

eDea

Ψηφιακές υπηρεσίες για ιδεασμό, συνεργασία
& σύνθεση στη σχεδιαστική σκέψη

Deliverable 2

**Digital design thinking activities – Step-by-step walkthrough
through the eDea digital content repository**



Με τη χρηματοδότηση
της Ευρωπαϊκής Ένωσης
NextGenerationEU



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Introduction

Deliverable D2 Digital design thinking activities concerns the design and structuring within the eDea digital platform of digital activities that contribute to the production of innovation through the methodology of design thinking. The activities have been developed within the eDea digital platform into a rich digital repository of content that can be used to promote innovation in education and industry, i.e. to encourage the creativity of current and future scientists and entrepreneurs. Two categories of activities have been developed:

- **Design Thinking Stage Exercises.** Design teams can use them to implement the stages of design thinking, such as team building, encouraging creativity, problem exploration, ideation, prototyping, and evaluating ideas.
- **Integrated innovation activities inspired by real-life design challenges.** They guide design teams in introducing innovative solutions to complex problems of entrepreneurship and social entrepreneurship by applying the integrated design thinking process.

Specifically, 85 prototype design thinking stage exercises have been developed in Greek and English. In addition, 168 prototypes of integrated design thinking activities have also been developed in Greek and 60 in English. The development of model actions in Greek and English contributes to access for a broad audience in Greece and abroad. Their digital format of activities contributes to their execution through real-time collaboration in groups, interaction, direct feedback between team members, execution anytime and anywhere, and user interaction. In addition, the digital format contributes to the understanding of concepts through descriptions of ideas and actions using digital text, images, videos, or others. Finally, the digital form contributes to the reuse of actions to construct larger design challenges, where the exercises are combined in an easy-to-use way through the digital platform. It is noted that the deliverable concerns the digital activities that have been published through the eDea digital platform. You can access the digital activities through the eDea digital platform, which is deliverable D2 Digital platform for the promotion and facilitation of collaboration within the framework of the design thinking processes of Work Package 3 and is available at <http://edea-project.gr/index.php/digital-services/> address using the eDeaReviewer/reviewer account to connect to the platform.

This file constitutes a supporting document with step-by-step instructors to access the content within the digital platform. The file is also available on the project portal.



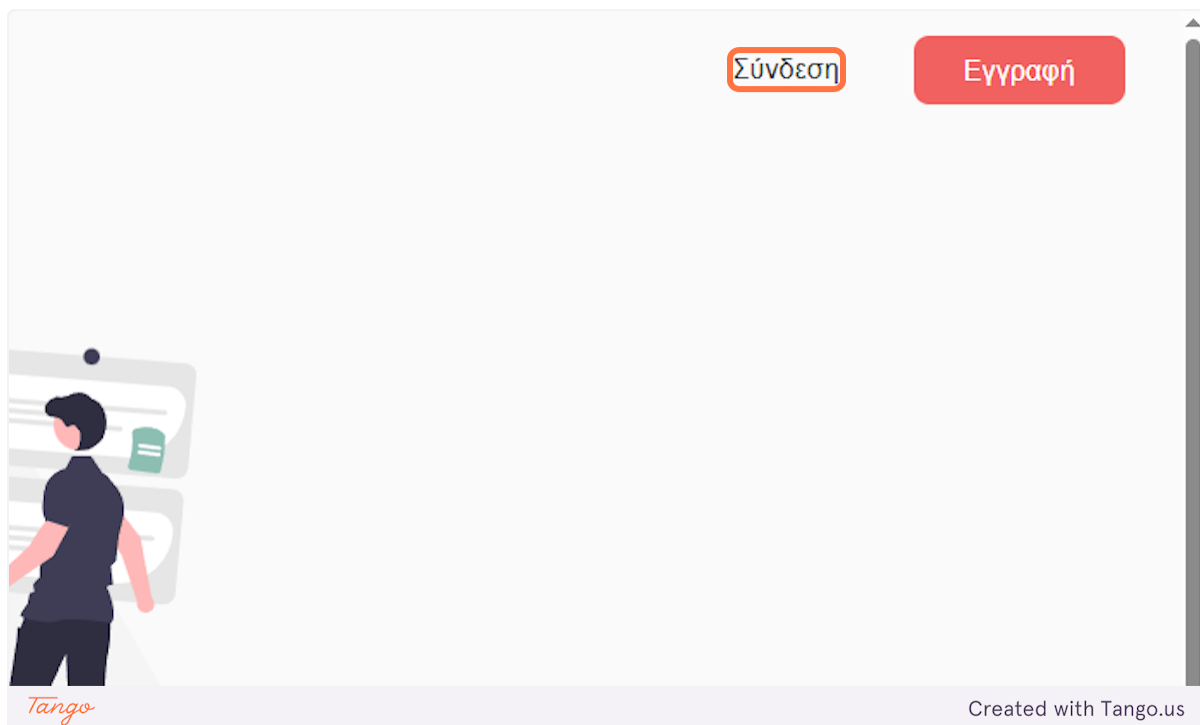
Platform and Login

The address of the eDea platform website is: <https://edeia.e-ce.uth.gr>.

We have created an account for you where you will have access to all the public content of the platform as well as a certain number of rooms and boards where users of the eDea platform have created.

Your **username** is: **eDeaReviewer** and your **password** is: **reviewer**.

1. Click on the Login button.



2. Enter your account login details.

Σύνδεση

Όνομα χρήστη

Κωδικός πρόσβασης

Να με θυμάσαι ☒

Σύνδεση

[Ξέχασα τον κωδικό μου](#)

Tango Created with Tango.us

3. And then press the Login button.

Κωδικός πρόσβασης

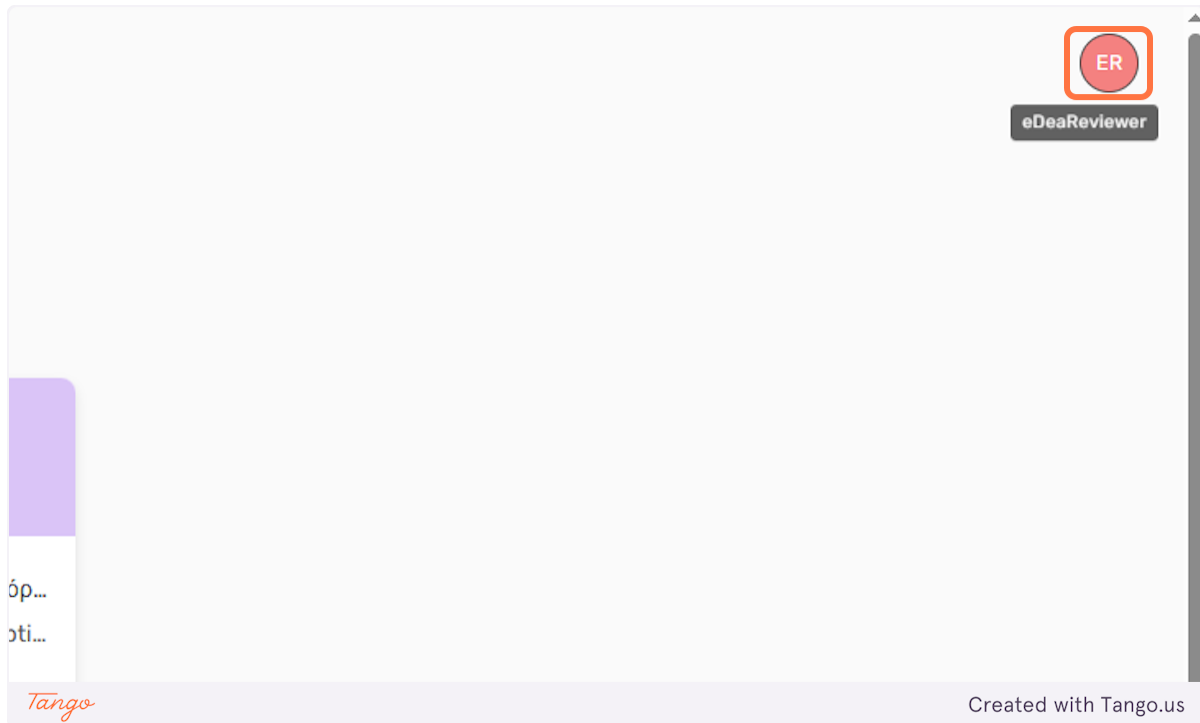
Να με θυμάσαι ☒

Σύνδεση

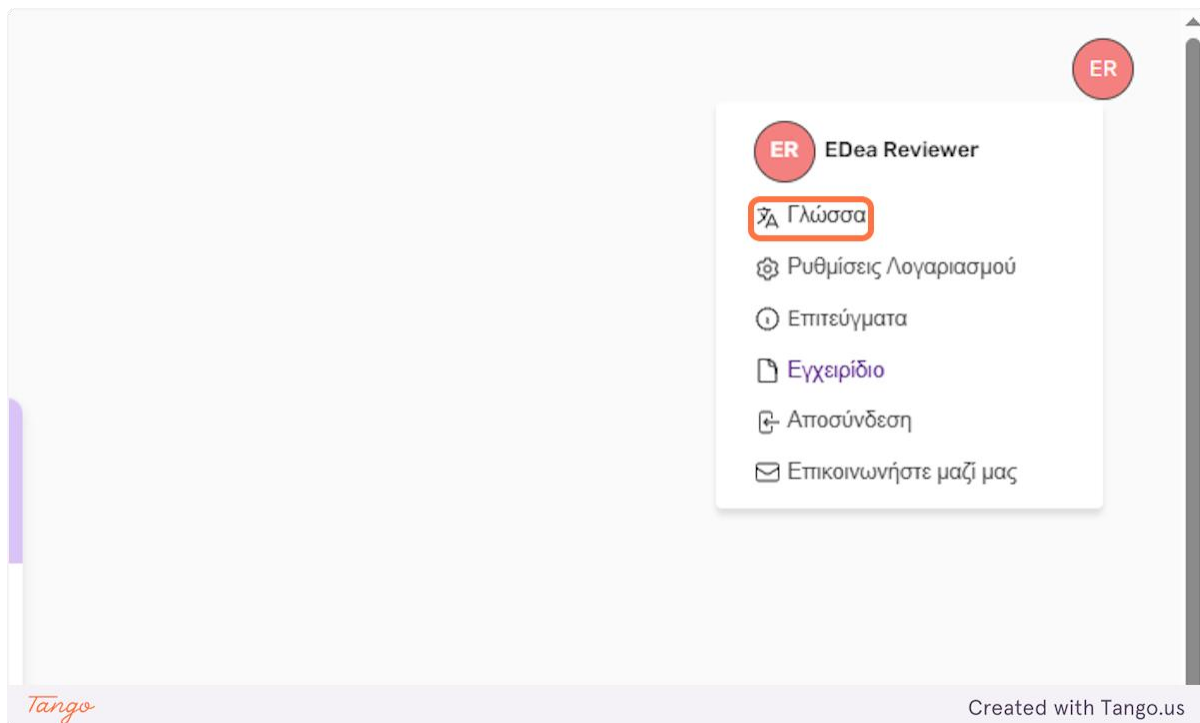
[Ξέχασα τον κωδικό μου](#)

Tango Created with Tango.us

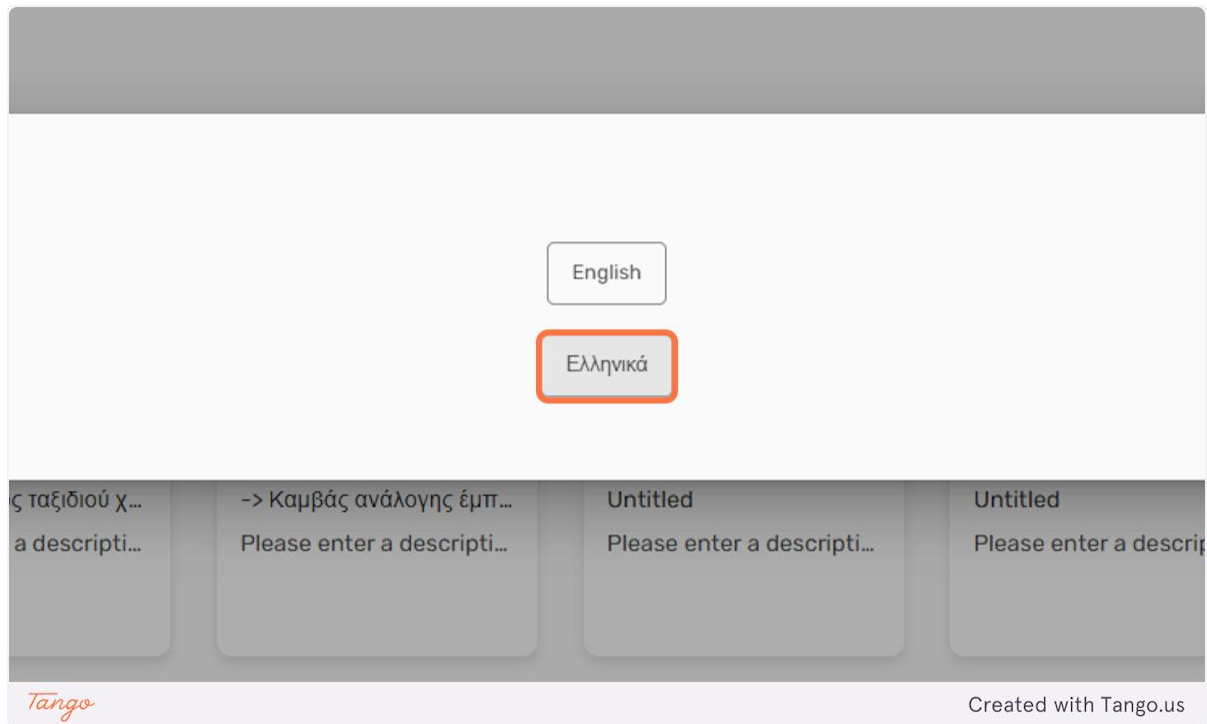
4. To change the platform's display language, click on the user avatar icon in the upper right corner of the screen.



5. Tap on Language



6. You can choose between Greek and English.

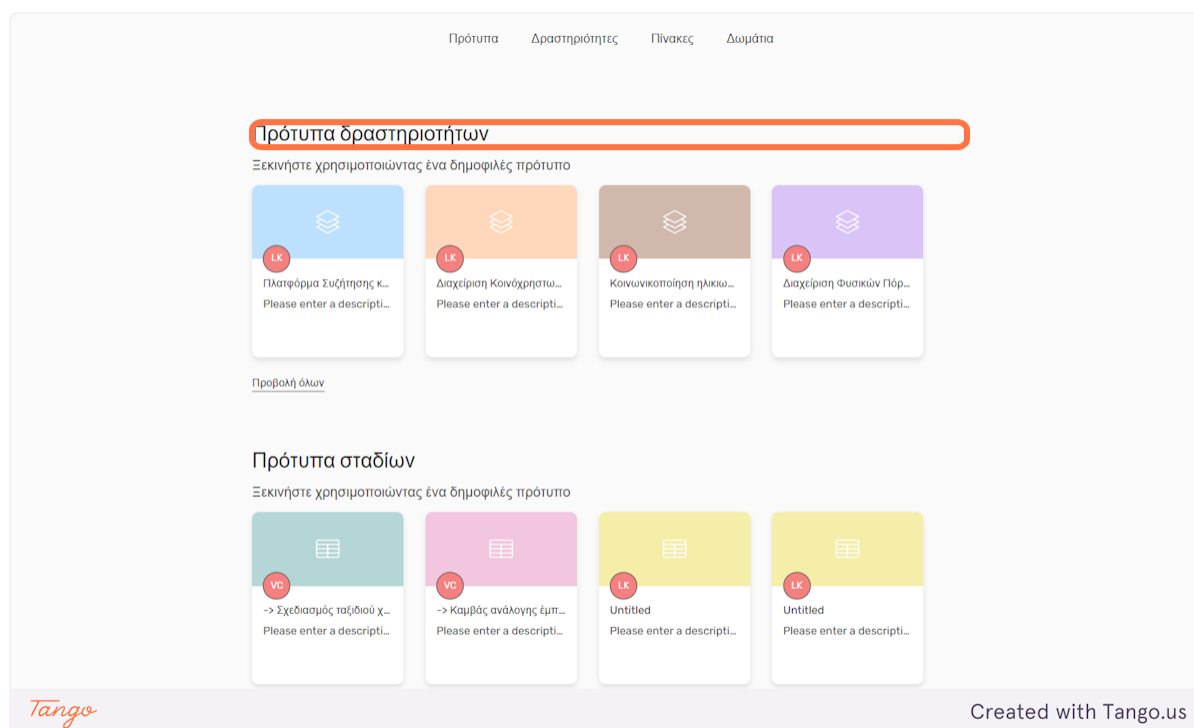


Content browsing

Home Page

After logging in to your account, you will be redirected to the platform's homepage. On this page you can see a quick overview of all the available content.

1. You can view the most recently published activity templates.



2. You can view the most recently published stage templates.

Πρότυπα δραστηριοτήτων
Ξεκινήστε χρησιμοποιώντας ένα δημοφιλές πρότυπο



LK

Πλατφόρμα Συζήτησης κ...

Please enter a descripti...



LK

Διαχείριση Κοινόχρηστ...

Please enter a descripti...



LK

Κοινωνικοποίηση ηλικιω...

Please enter a descripti...



LK

Διαχείριση Φυσικών Πόρ...

Please enter a descripti...

[Προβολή όλων](#)

Πρότυπα σταδίων
Ξεκινήστε χρησιμοποιώντας ένα δημοφιλές πρότυπο



VC

-> Σχεδιασμός ταξιδιού χ...

Please enter a descripti...



VC

-> Καμβάς ανάλογης έμπ...

Please enter a descripti...



LK

Untitled

Please enter a descripti...



LK

Untitled

Please enter a descripti...

[Προβολή όλων](#)

Tango Created with Tango.us

3. The boards where we have shared with your account.

Δημιουργία

Οι πίνακές μου
Δημιουργήστε έναν καμβά με σημειώματα και ξεκινήστε αμέσως!



Δημιουργία



Κωδικός πίνακα



Evaluation of ideas - pr...

Please enter a descripti...



Journey Mapping Δημό...

Please enter a descripti...



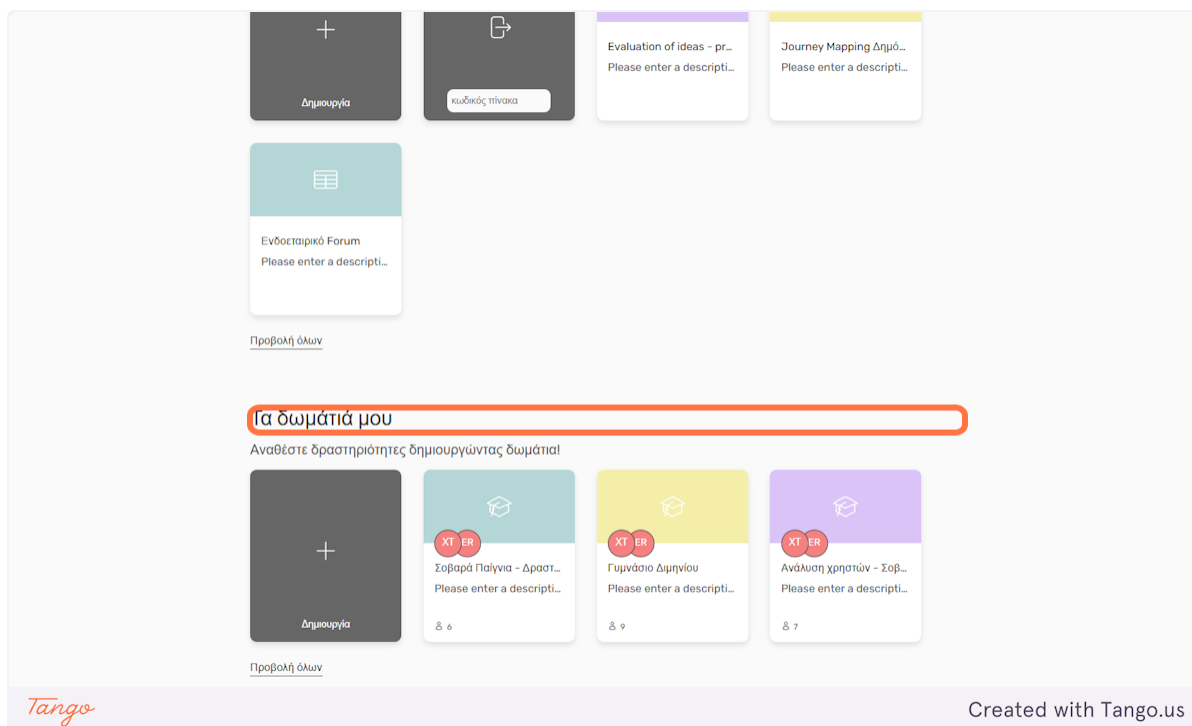
Ενδοεταίρικό Forum

Please enter a descripti...

