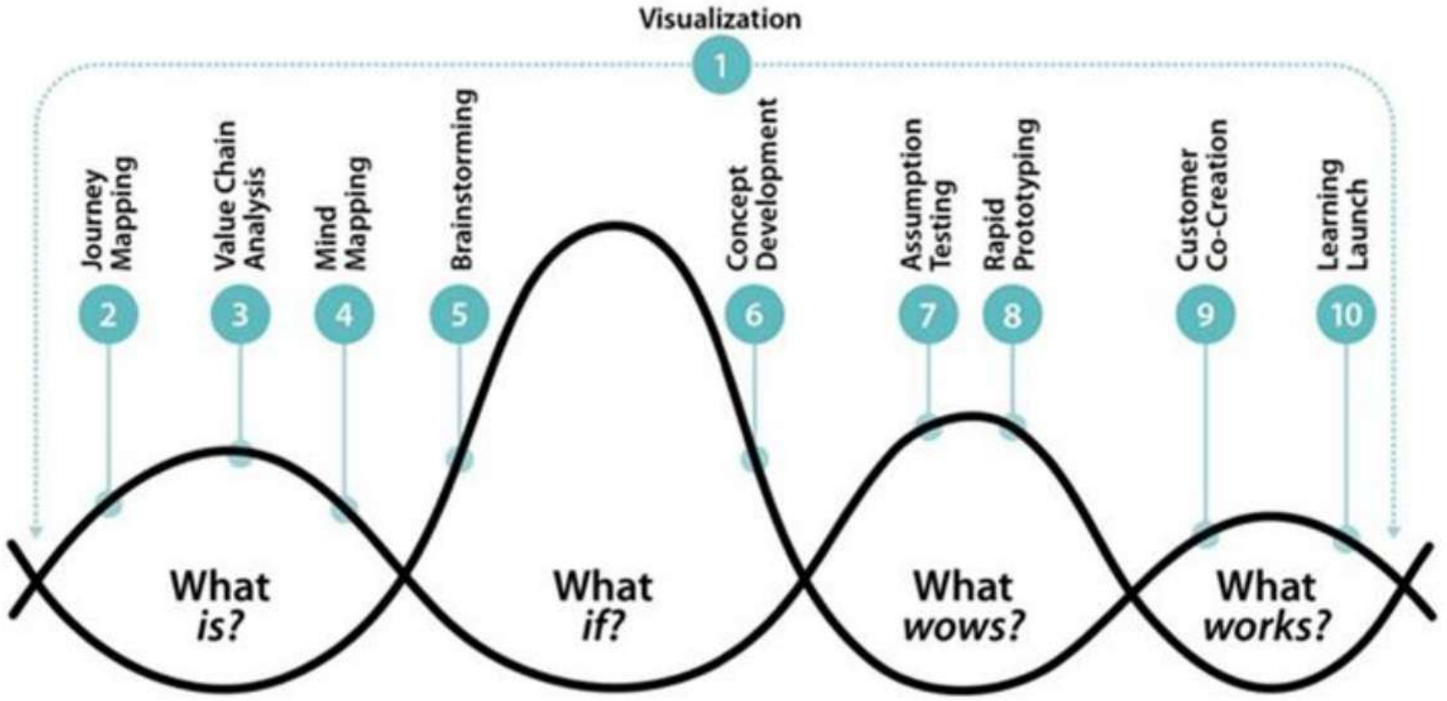

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