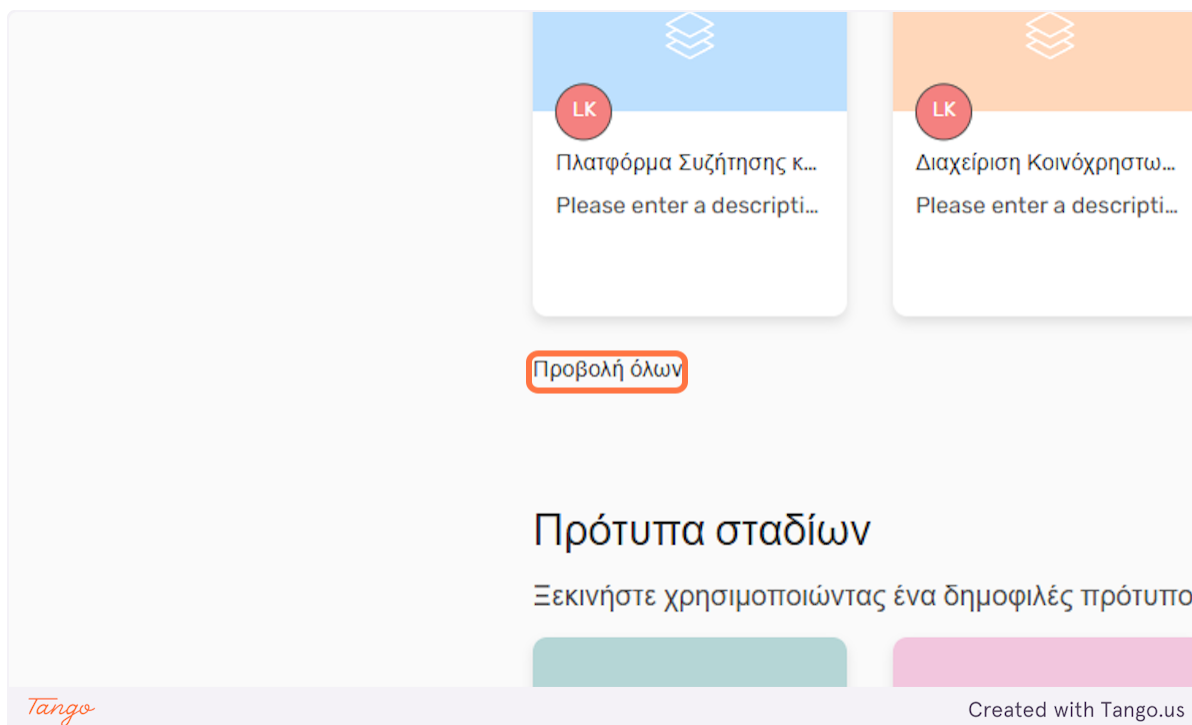
[Προβολή όλων](#)

Tango Created with Tango.us

4. And the most recent rooms where we have shared with your account.



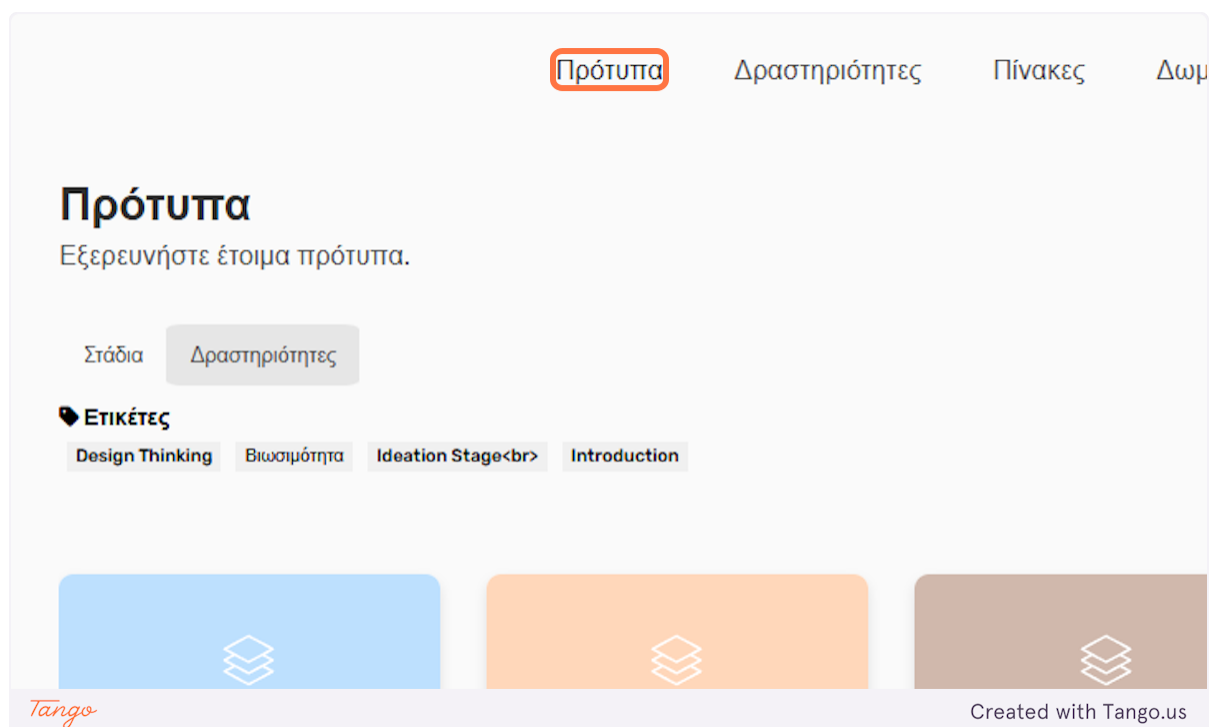
5. In each category you can click the View all options to go to the corresponding page with all available content for this category.



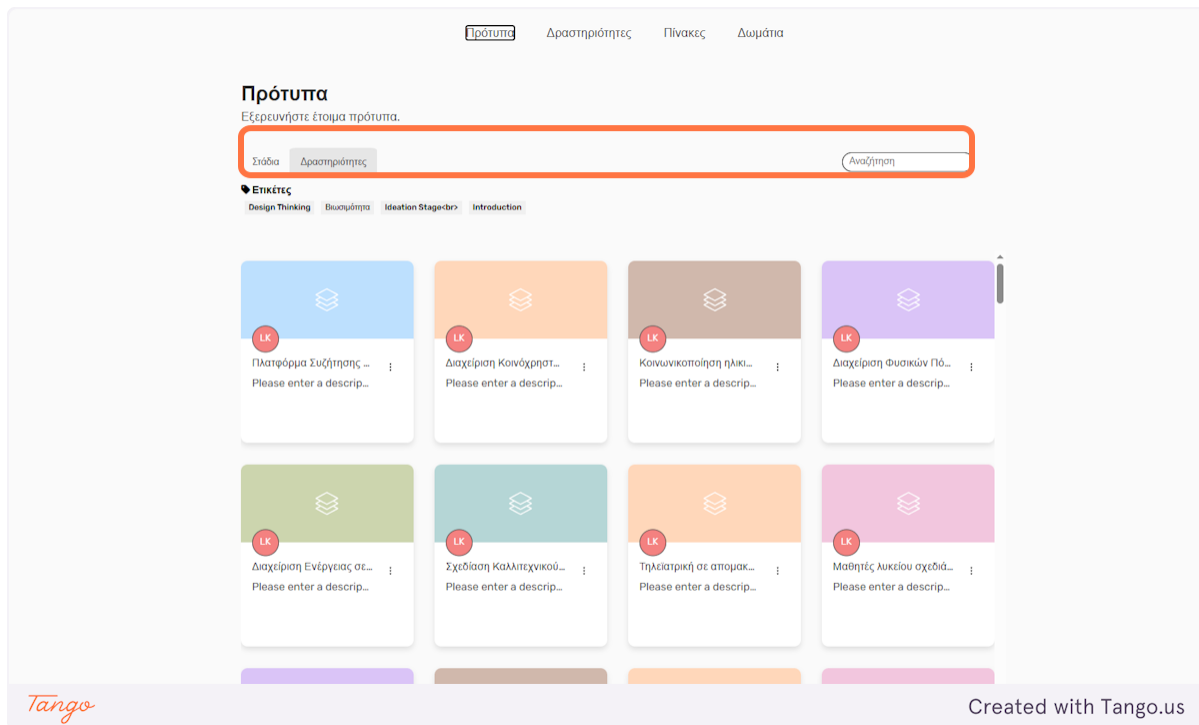
Templates

On the templates page you can find all the public content of the platform where it has been published by other users.

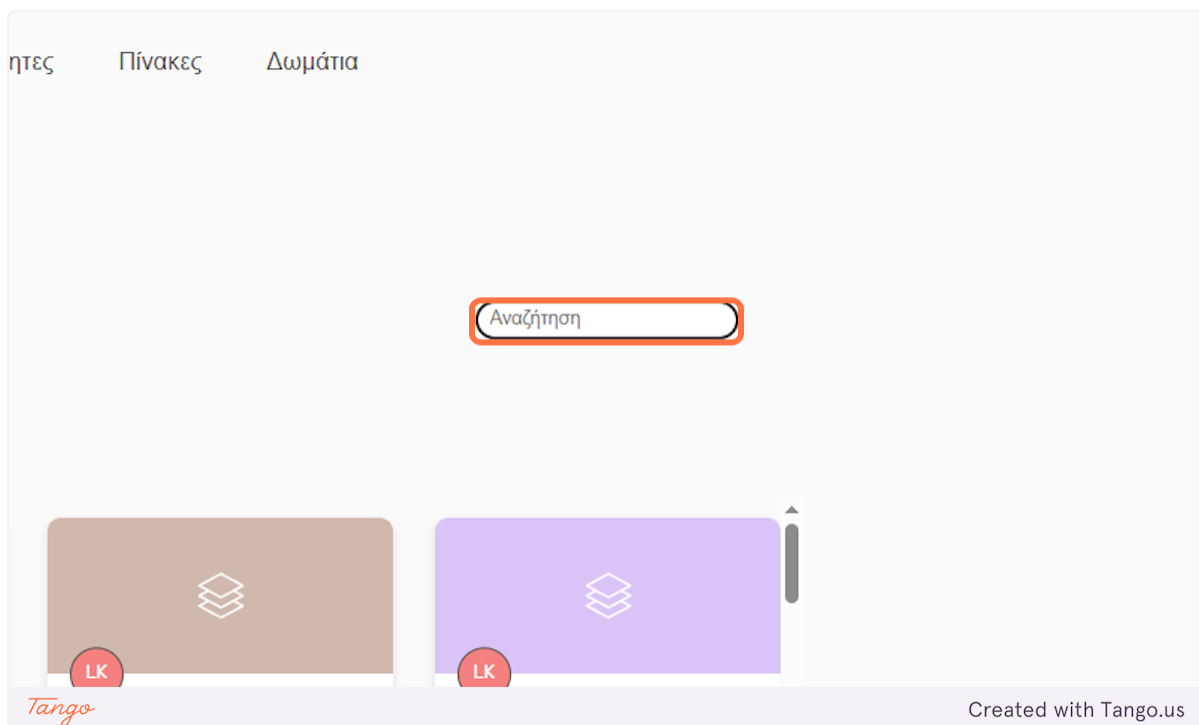
6. To go to the templates page, click the Templates option in the platform's main menu.



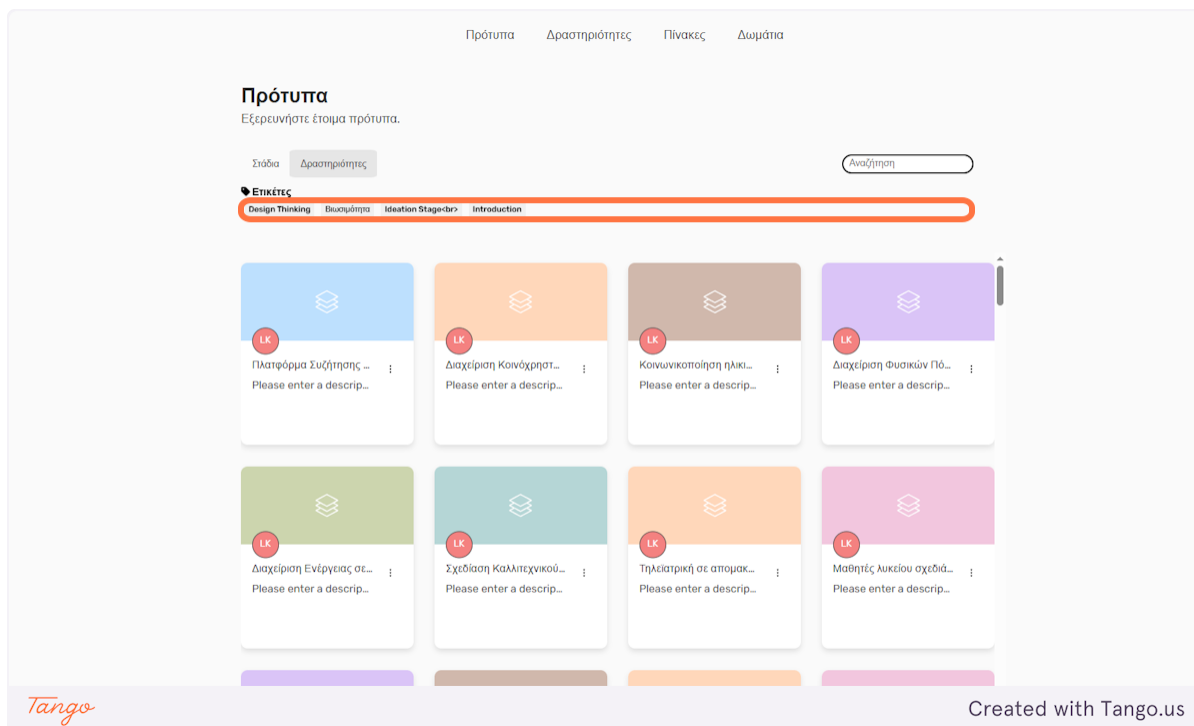
7. Templates are divided into two categories, activity templates and stage templates. By default, the activity category is selected.



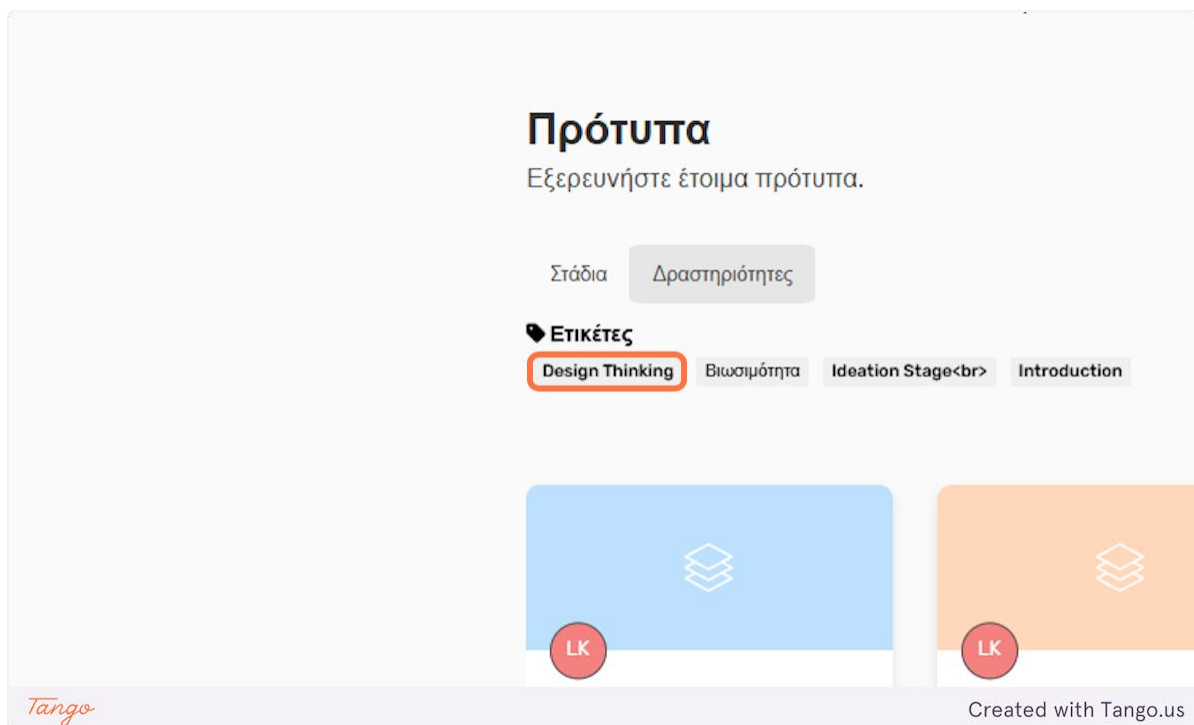
8. You can search for templates based on their title.



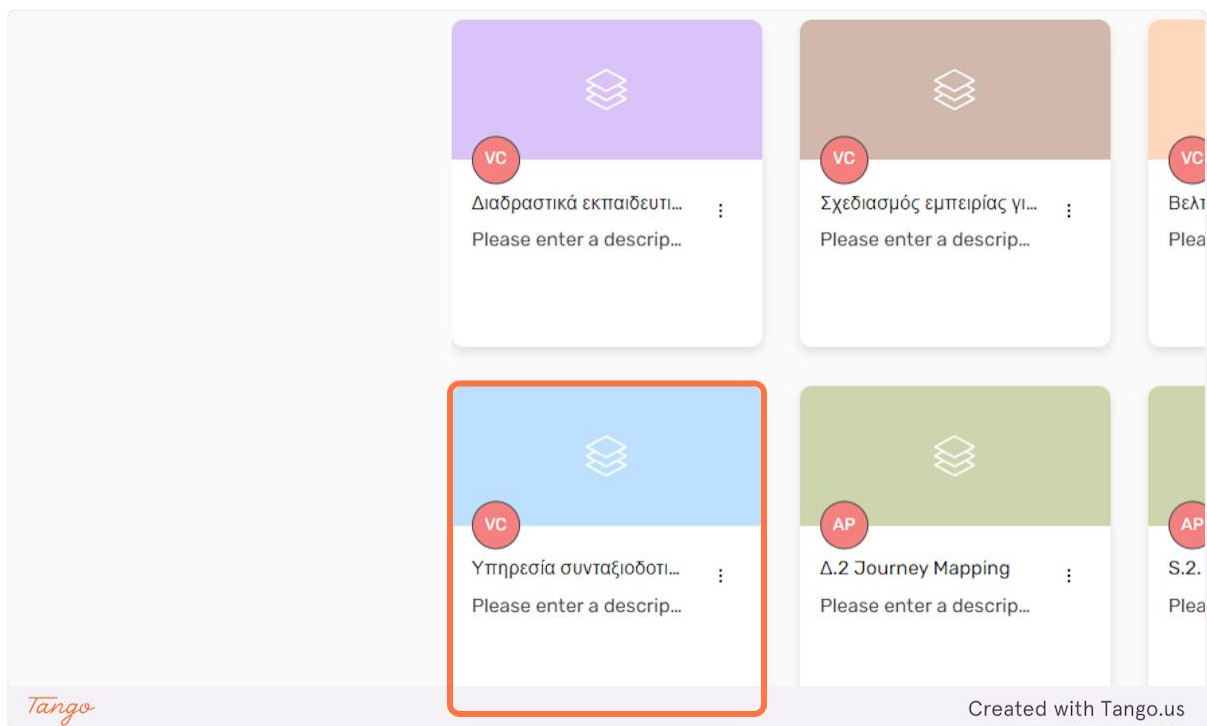
9. You can also categorize them with their tags.



10. To categorize them with a tag, click on the name of the tag you want.



11. To view the content of an activity template you can click on the template card.

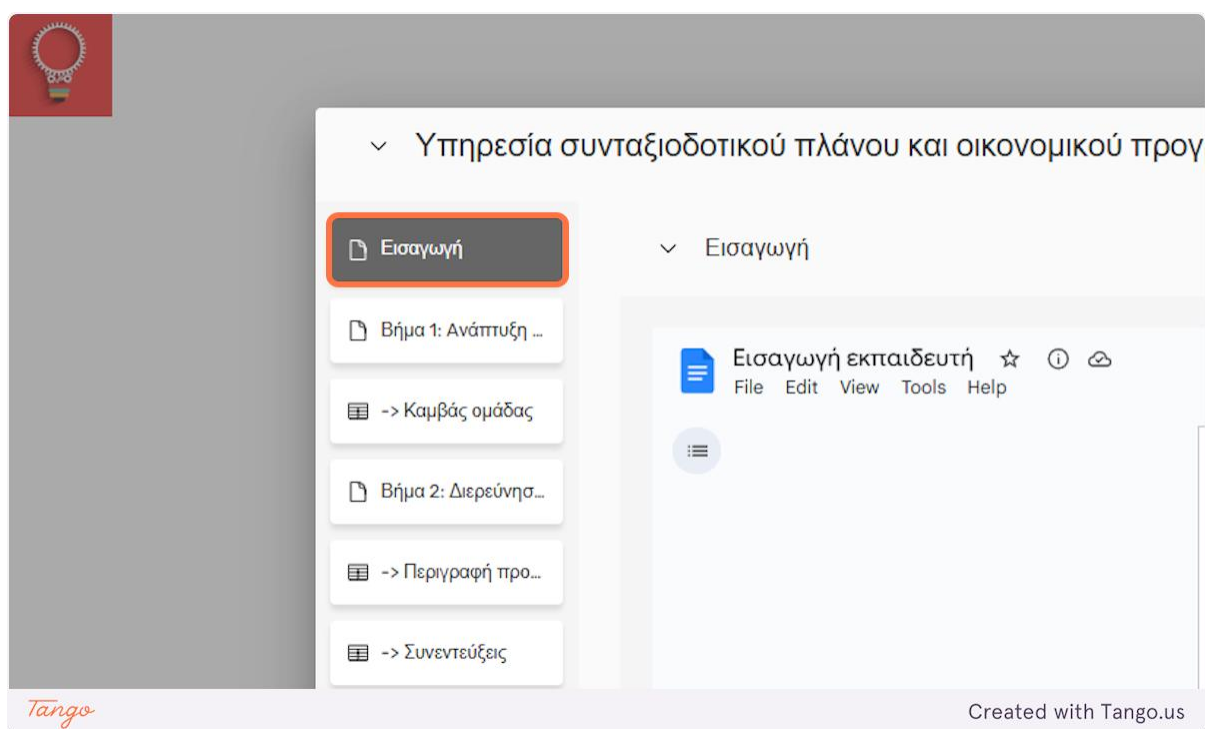


12. A new window will open where you can view the content of the activity. You can close this window by clicking anywhere on the screen outside this window.

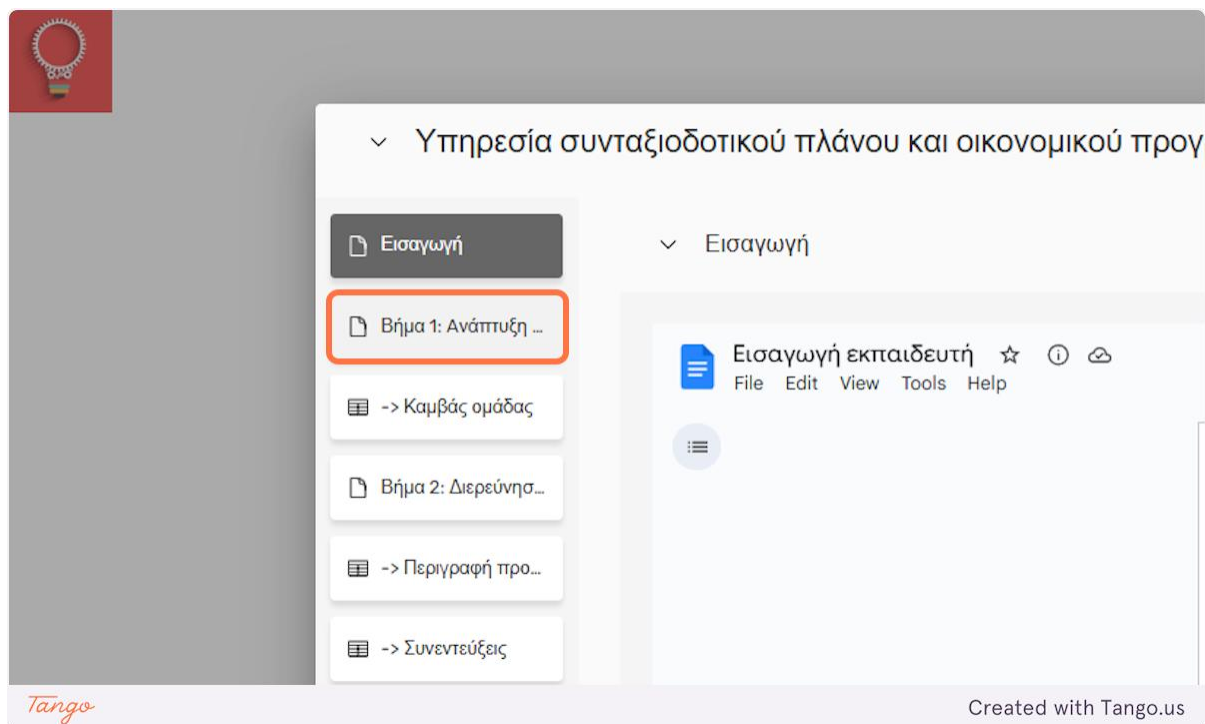
An activity is made up of stages, which are the list on the left side of the window.

By default, the first stage of the activity is selected, in this example the stage named Introduction.

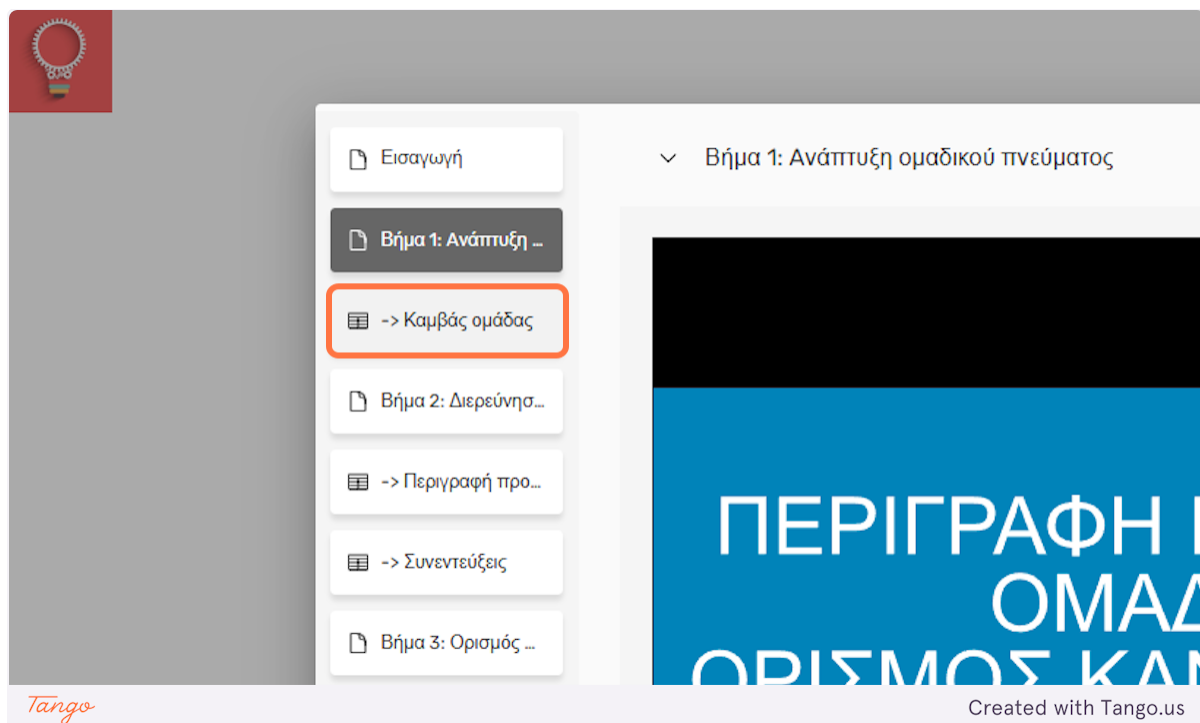
A stage can contain a document, a questionnaire, a video, or a canvas.



13. You can select a stage of the activity by clicking on the stage name.

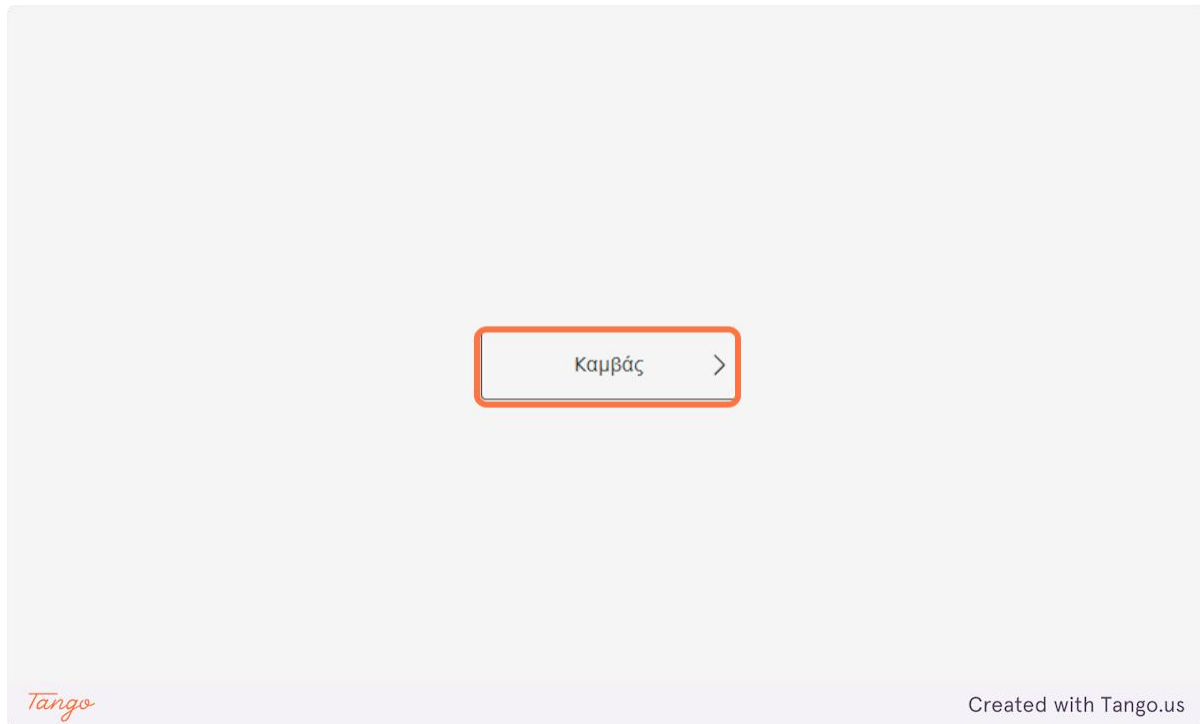


14. Clicking on a canvas stage will display the next screen.

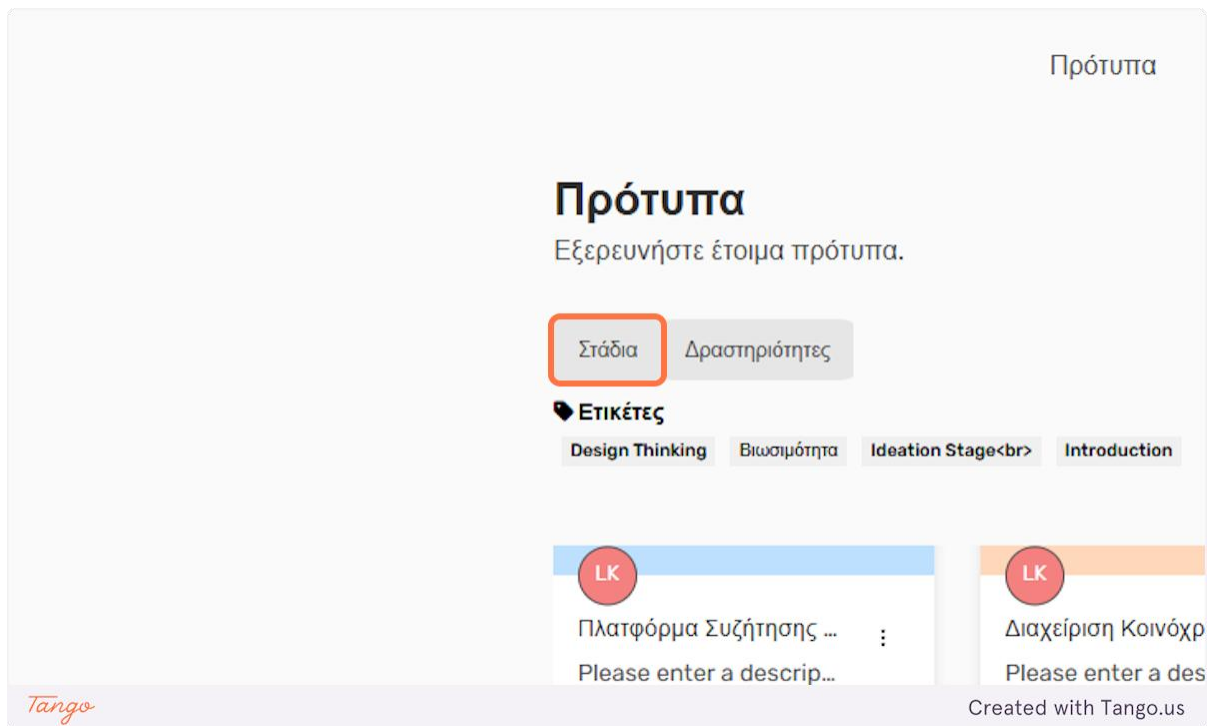


15. To visit the canvas of a canvas stage, click the Canvas button in the middle of the screen.

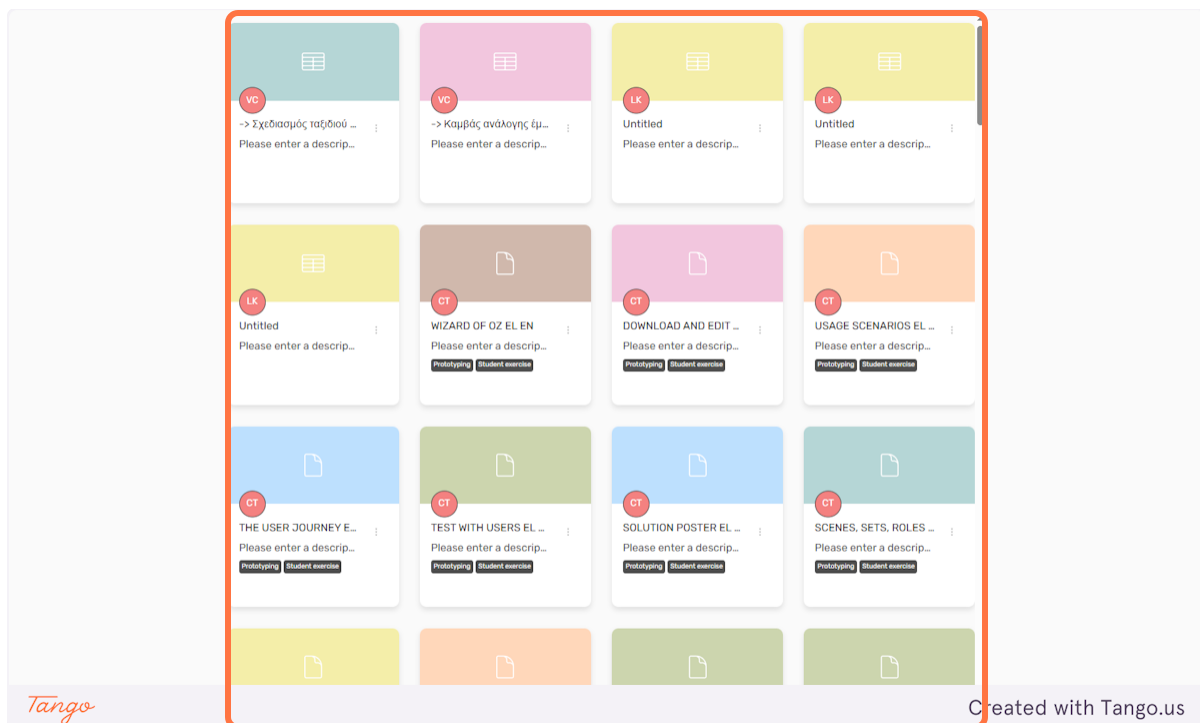
A canvas page will be covered in a later section of this guide.



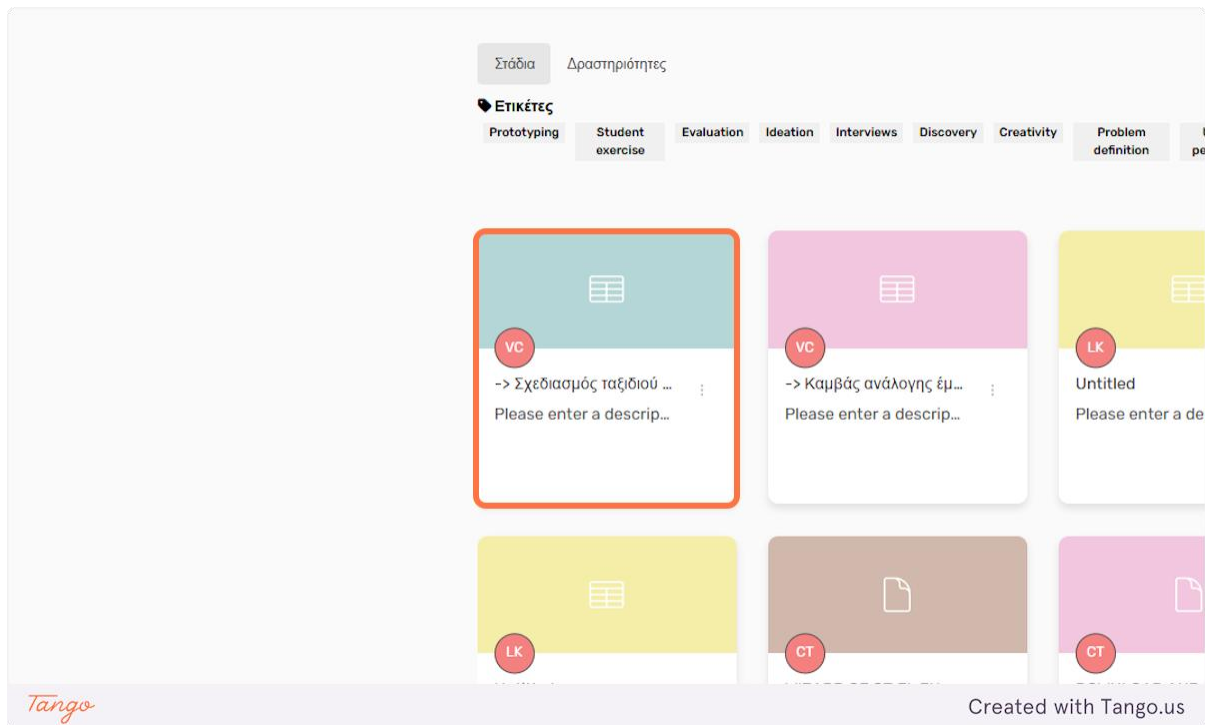
16. On the templates page, click on the stages option to see all published stage templates.



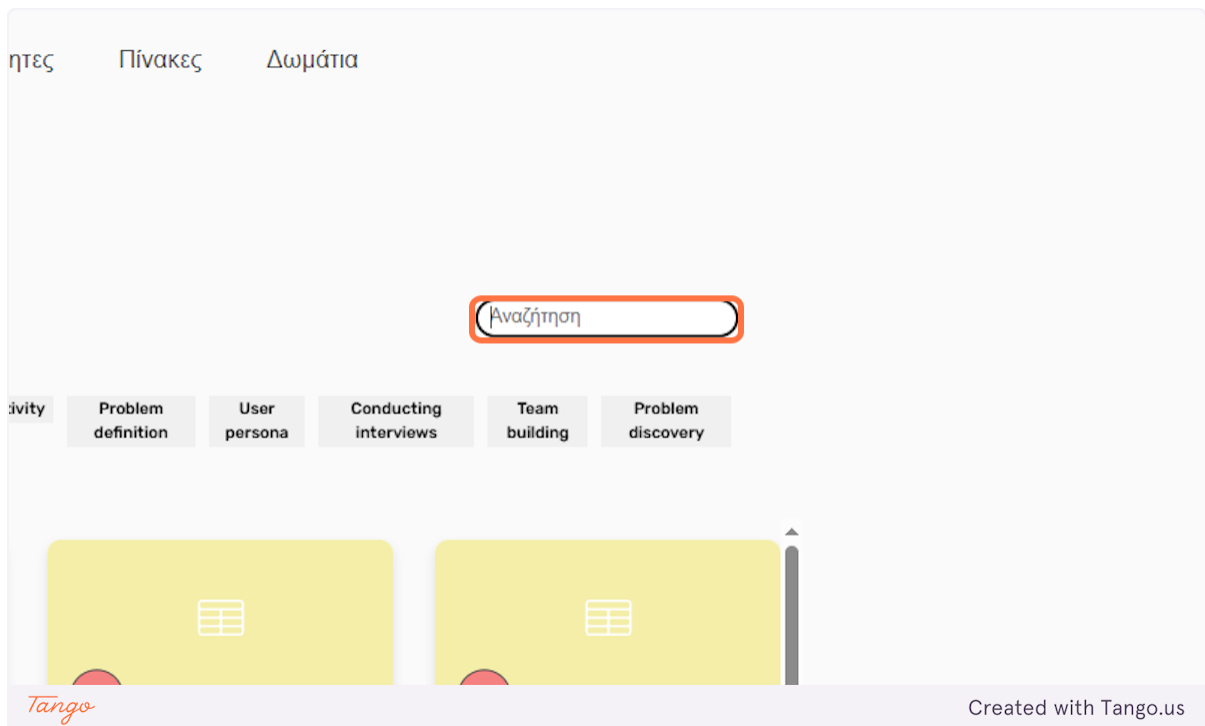
17. Here you see all the available stadium templates.



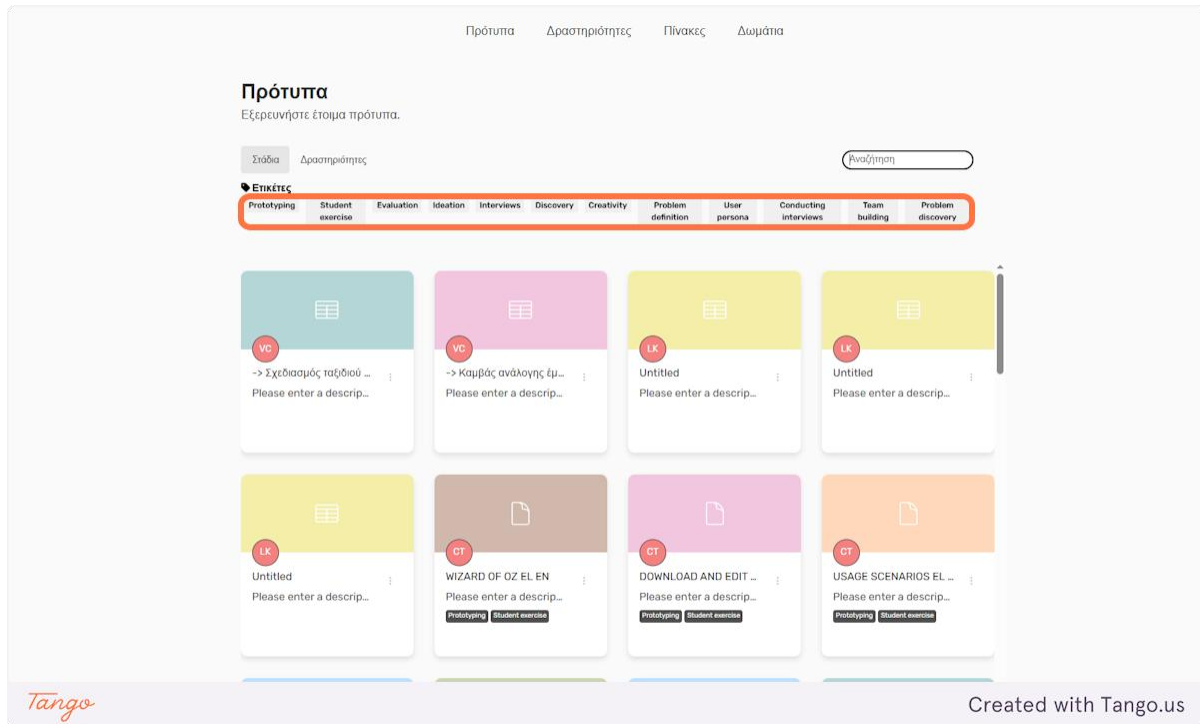
18. As previously with activity templates, you can click on a stage prototype card to view its contents.



19. You can search for stage templates by their name.



20. And filter them with any of the available tags.



The screenshot displays the eDea digital content repository interface. At the top, there are navigation tabs: "Πρότυπα", "Δραστηριότητες", "Πίνακες", and "Δωμάτια". Below these, the "Πρότυπα" (Prototypes) section is active, showing a sub-header "Εξερευνήστε έτοιμα πρότυπα." (Explore ready-made prototypes.).

Below the sub-header, there are two tabs: "Σταθία" and "Δραστηριότητες". To the right of these tabs is a search bar labeled "Εναύριση".

Below the tabs, there is a horizontal bar labeled "Ετικέτες" (Tags) with a list of tags: Prototyping, Student exercise, Evaluation, Ideation, Interviews, Discovery, Creativity, Problem definition, User persona, Conducting interviews, Team building, and Problem discovery. The "Prototyping" tag is highlighted.

Below the tags, there is a grid of eight activity cards. Each card has a colored header, a red circular icon with a white letter (VC, LK, or CT), and a title. The cards are:

- Card 1: Teal header, VC icon, title "> Σχεδιασμός ταξιδιού ...", description "Please enter a descrip..."
- Card 2: Pink header, VC icon, title "> Καμβάς ανάλογης έμ...", description "Please enter a descrip..."
- Card 3: Yellow header, LK icon, title "Untitled", description "Please enter a descrip..."
- Card 4: Yellow header, LK icon, title "Untitled", description "Please enter a descrip..."
- Card 5: Yellow header, LK icon, title "Untitled", description "Please enter a descrip..."
- Card 6: Brown header, CT icon, title "WIZARD OF OZ EL EN", description "Please enter a descrip..."
- Card 7: Pink header, CT icon, title "DOWNLOAD AND EDIT ...", description "Please enter a descrip..."
- Card 8: Orange header, CT icon, title "USAGE SCENARIOS EL ...", description "Please enter a descrip..."

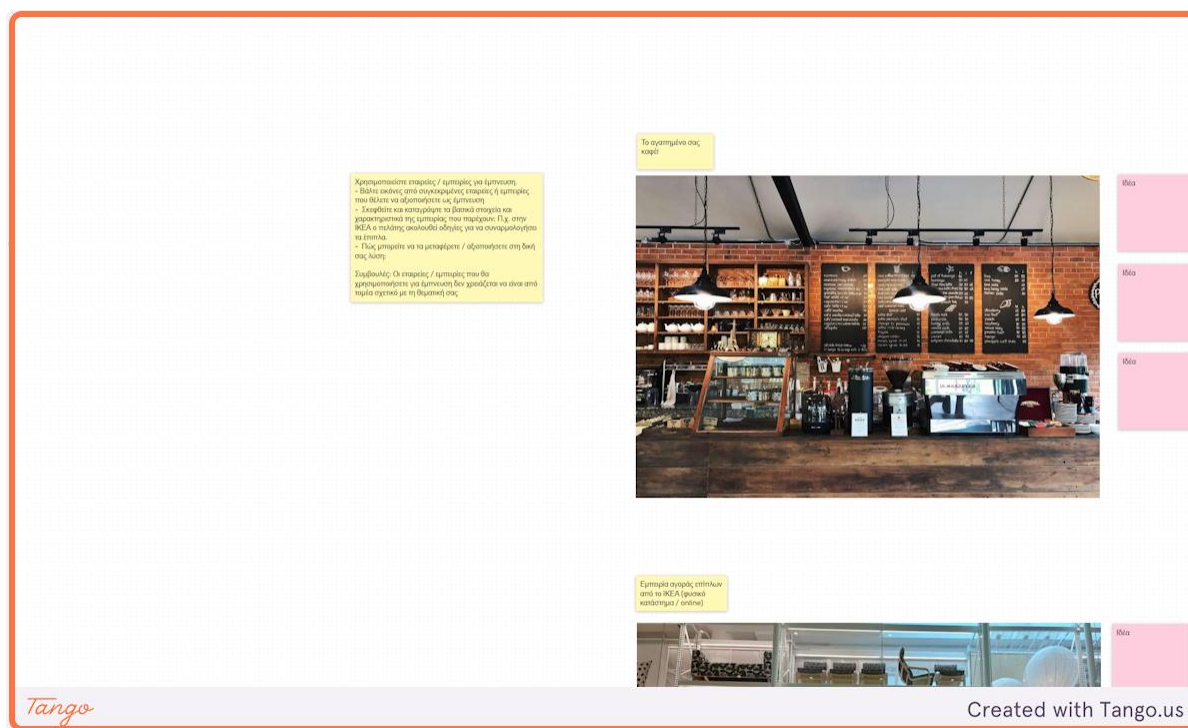
At the bottom of the grid, there are four horizontal bars with different colors (blue, green, blue, and orange). The bottom of the interface features the "Tango" logo on the left and the text "Created with Tango.us" on the right.

Canvas page navigation

Having selected a canvas stage, you will be taken to a virtual canvas page, where platform users have created notes that may contain text, images or videos.

Below are two illustrative examples of a canvas page.

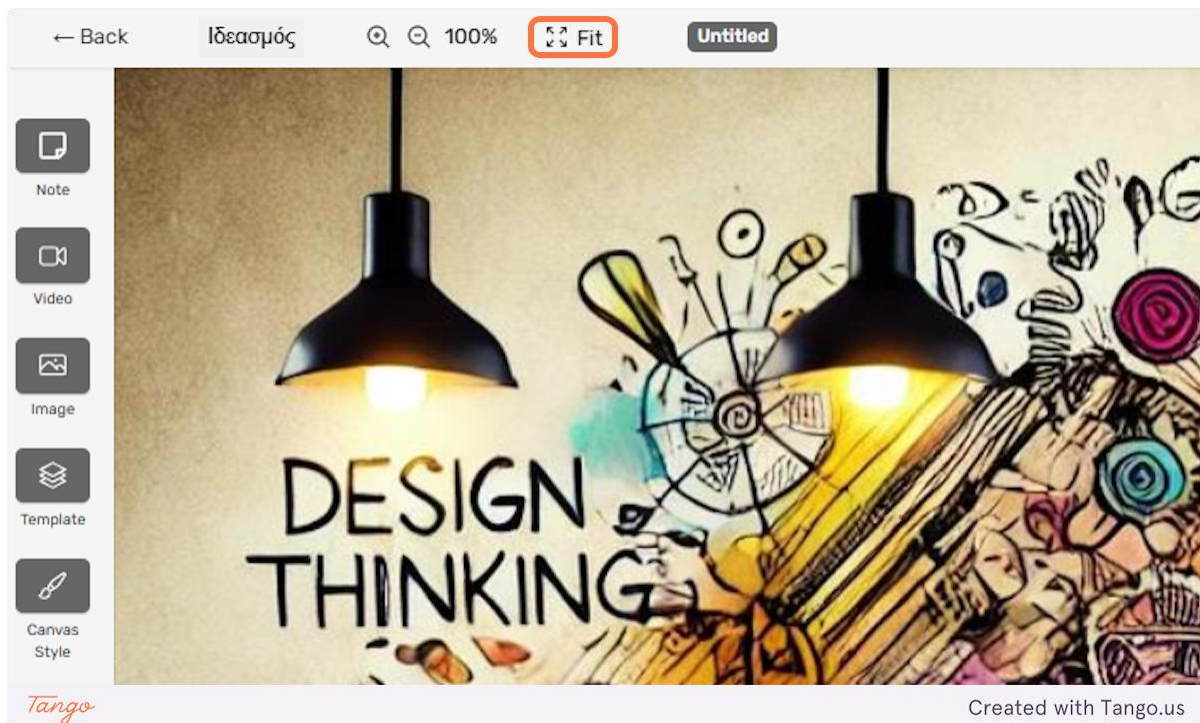
1. Example Canvas 1



2. Example Canvas 2



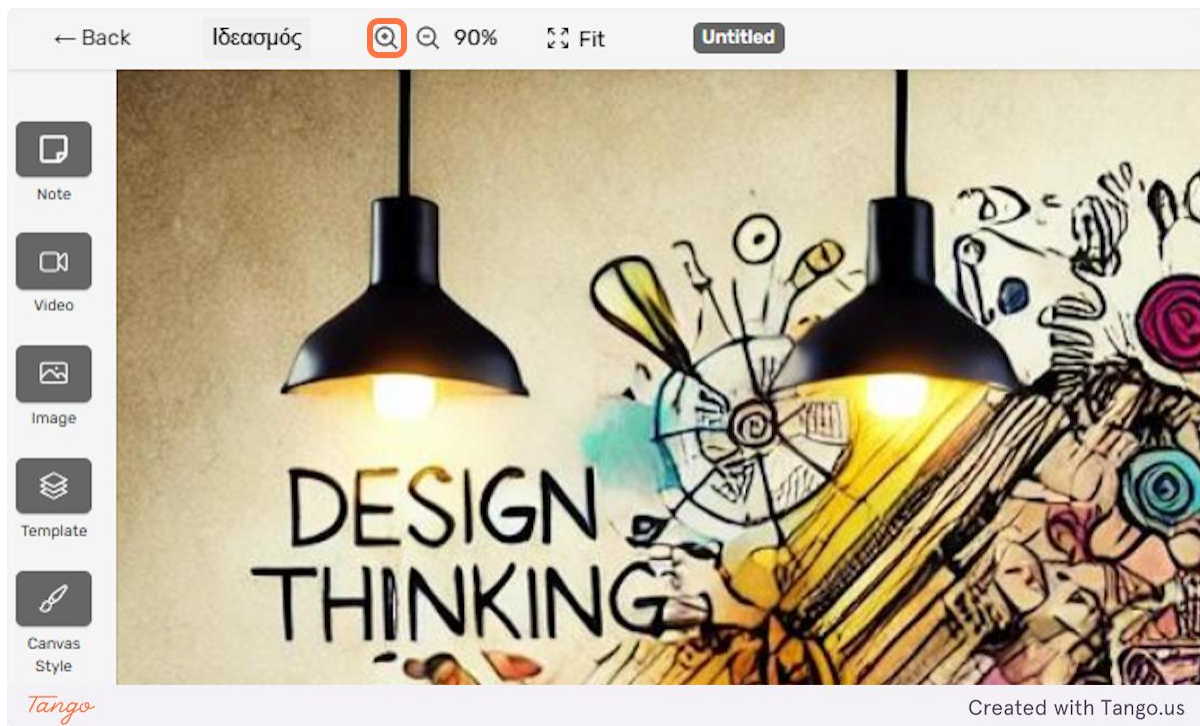
3. Press the Fit button at the top of the screen to display the entire canvas content on your screen.



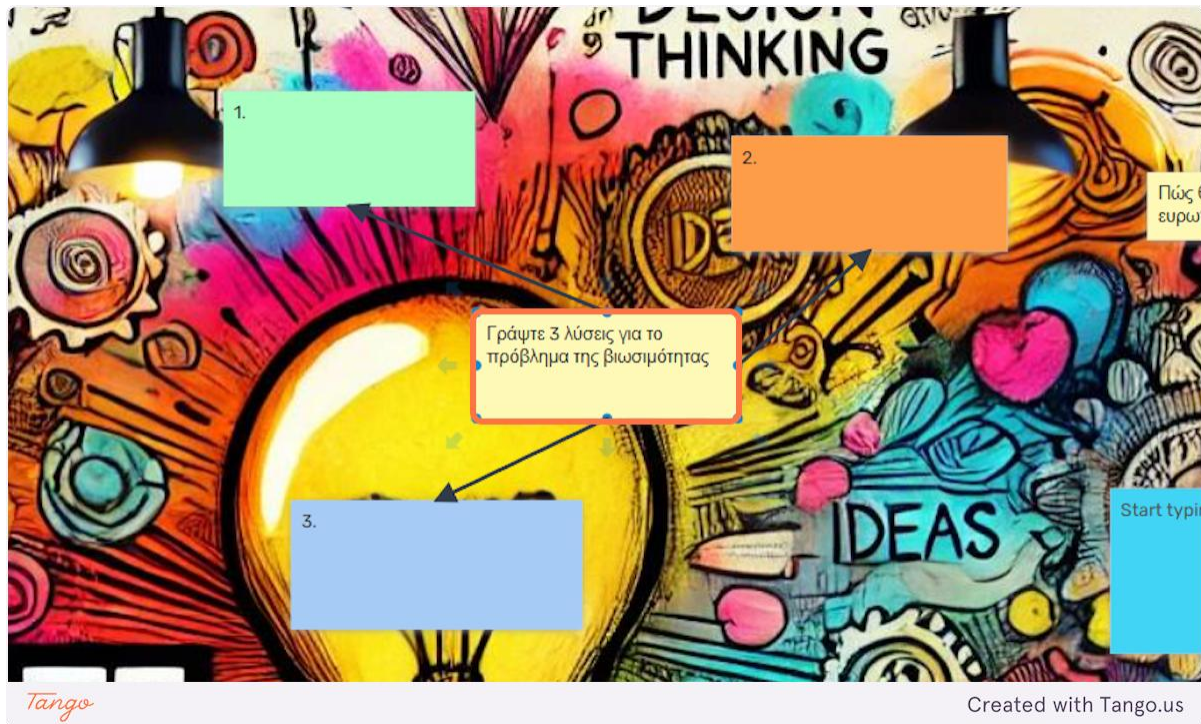
4. You can zoom out by pressing the magnifying glass button with the '-' icon.



5. You can zoom in by pressing the magnifying glass button with the '+' icon.



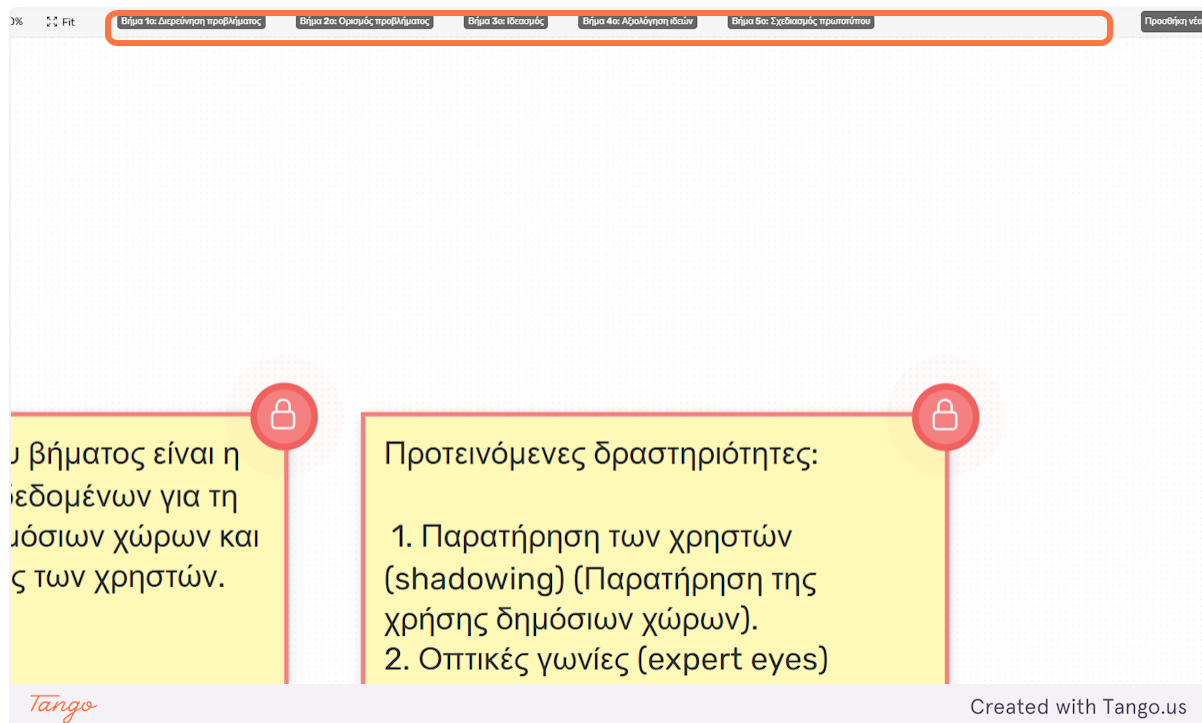
6. You can focus on a specific note by double-clicking on it.



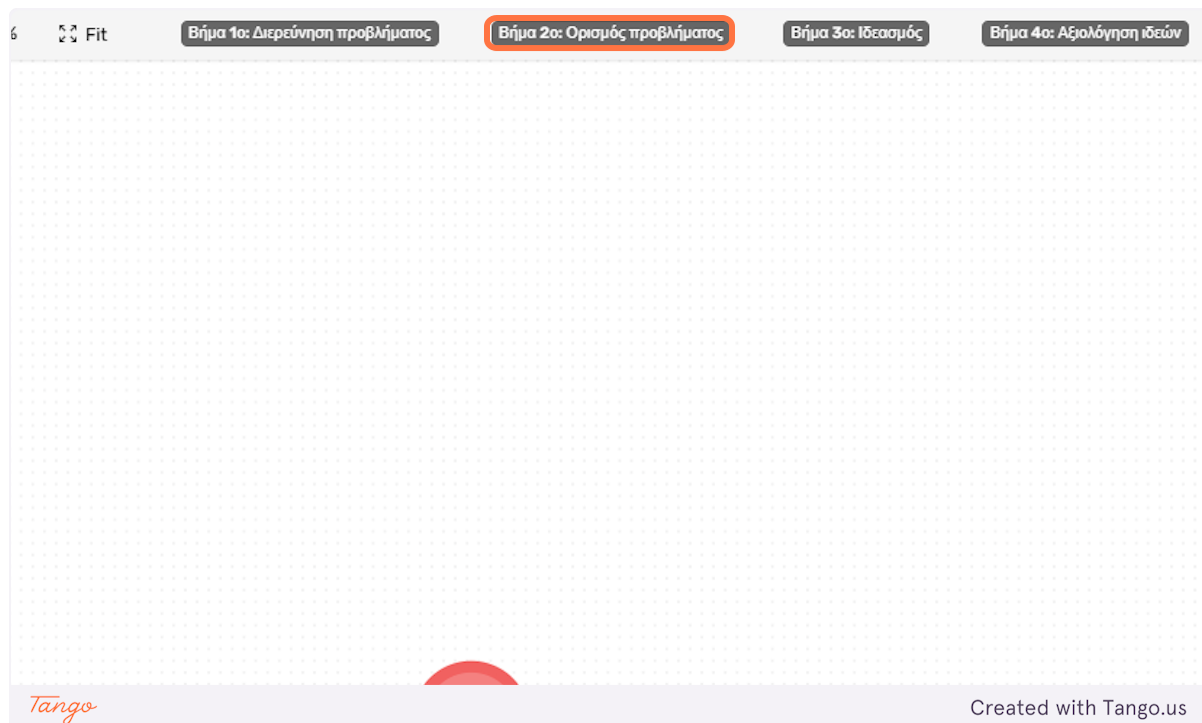
7. Pressing the Back button to return to the previous page before visiting the canvas page.



8. Some canvas stages may contain more than one level. By levels we mean different canvas pages.

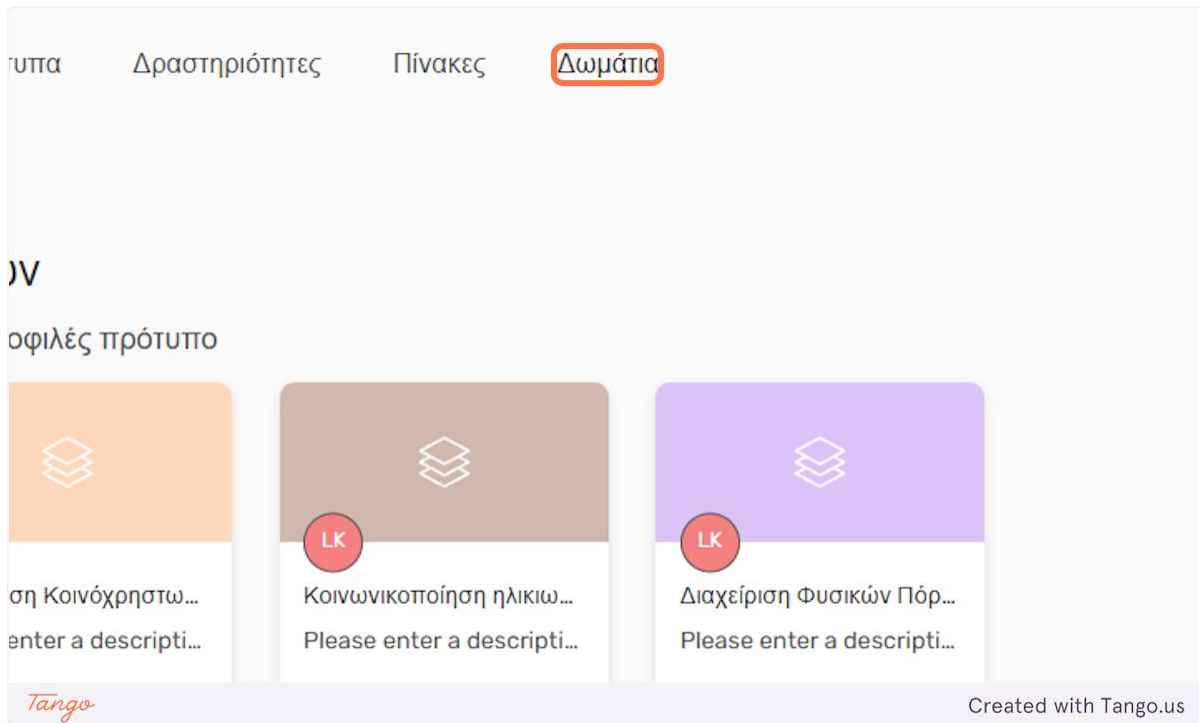


9. To view the content of a canvas level you can click on the name of the desired level.

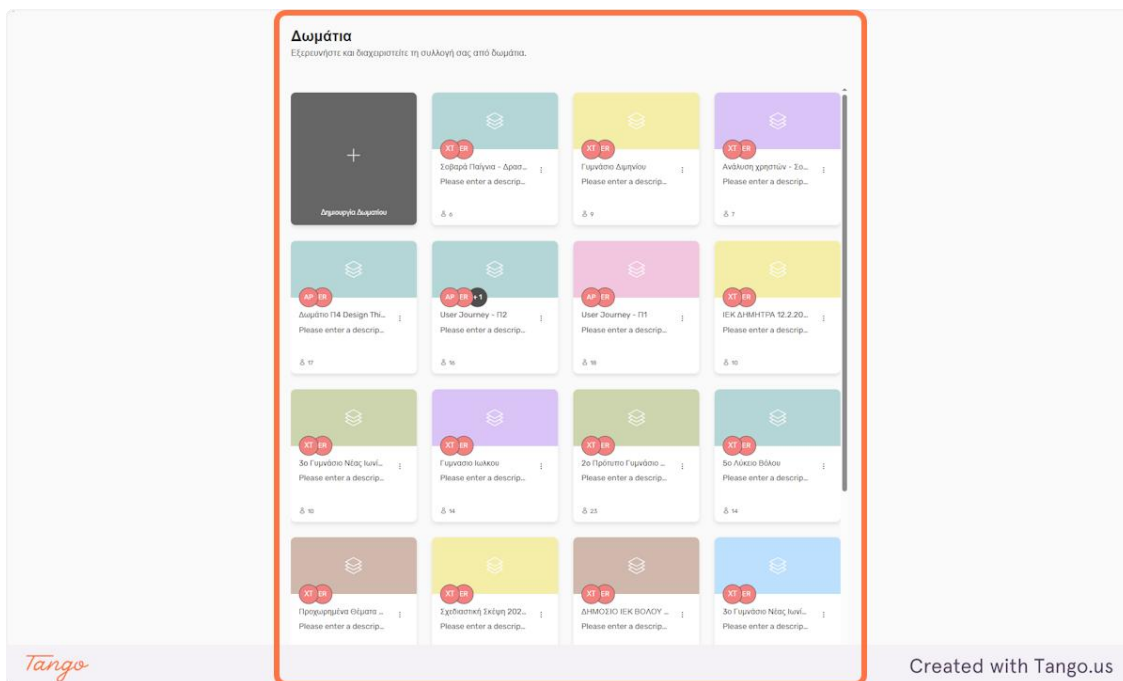


Rooms page navigation

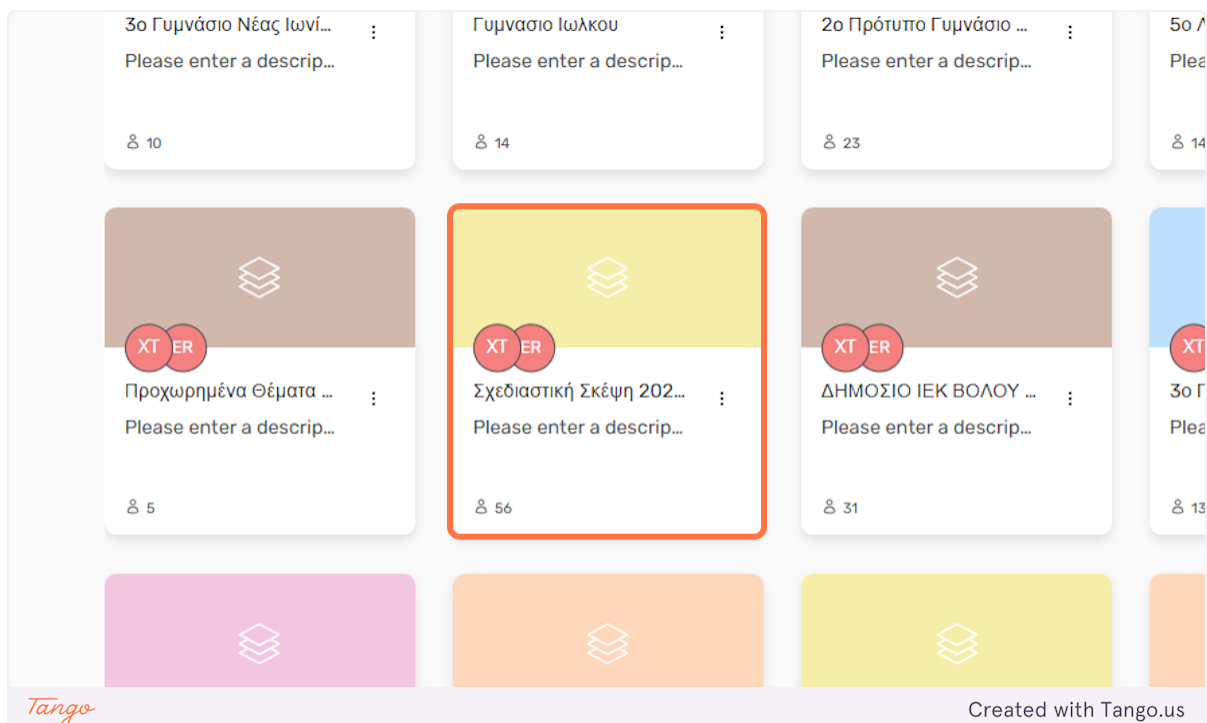
1. To visit the rooms page, click on the Rooms option in the main menu of the platform.



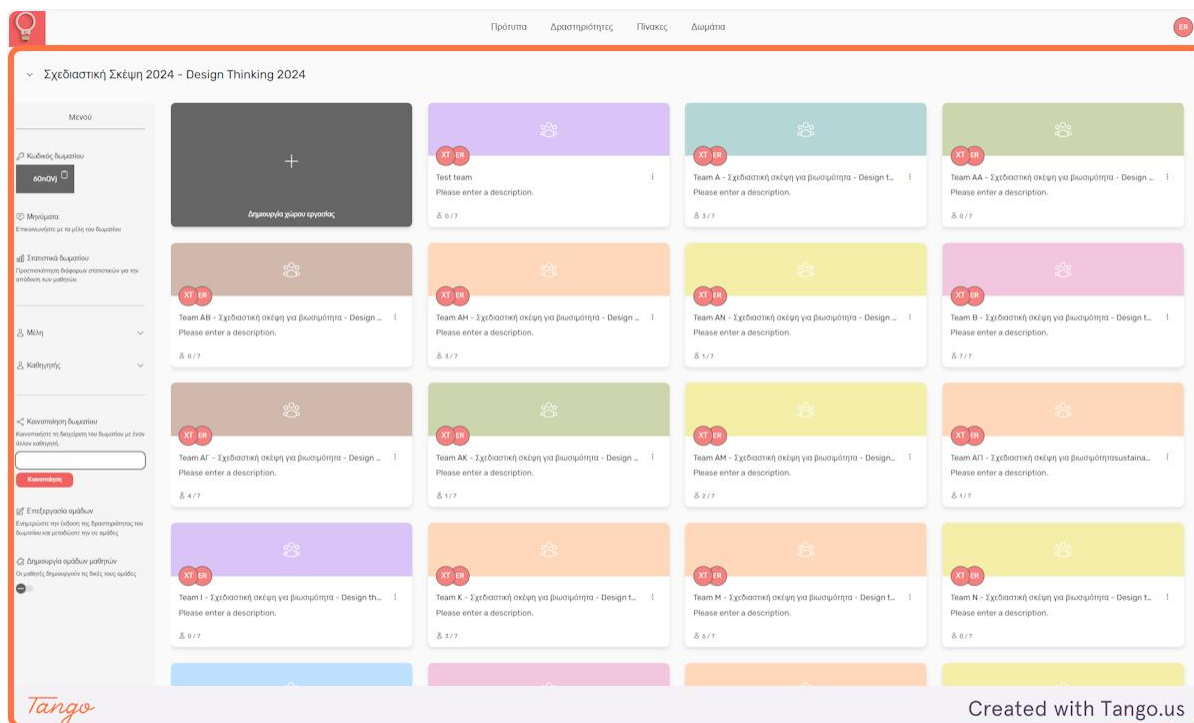
2. On the Rooms page you can see all the rooms that we have shared with your account. A room is essentially a classroom that a teacher has created and in which students participate.



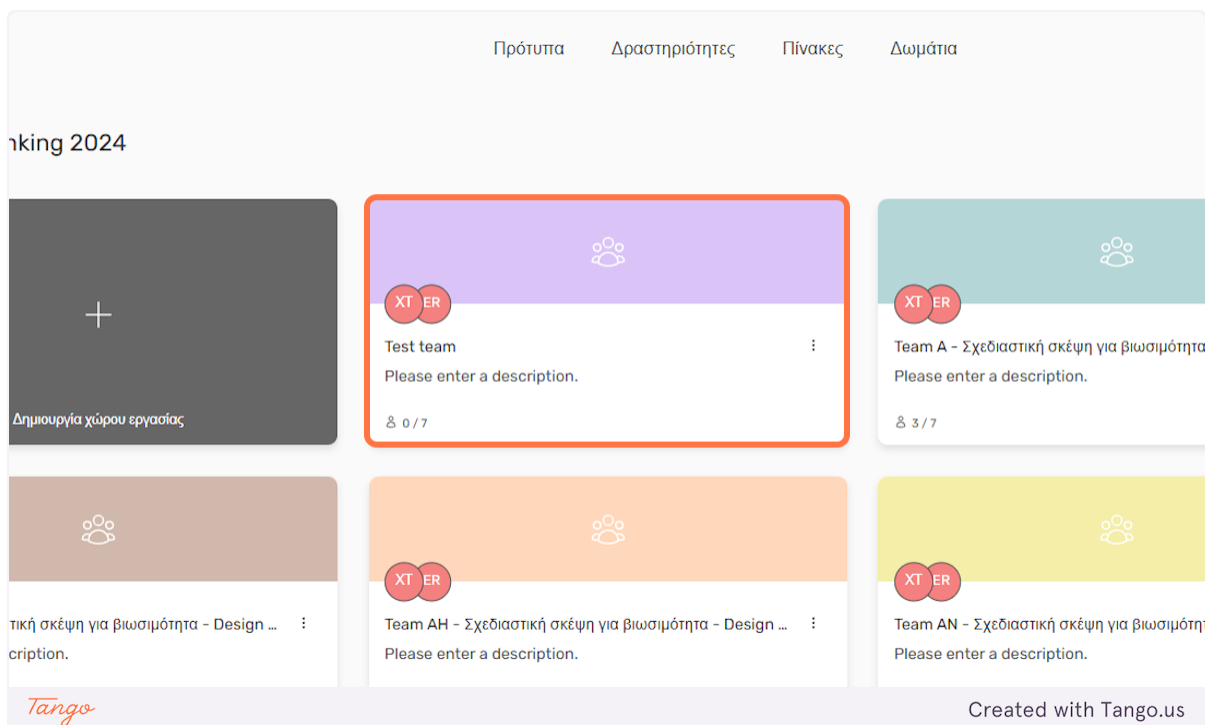
3. To view the content of a room you can click on the room card.



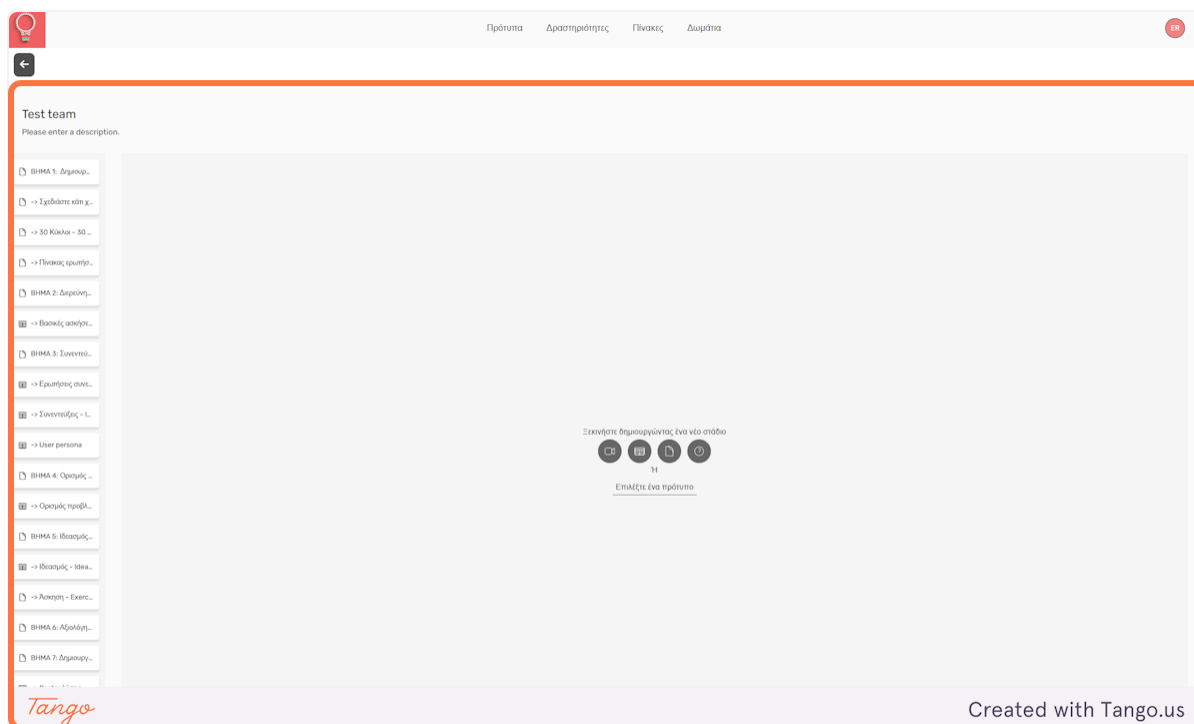
4. The room consists of some room options on the left side of the screen and the team cards in the central part of the screen.



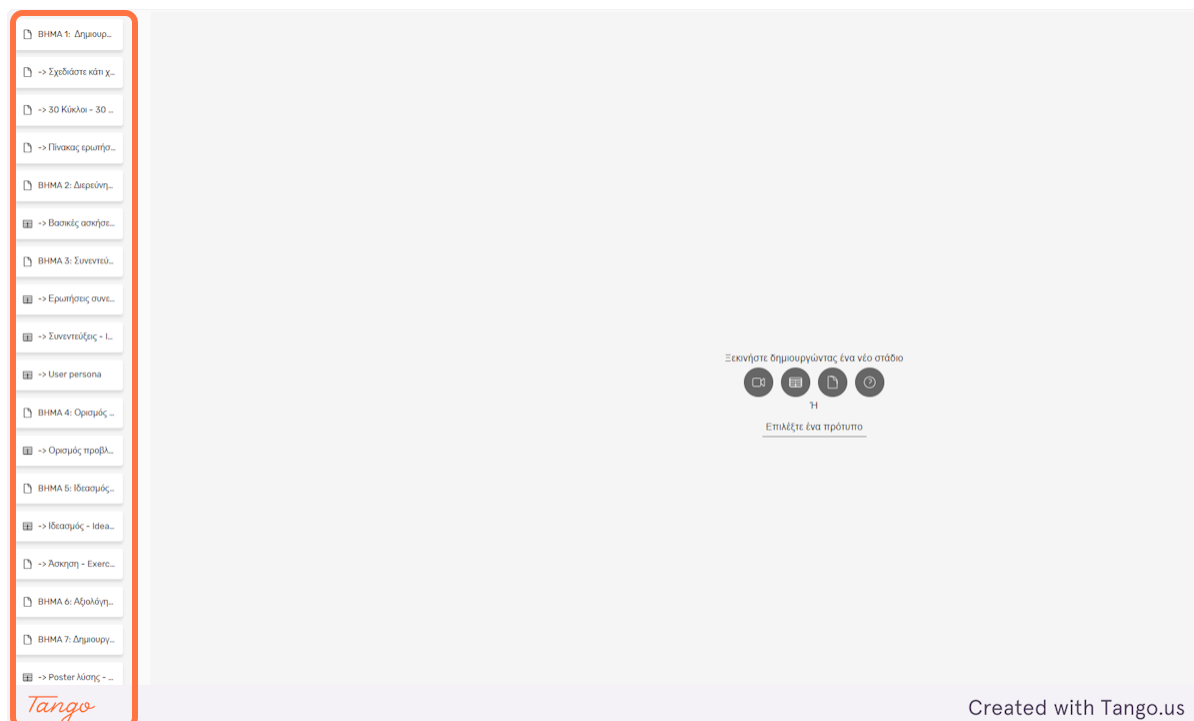
5. To visit a team you can click on the team card.



6. You will be taken to the room activity page.



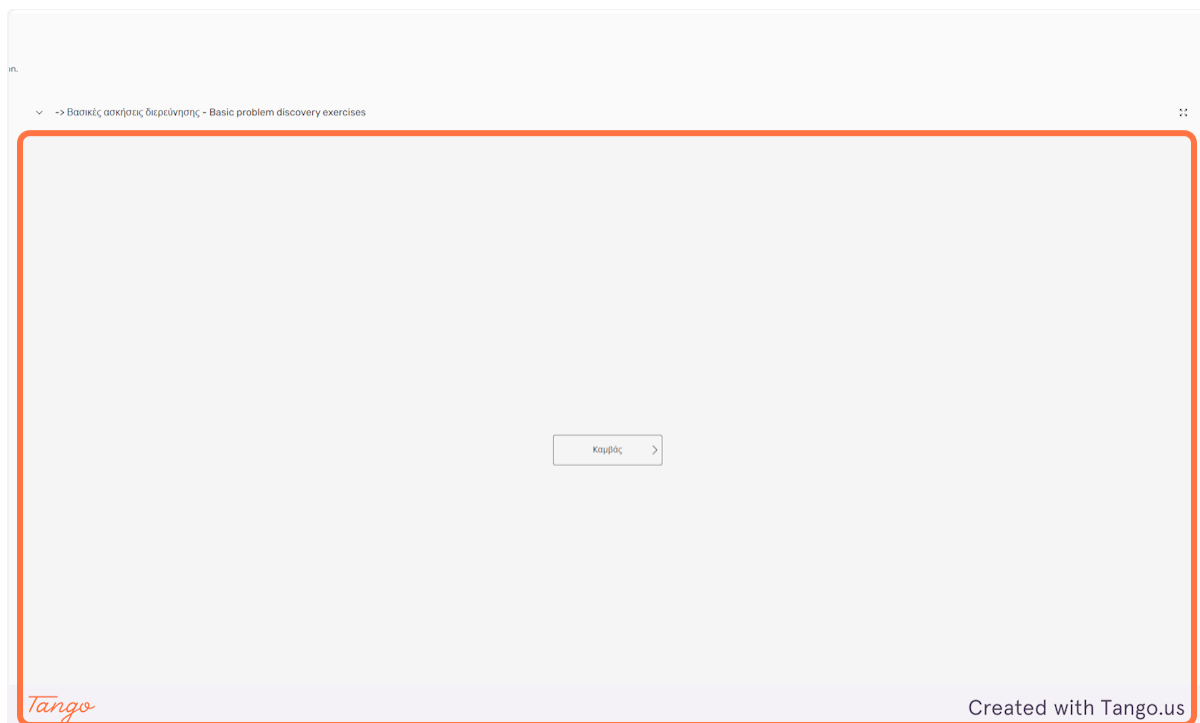
7. In the left list we see all the stages of the activity.



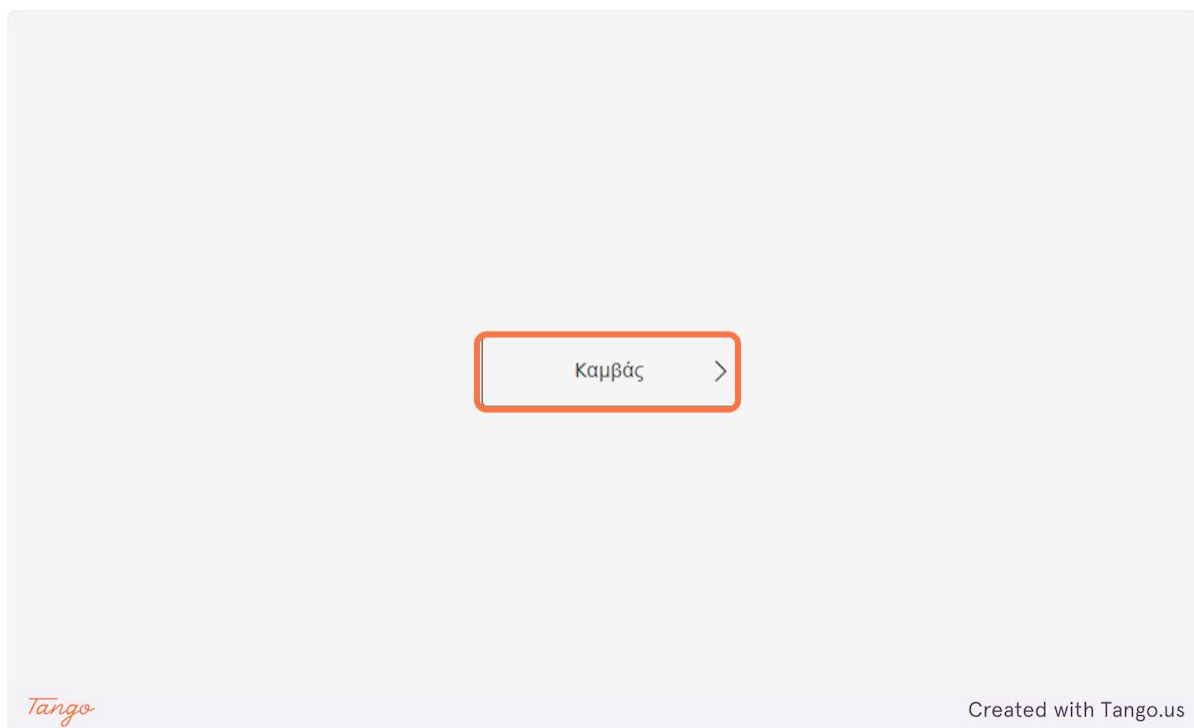
8. You can choose a canvas stage.



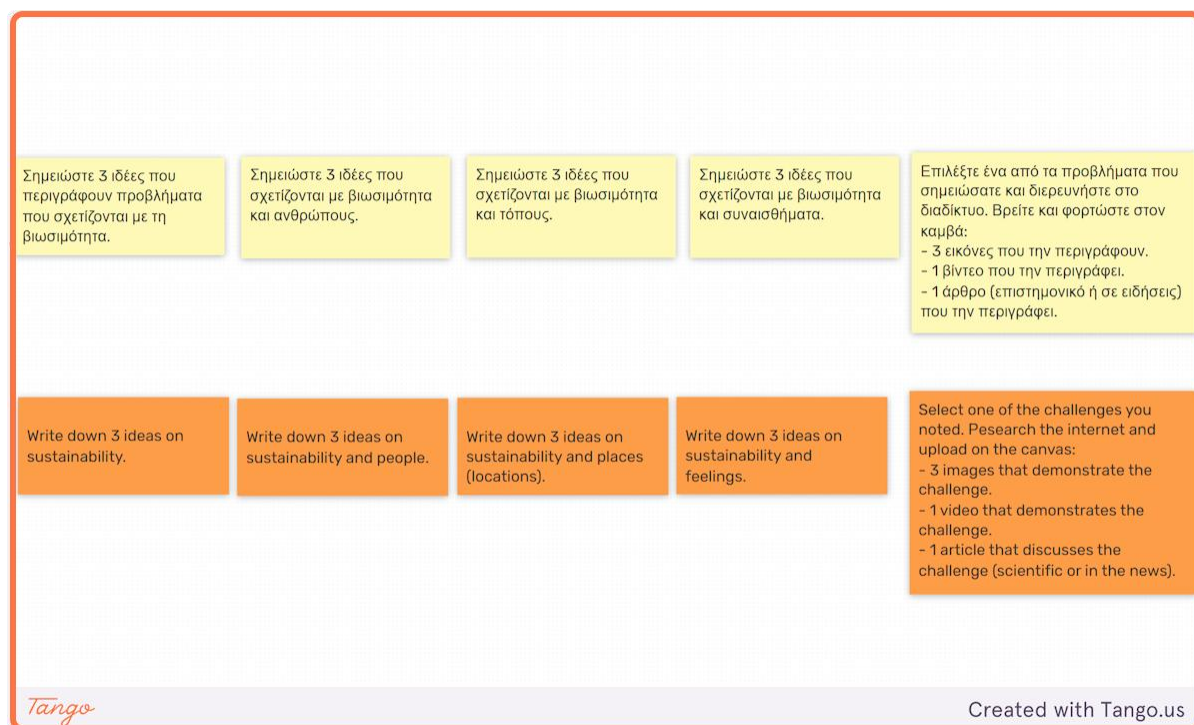
9. Having selected a canvas stage.



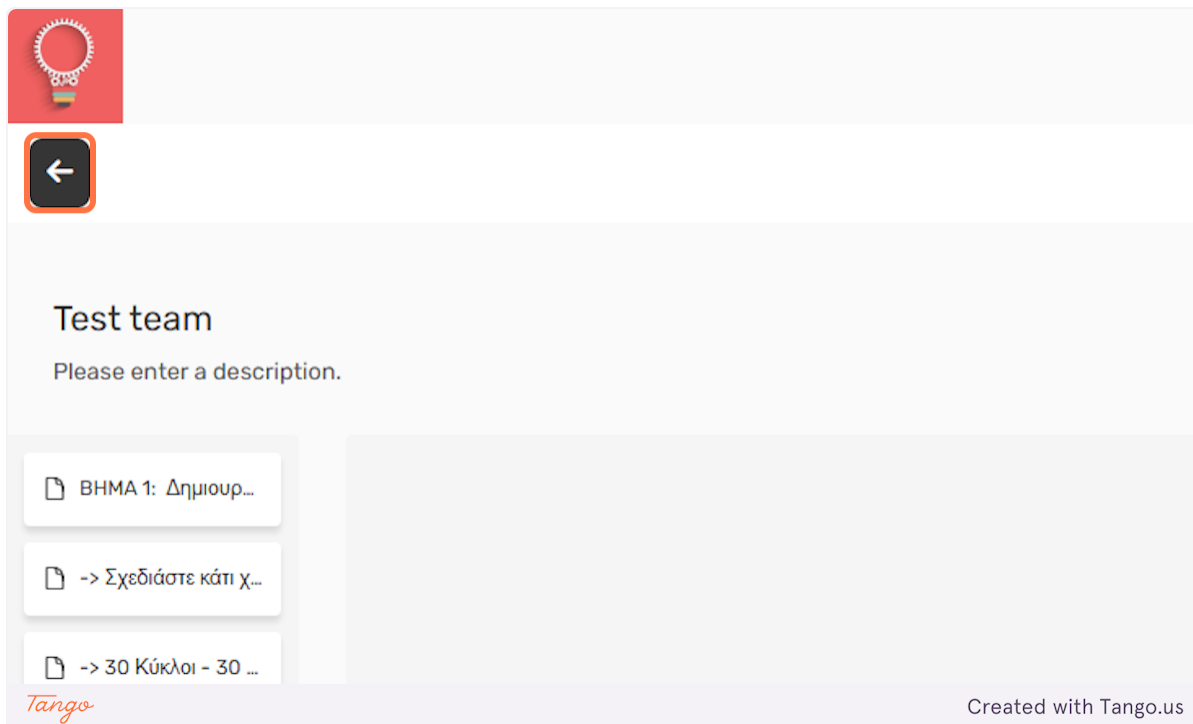
10. Press the Canvas button in the middle of the screen to go to the specific canvas page.



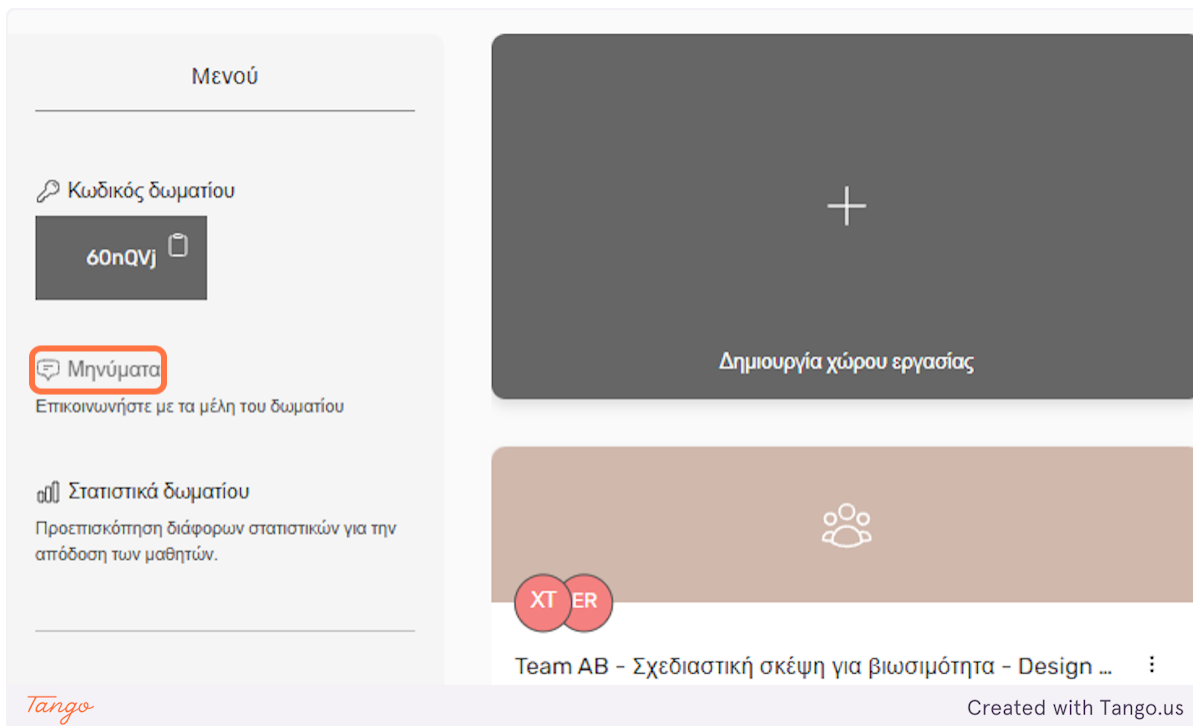
11. Here you can see all the notes that the selected team has created for this particular canvas stage.



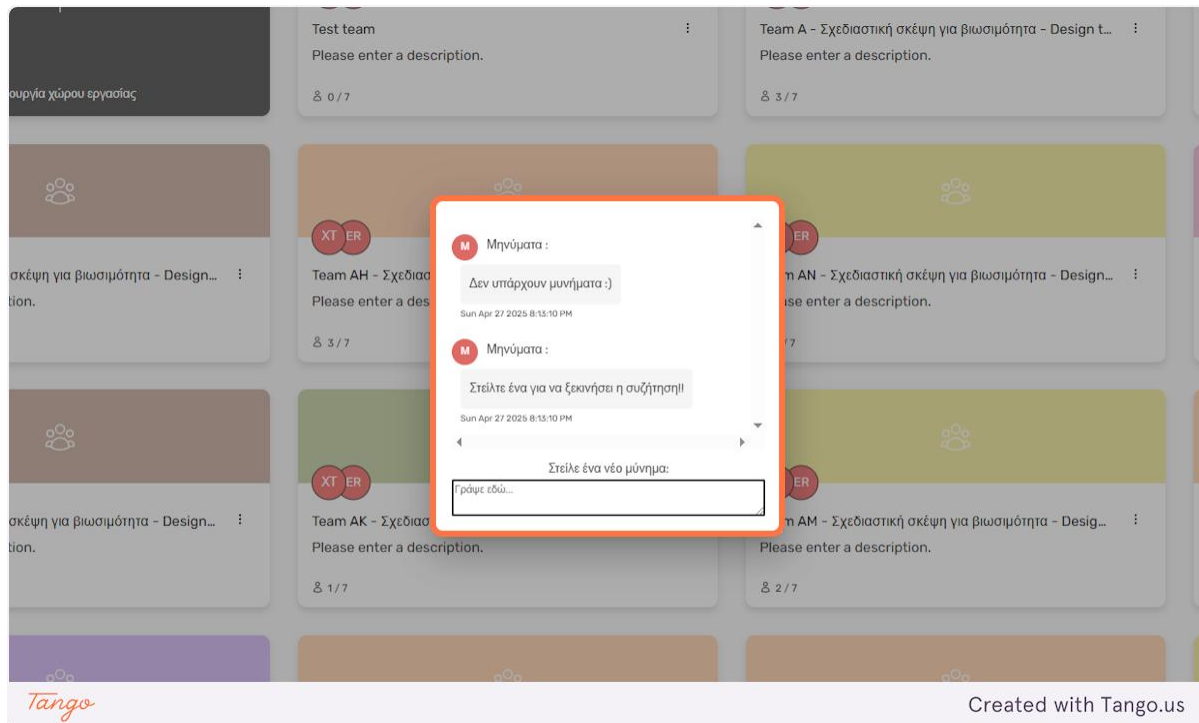
12. To go back to the room page, press the highlighted button as shown in the image below.



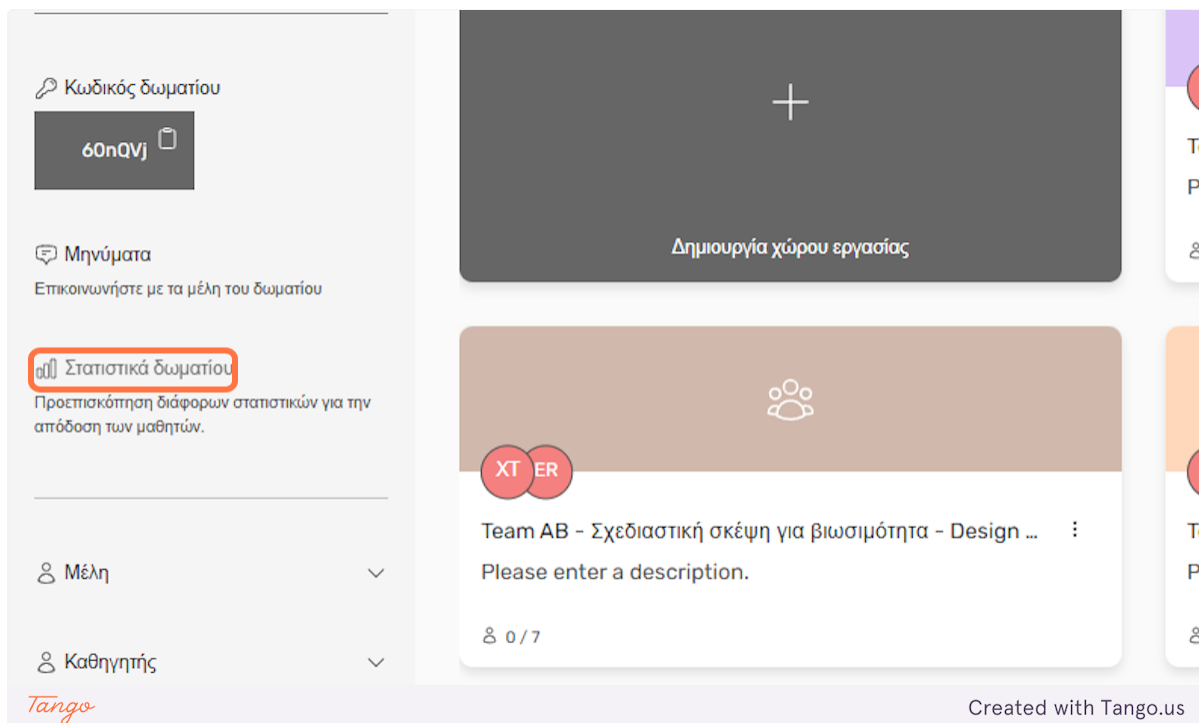
13. On the left side of the room page you can see the room's chat.

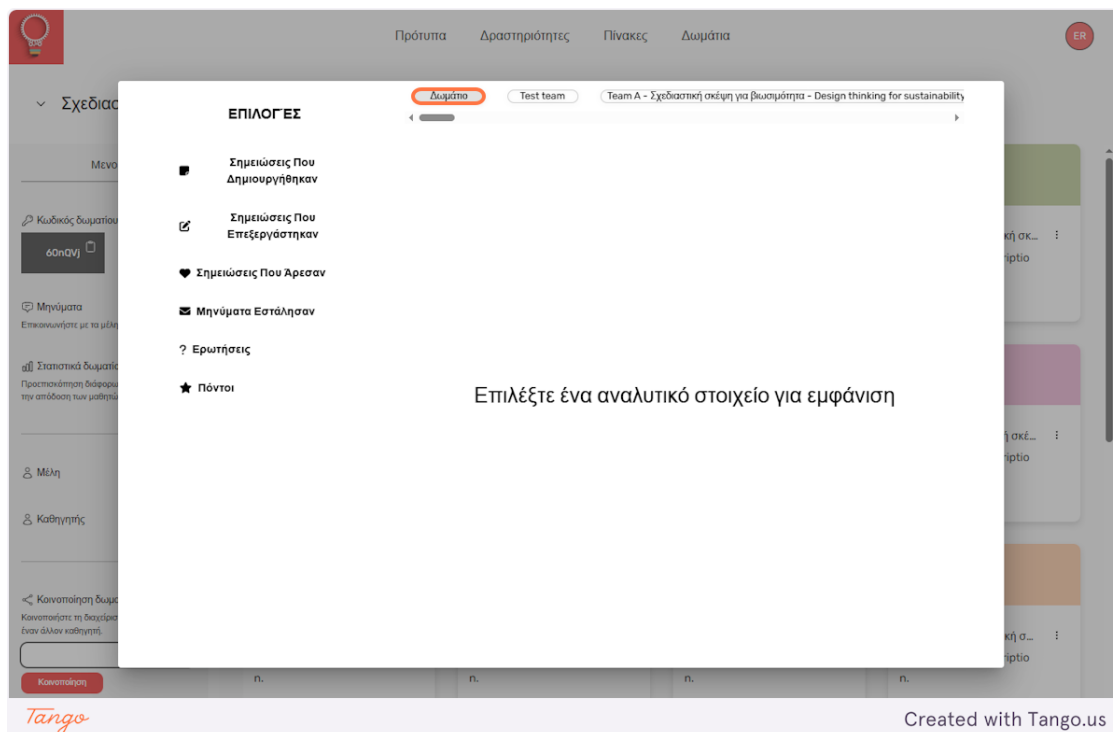
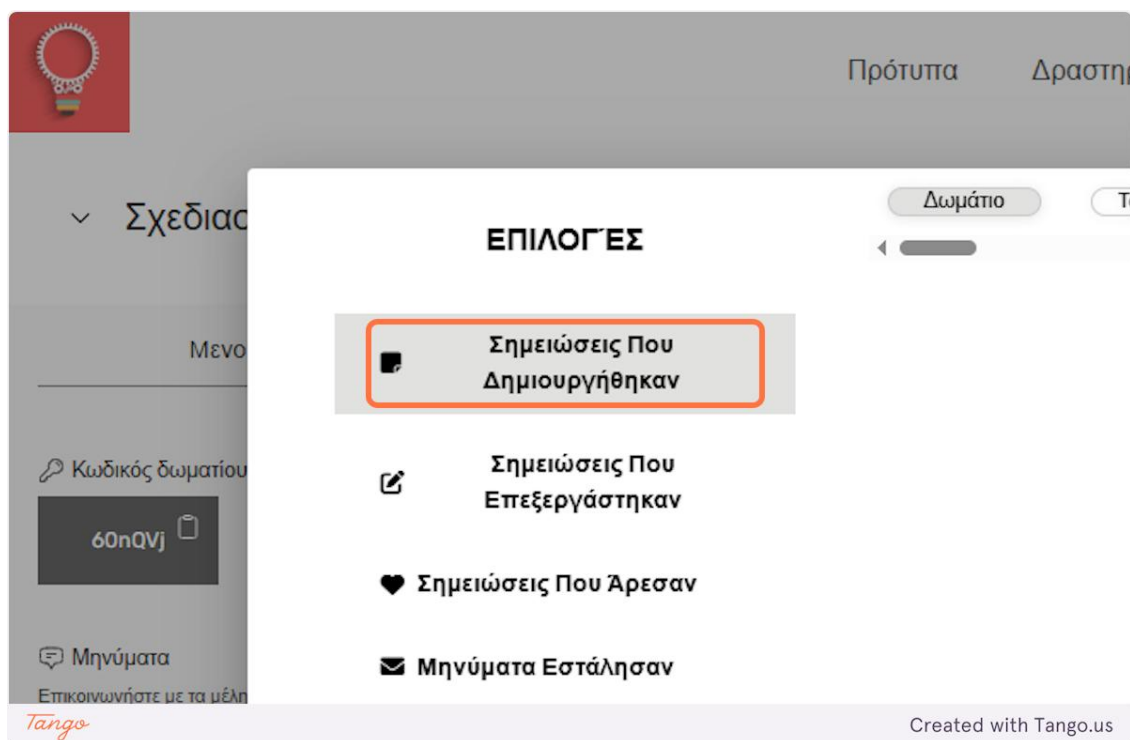


14. Clicking on Chat will display the room's chat.



15. By clicking on Room Statistics, you can see some statistics about the room and its groups.

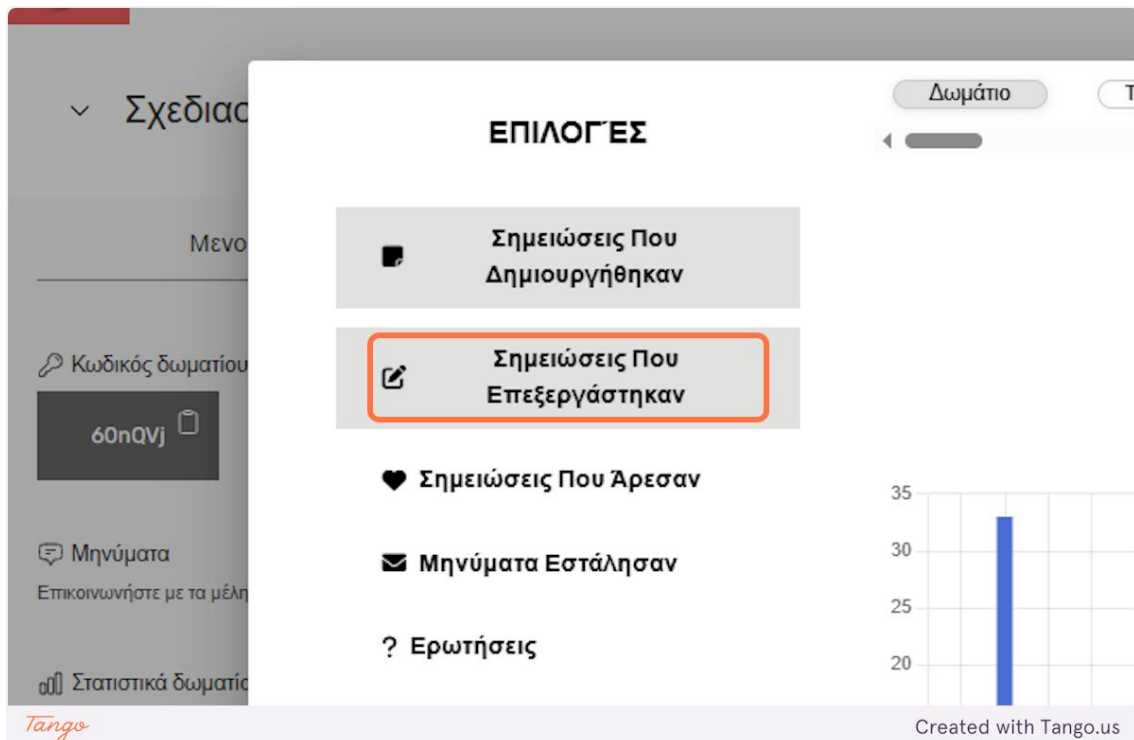


16. By default, statistics for the entire room are displayed.**17. On the left side of the window you can select specific statistics to display.**

18. Having selected Notes Created, a graph appears showing how many notes each room member created.



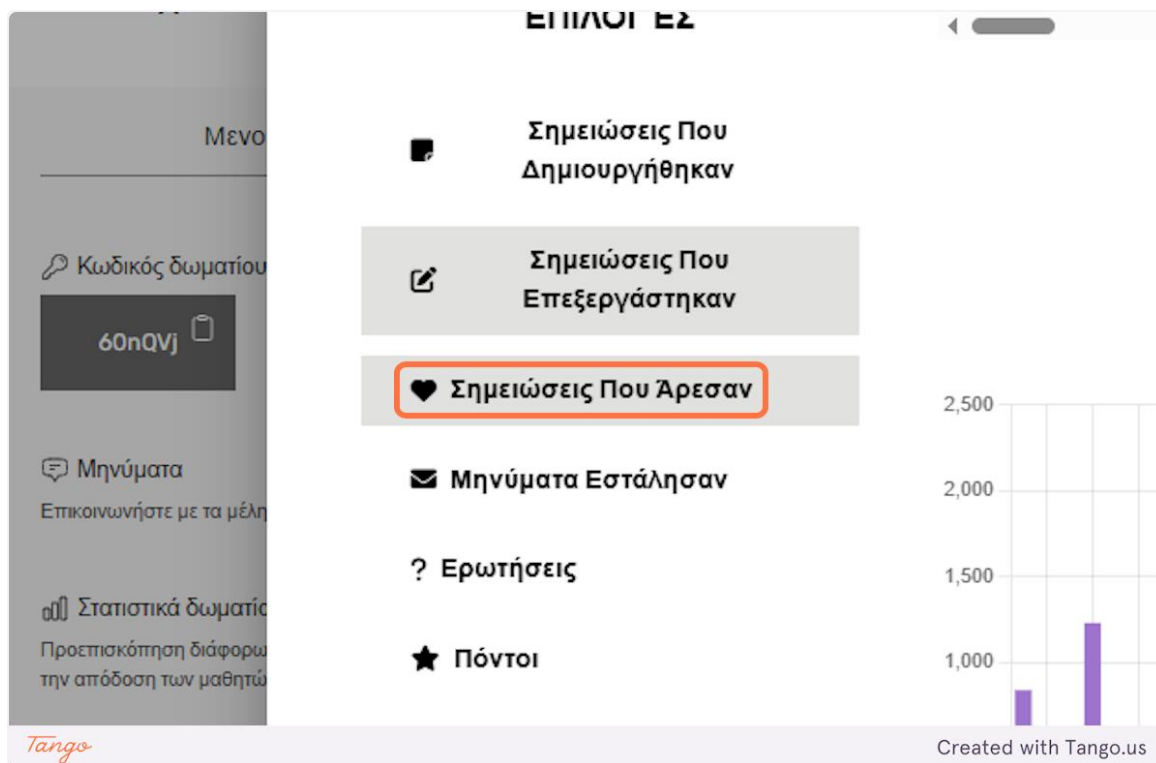
19. Similarly for the Edited Notes option.



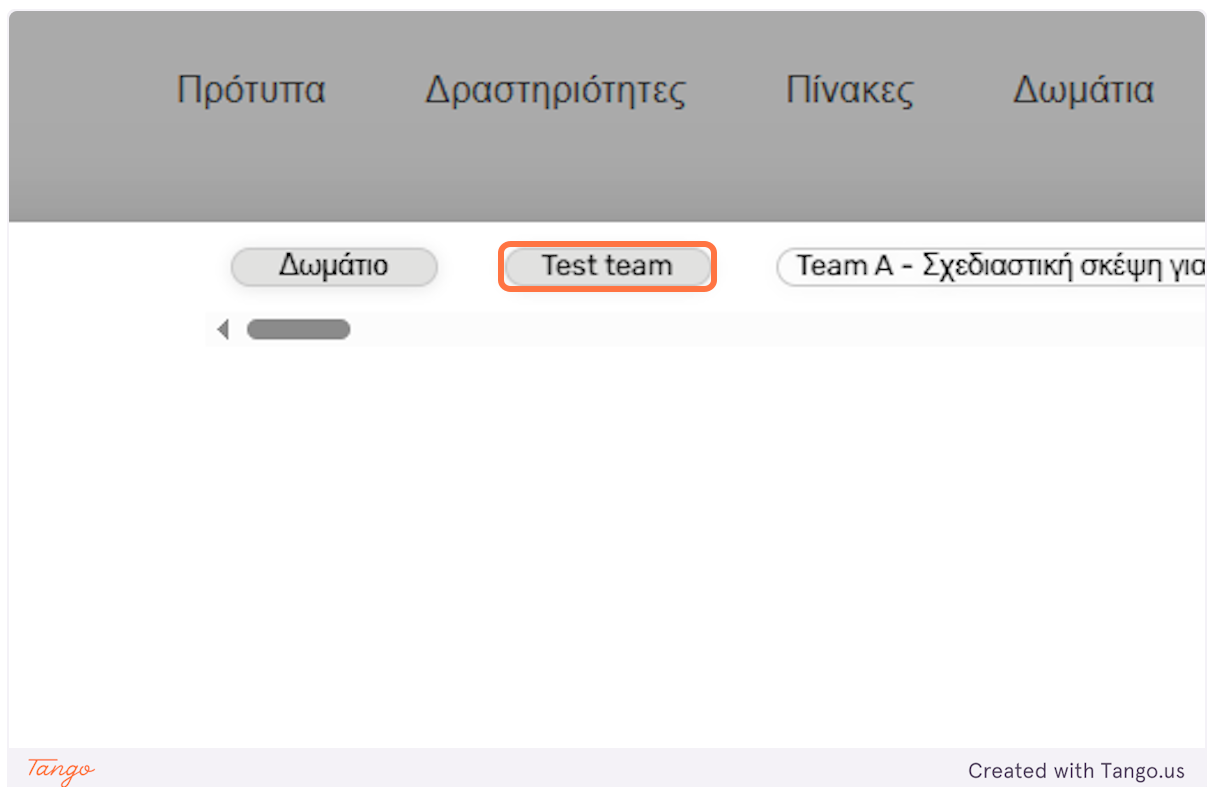
20. The corresponding graph is displayed.



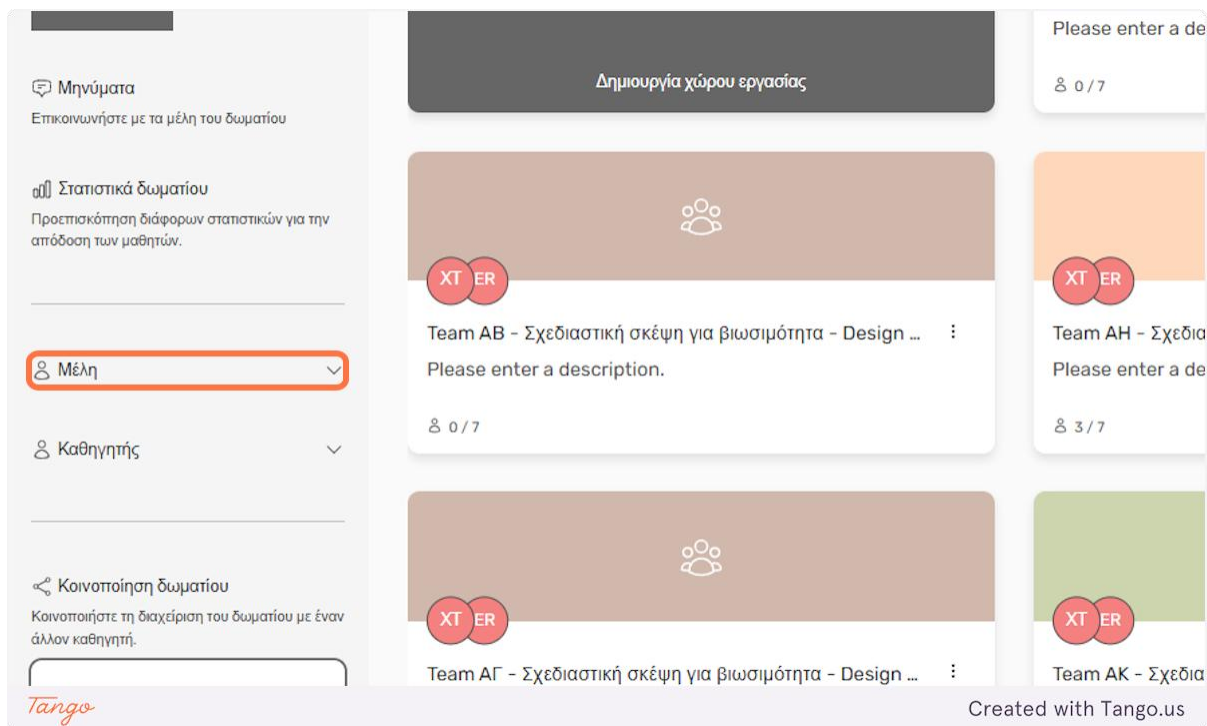
21. Likewise for the other statistics options.



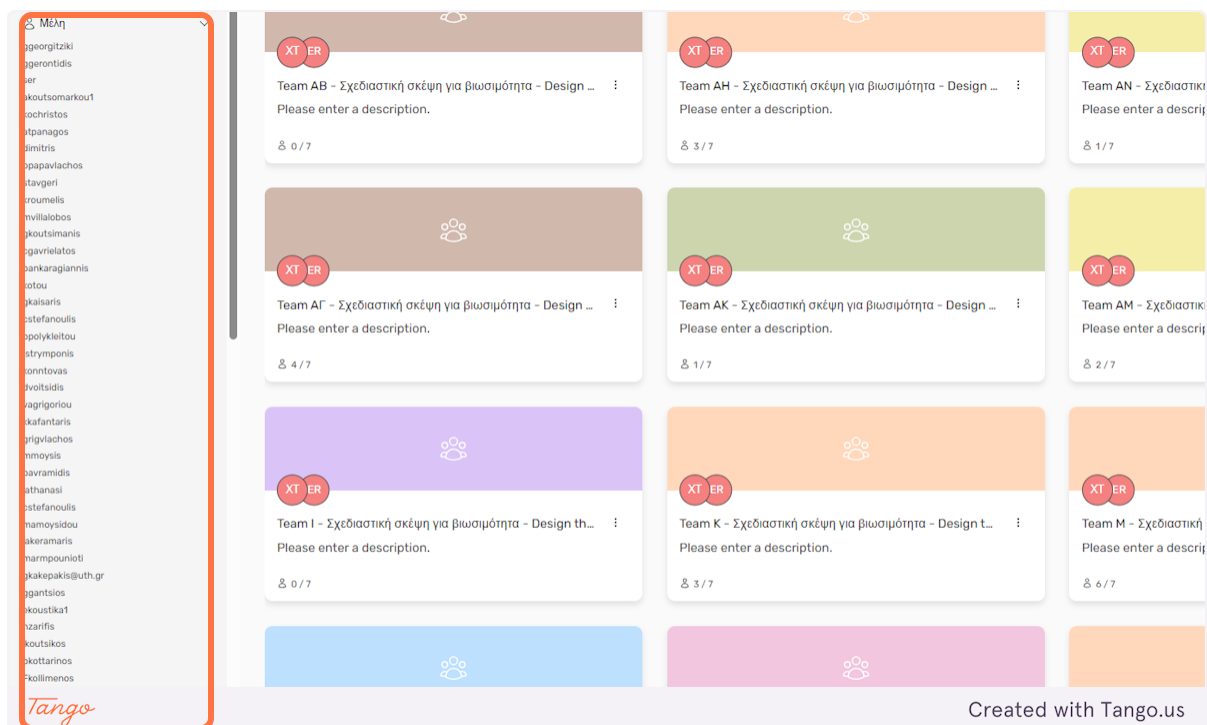
22. Also, at the top of the statistics window you can choose to display statistics for each team separately by clicking on the name of the team you want.



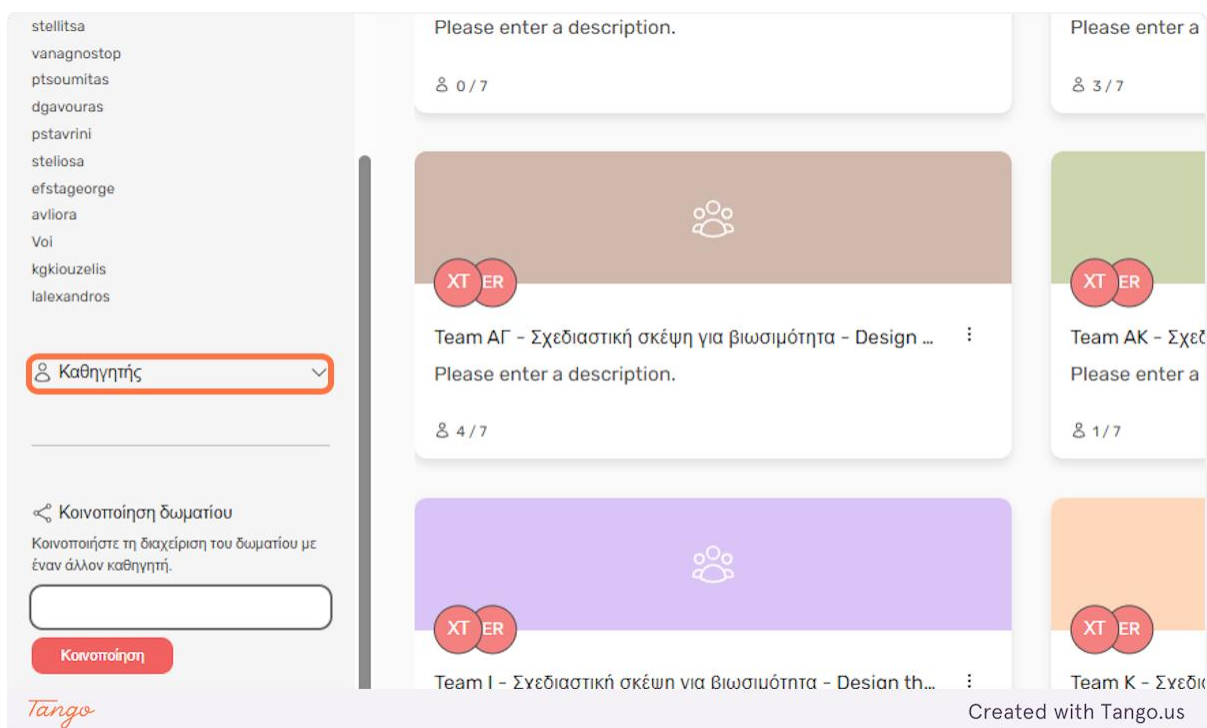
23. Clicking on Members displays a list of all members of the room.



24. Room member list.

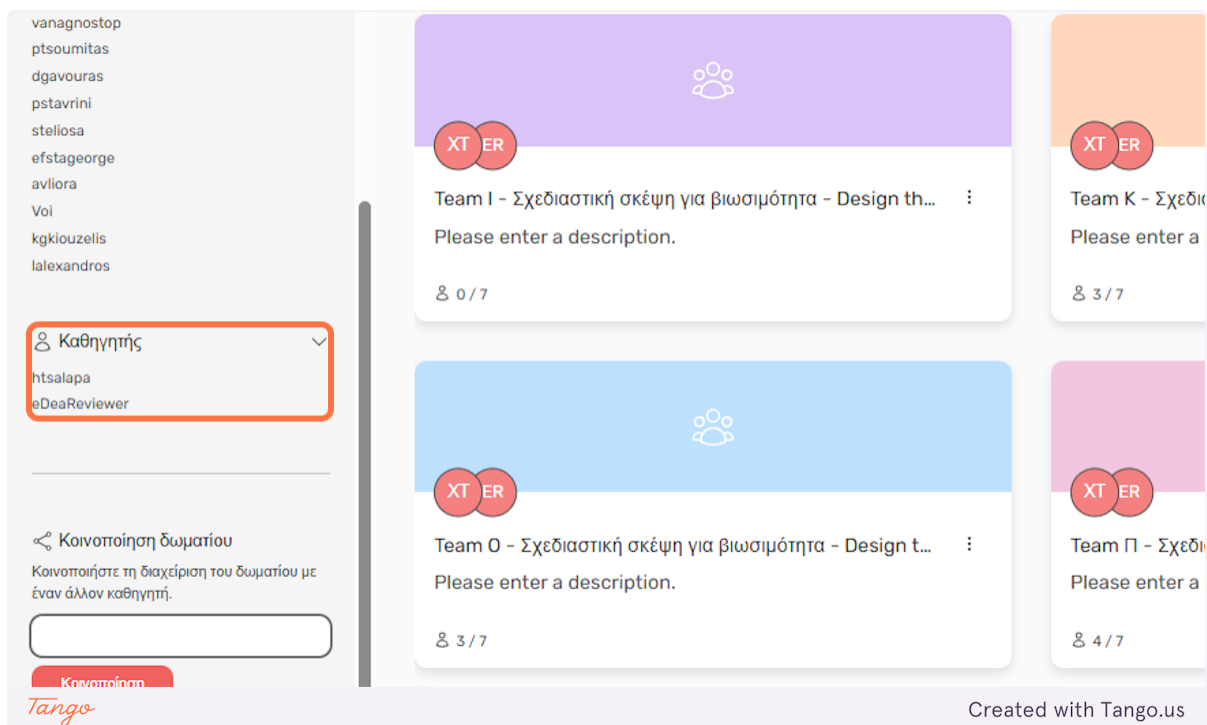


25. Similarly, by clicking on the teacher option you can see the teachers to whom the room is open.



The screenshot shows the eDea interface. On the left, there is a list of teachers: stellitsa, vanagnostop, ptsoumitas, dgavouras, pstavrini, steliosa, efstageorge, avliora, Voi, kgkiouzelis, and lalexandros. Below this list is a search bar with the text "Καθηγητής" and a dropdown arrow. Below the search bar is a section titled "Κοινοποίηση δωματίου" (Room notification) with a text input field and a "Κοινοποίηση" (Notify) button. On the right, there is a grid of team cards. Each card has a header with a group icon and a title. The first card is titled "Team ΑΓ - Σχεδιαστική σκέψη για βιωσιμότητα - Design ...". The second card is titled "Team ΑΚ - Σχεδ". The third card is titled "Team Ι - Σχεδιαστική σκέψη για βιωσιμότητα - Design th...". The fourth card is titled "Team Κ - Σχεδ". Each card has a "Please enter a description." prompt and a character count (e.g., 0/7, 3/7, 4/7, 1/7). The cards are color-coded: brown, green, purple, and orange. The bottom right corner of the interface says "Created with Tango.us".

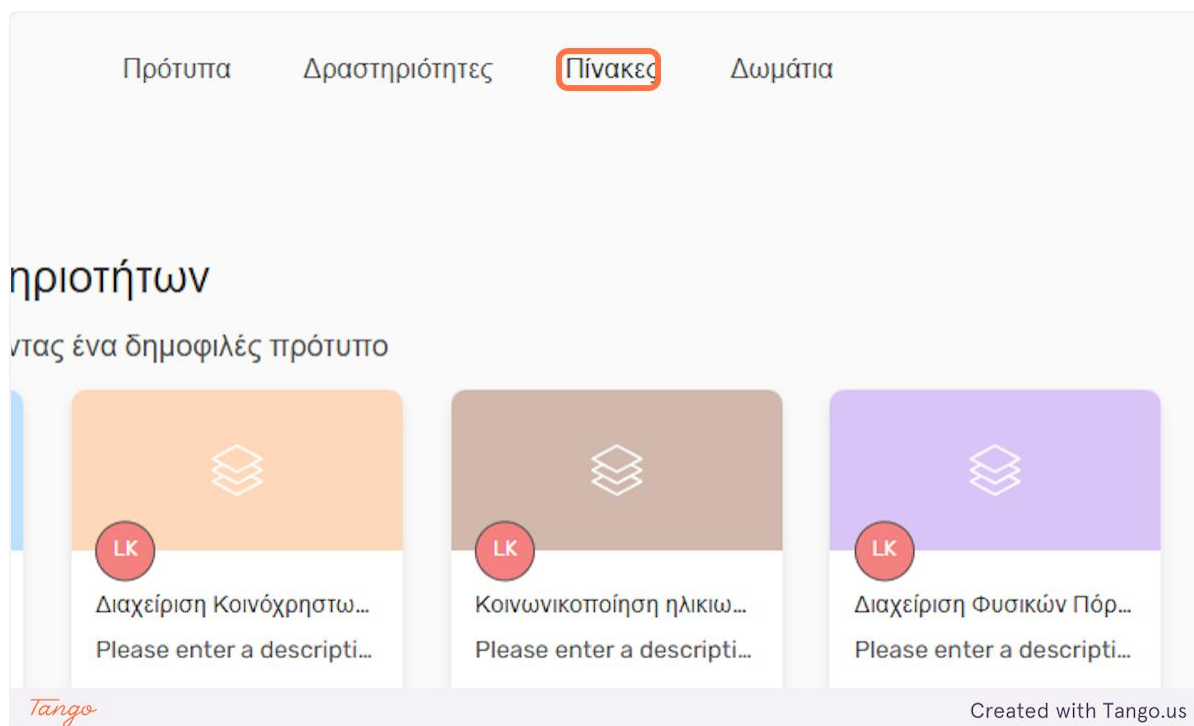
26. List of room teachers.



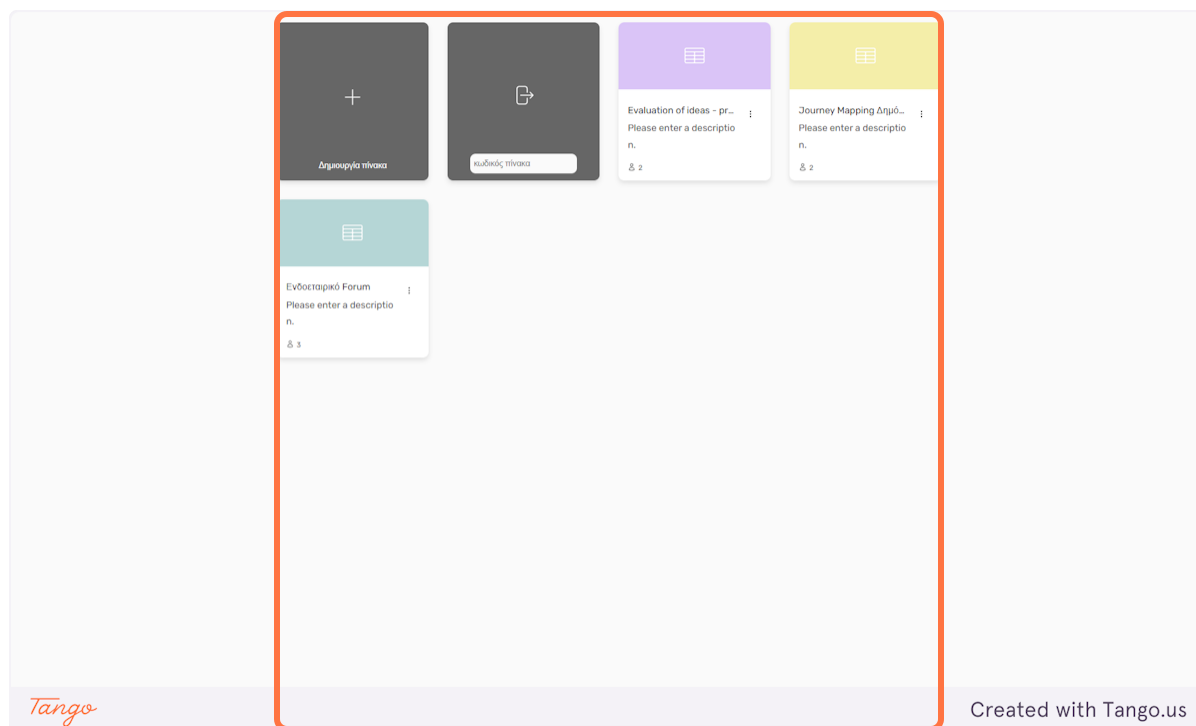
The screenshot shows the eDea interface. On the left, there is a list of teachers: vanagnostop, ptsoumitas, dgavouras, pstavrini, steliosa, efstageorge, avliora, Voi, kgkiouzelis, and lalexandros. Below this list is a search bar with the text "Καθηγητής" and a dropdown arrow. Below the search bar is a section titled "Κοινοποίηση δωματίου" (Room notification) with a text input field and a "Κοινοποίηση" (Notify) button. On the right, there is a grid of team cards. Each card has a header with a group icon and a title. The first card is titled "Team Ι - Σχεδιαστική σκέψη για βιωσιμότητα - Design th...". The second card is titled "Team Κ - Σχεδ". The third card is titled "Team Ο - Σχεδιαστική σκέψη για βιωσιμότητα - Design t...". The fourth card is titled "Team Π - Σχεδ". Each card has a "Please enter a description." prompt and a character count (e.g., 0/7, 3/7, 4/7). The cards are color-coded: purple, orange, blue, and pink. The bottom right corner of the interface says "Created with Tango.us".

Boards page navigation

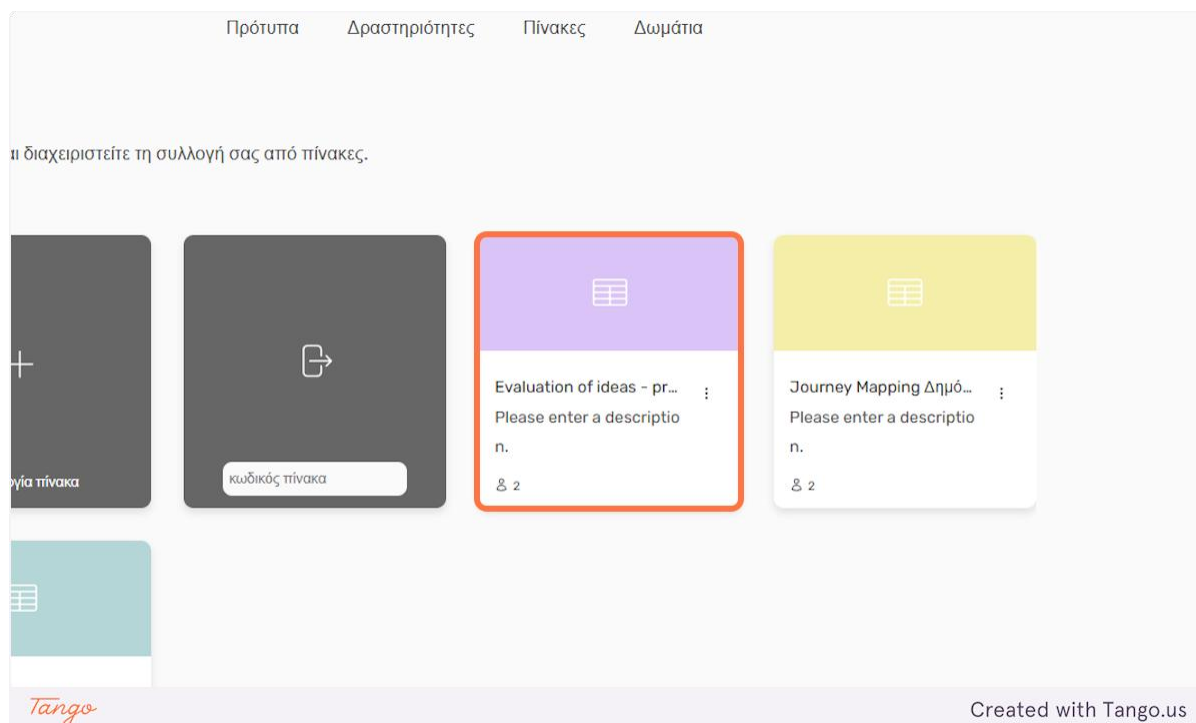
1. To go to the boards page, select the Boards option from the platform's main menu.



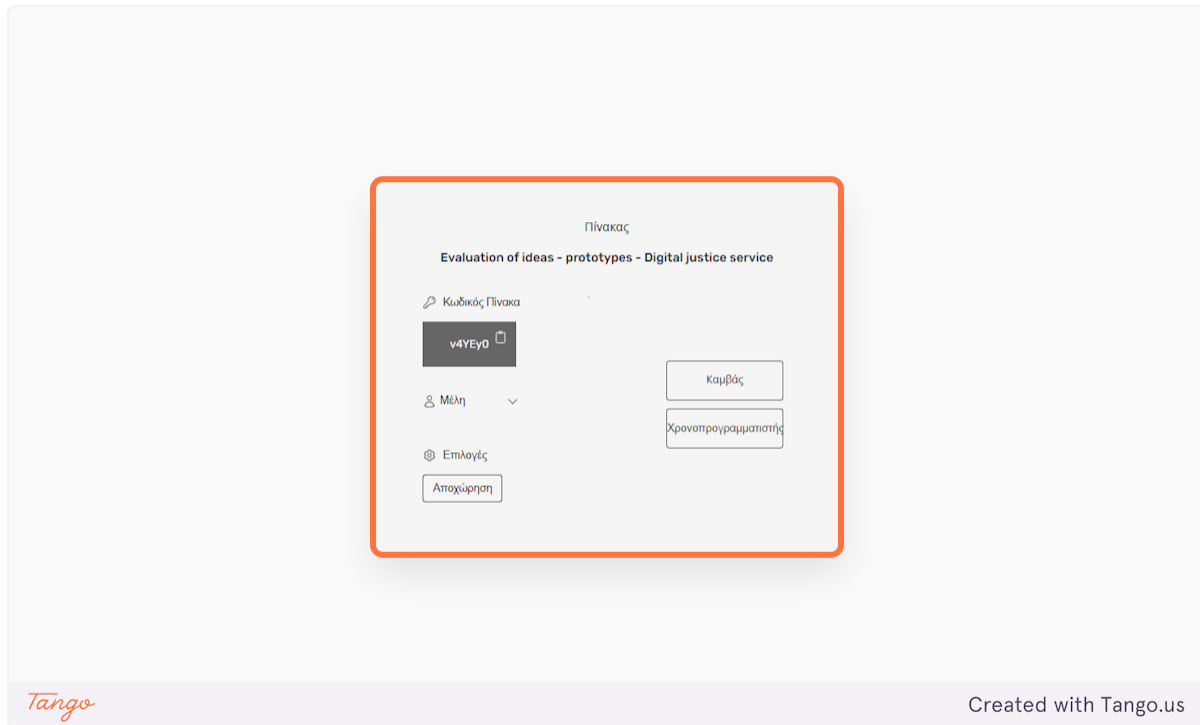
2. On this page you can see the boards we have shared with your account.



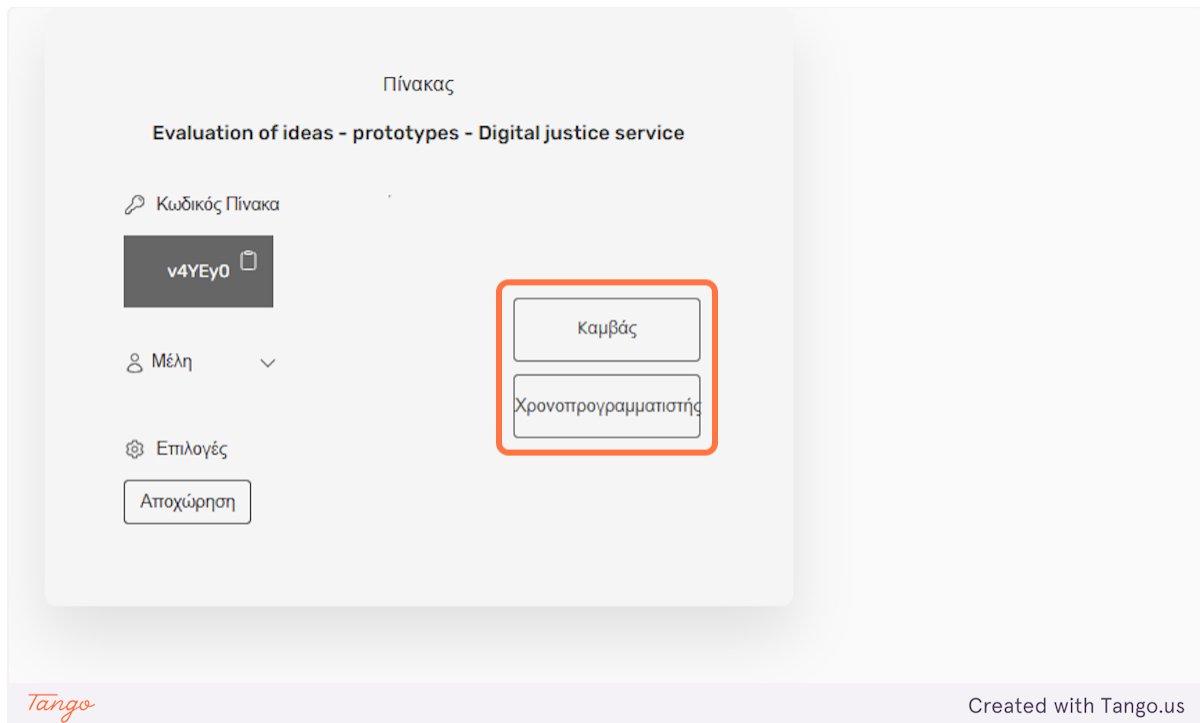
3. To view the content of a board, you can click on the desired board card.



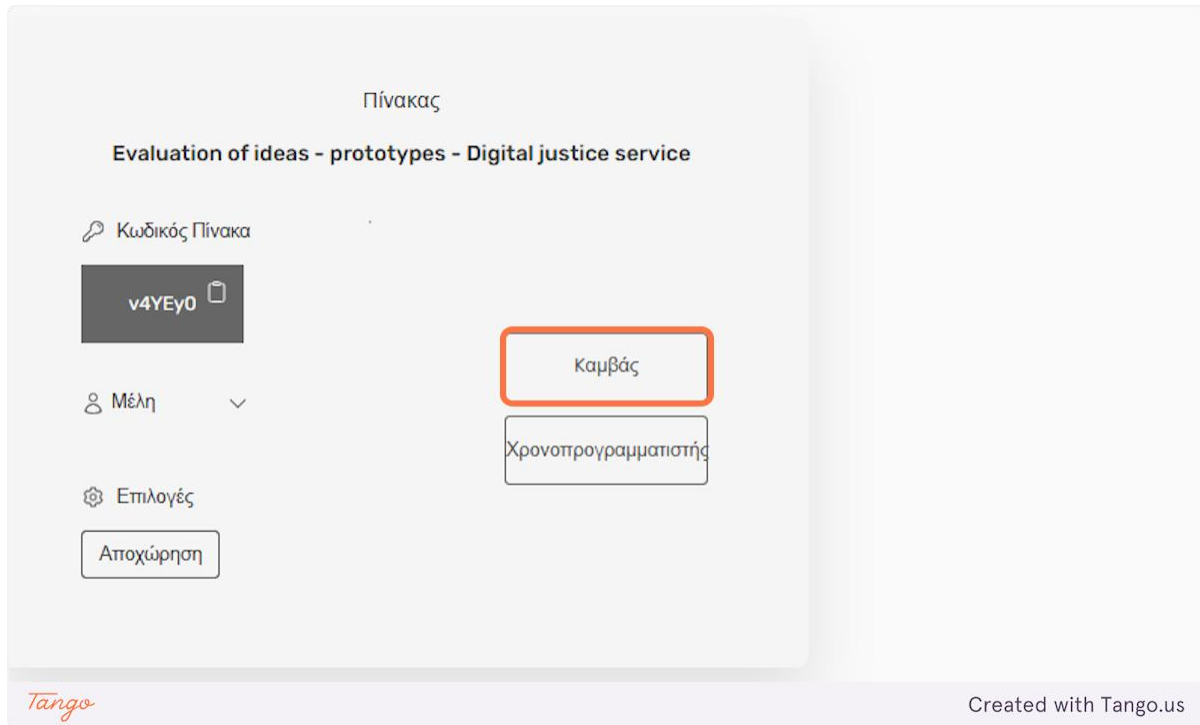
4. You will be taken to a board screen.



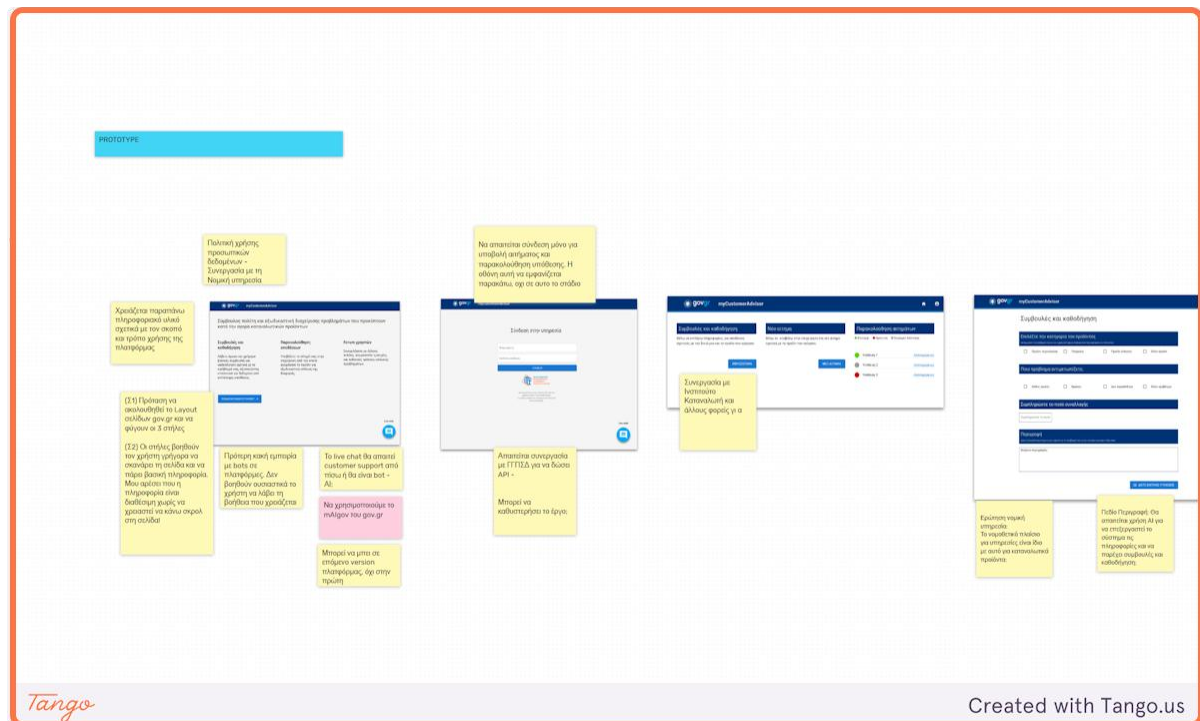
5. A board consists of a Canvas and a Scheduler.



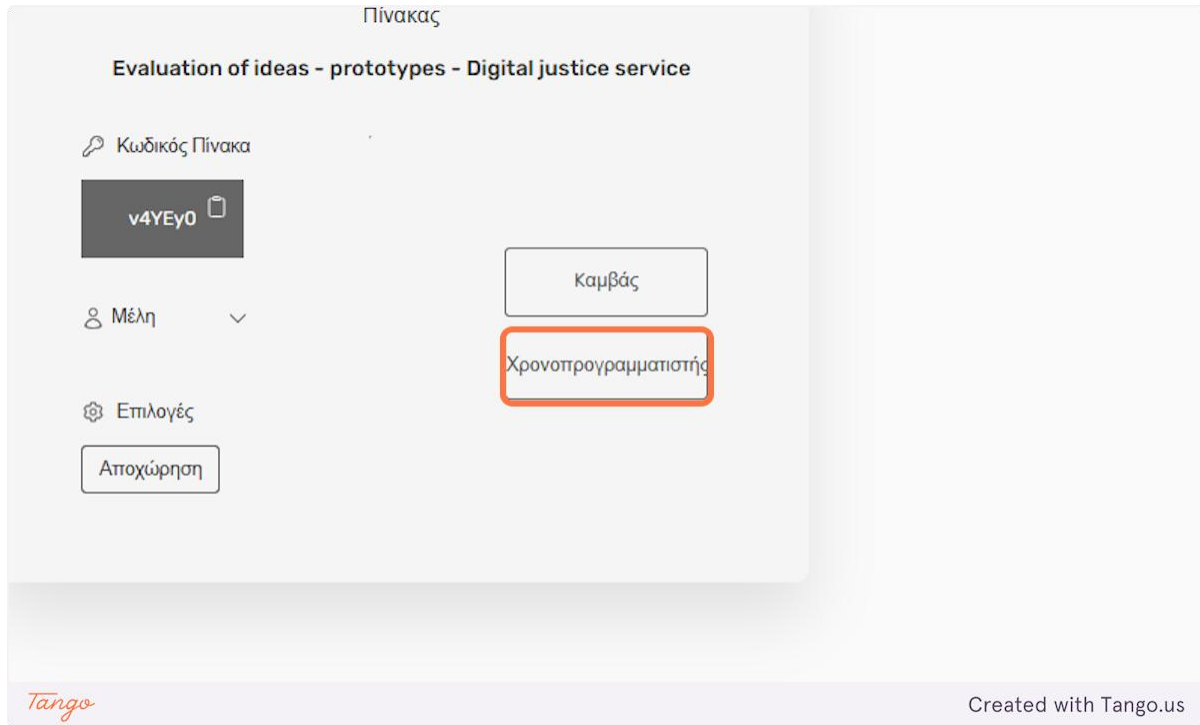
6. To go to the canvas page, click the Canvas button.



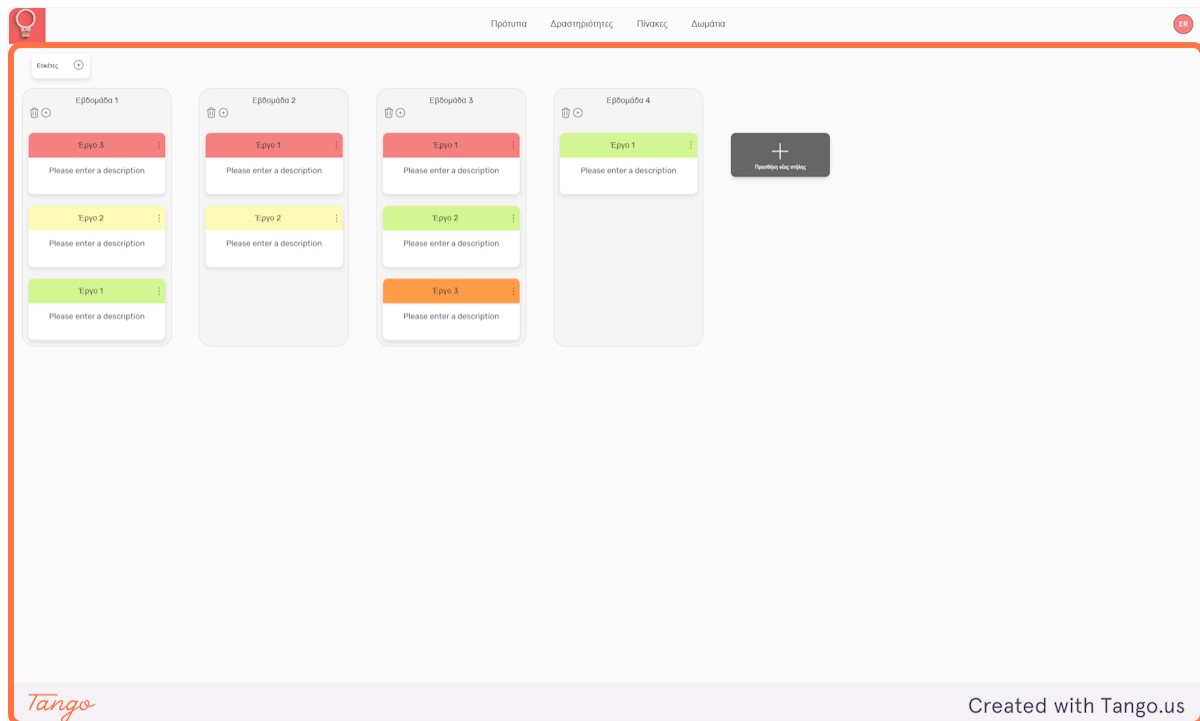
7. You can navigate the canvas in the same way as described earlier in this guide.



8. To go to the scheduler page click on the Scheduler button.



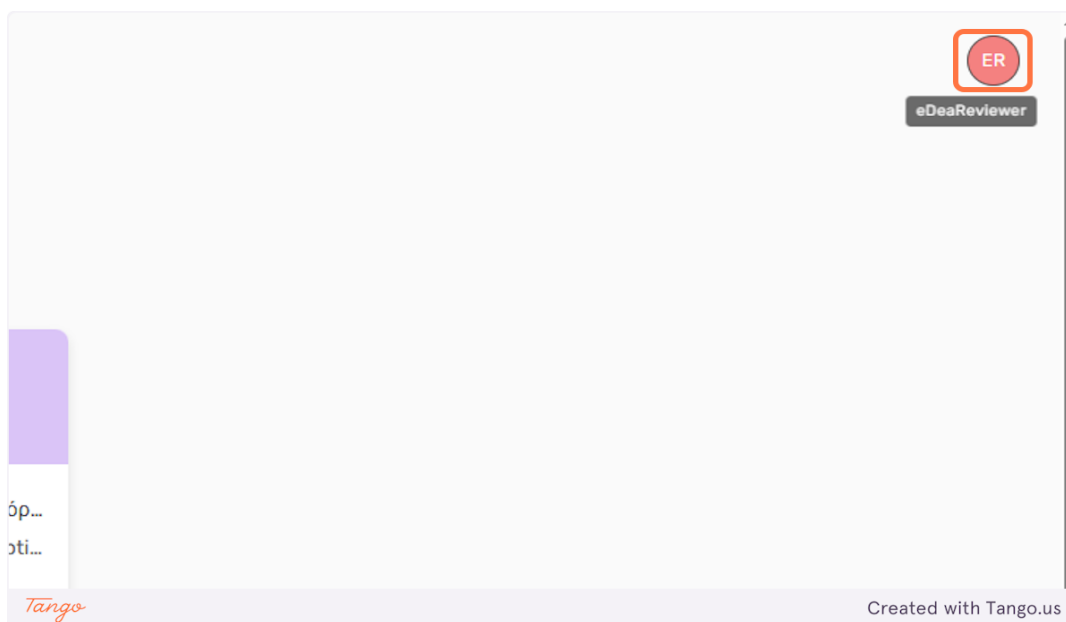
9. Scheduler page.



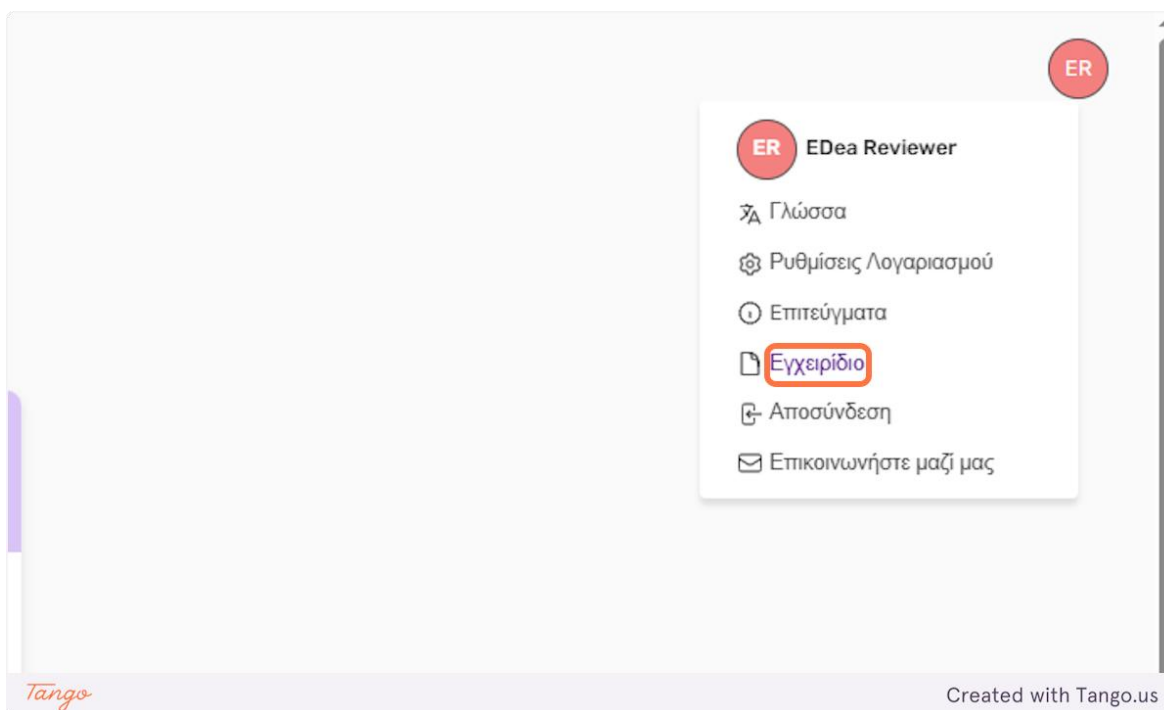
Manual

Through the platform you have access to the comprehensive platform manual, which covers all other platform functions, such as content creation, which are not covered in this guide.

1. On the home page, click on your avatar icon.



2. And select the manual option. The manual will open in a new tab.



Public digital content

Below is a list of all the public content of the eDea platform.

List of public activities:

- 30 σχήματα
- Σχεδίαση αντικειμένου που είναι χρήσιμο σε κάποιον
- Ορισμός ονόματος ομάδας και σχεδίαση λογοτύπου
- Περιγραφή προφίλ ομάδας και ορισμός κανόνων συνεργασίας
- Πίνακας ενδιαφερόντων
- Μεταφορά νερού
- Καθαρισμός νερού
- Προθέρμανση - Βήμα 1: Ιστορία του ονόματός μου
- Προθέρμανση - Βήμα 2: Δεξιότητες επιβίωσης σε μετα-αποκαλυπτική εποχή
- Προθέρμανση - Βήμα 3: Επαγγελματικές δεξιότητες
- Περιγραφή του προβλήματος μέσω εικόνων, βίντεο, επιστημονικών άρθρων και άλλων πηγών
- Αναγνώριση συσχετίσεων
- Οπτικές γωνίες
- Μεταφορές και παρομοιώσεις
- Εμβύθιση για διορατικότητα
- Παρατήρηση των χρηστών
- Άσκηση παρατηρητικότητας
- Τι χρειάζεται αυτό το άτομο;
- Τι; Πώς; Γιατί;
- Χάρτης εμπλεκομένων
- Πώς μπορούμε να...
- Πίνακας 2x2
- Κλιμακωτό Γιατί - Πώς;
- Χρώμα, προώθηση και στοχασμός
- Χάρτης διαδρομής
- Συνεντεύξεις με στόχο την ενσυναίσθηση
- Πέντε Γιατί;
- Φωτογραφικό ημερολόγιο
- Ταξινόμηση καρτών
- Συνεντεύξεις ακραίων χρηστών

- Μύγα στον τοίχο
- Διαμοιρασμός ιστοριών
- Οπτικές γωνίες (point of view - POV)
- Persona χρήστη
- Πίνακας συλλογής σχολίων
- Βασικές ασκήσεις ιδεασμού
- Διαγράμματα συνάφειας
- 6-3-5
- Δυνάμεις του 10
- Πώς θα μπορούσαμε να ...
- Καταιγισμός ιδεών
- Συντονισμός ενός καταιγισμού ιδεών
- Καταιγισμός ιδεών “Ναι, και!”
- Μου αρέσει, θα ήθελα, τι θα γινόταν αν ...
- Ανάλογη έμπνευση (Analogous inspiration)
- Επιλογή από καταιγισμό ιδεών
- Αξιολόγηση ιδεών μέσω κατηγοριοποίησης
- Κατευθυντήριες γραμμές σχεδίασης
- Επισκόπηση του portfolio της σχεδιαστικής ομάδας
- Πόστερ λύσης
- Το ταξίδι του χρήστη
- Σενάρια χρήσης
- 30 shapes
- Description of the problem through images, videos, scientific articles, and other sources
- Designing an object that is useful to someone
- Expert eyes
- Identifying correlations
- Group profile description and collaboration rules definition
- Metaphors and similies
- Immersion for insights
- Observation exercise
- Shadowing
- Stakeholder map
- Table of interests
- Team name definition and logo design
- Two truths and a lie
- Telling our stories

- Warm-up, step 1: Story of my name
- Warm-up, step 2: Survival skills in a post-apocalyptic age
- Warm-up, step 3: Professional skills
- Water purification
- Water transfer
- What does this person need?
- What? How? Why?
- This is an activity test

- Observation exercise modified

- Game Design and Development - HY516
- Journey Mapping
- Stakeholders
- For test purposes
- Immersion for insights
- Immersion for insights (test)
- Immersion for insights (test)
- Immersion for insights (test)
- Persona χρήστη
- Προθέρμανση, βήμα 1: Ιστορία του ονόματος μου
- Προθέρμανση, βήμα 2: Δεξιότητες επιβίωσης σε μετα-αποκαλυπτική εποχή
- Πίνακας ενδιαφερόντων
- Πώς μπορούμε να ...
- Πέντε “Γιατί;”
- Προθέρμανση, βήμα 3: Επαγγελματικές δεξιότητες
- Εμβύθιση για διορατικότητα
- Μεταφορές και παρομοιώσεις
- Ορισμός ονόματος ομάδας και σχεδίαση λογοτύπου
- Πίνακας 2x2
- Περιγραφή του προβλήματος μέσω εικόνων, βίντεο, επιστημονικών άρθρων, και άλλων πηγών
- Καθαρισμός νερού
- Οπτικές γωνίες (expert eyes)
- Κλιμακωτό Γιατί-Πώς;
- Περιγραφή του προβλήματος μέσω εικόνων, βίντεο, επιστημονικών άρθρων, και άλλων πηγών
- Μεταφορά νερού
- Παρατήρηση των χρηστών (shadowing)

- Συνεντεύξεις με στόχο την ενσυναίσθηση
- Τί χρειάζεται αυτό το άτομο;
- Τι; Πώς; Γιατί;
- Χάρτης διαδρομής
- Χάρτης εμπλεκομένων (Stakeholder map)
- Χρώμα, προώθηση, και στοχασμός
- Δημιουργία φυσικού πρωτοτύπου
- Δημιουργία άυλου πρωτοτύπου
- Δημιουργία ψηφιακής ιστορίας
- Δημιουργία ψηφιακού πρωτοτύπου
- Δοκιμή με χρήστες
- Δύο αλήθειες και ένα ψέμα
- Λέγοντας τις ιστορίες μας
- Λήψη και επεξεργασία βίντεο
- Μάγος του Οζ
- Προσδιορισμός μιας μεταβλητής
- Πρωτοτυποποίηση για ενσυναίσθηση
- Σκηνές, σκηνικά, ρόλοι
- Creating a digital story
- Creating an intangible prototype
- Empathic interviews
- Photo diary
- Sharing stories
- 6-3-5
- Solution poster
- Prototyping for empathy
- Usage scenarios
- Brainstorming “Yes, and!”
- Creating a digital prototype
- Scenes, sets, roles
- How can we ...
- Color, promotion, and reflection
- Basic ideation exercises
- The user journey
- Design guidelines
- Download and edit videos
- How could we ...

- Creating a physical prototype
- Fly on the wall
- I like it, I would like it, what if...
- Evaluating ideas through categorization
- Overview of design team portfolio
- Immersion for insight
- Scalable \Why-How?\
- Powers of 10
- Relevance charts
- Defining a variable
- Wizard of Oz
- Brainstorming
- User persona
- Route map
- Five “Why?”
- Facilitate a brainstorm
- Choose from brainstorming
- Card sorting
- End user interviews
- Comment board
- 2x2 table
- Basic ideation exercises
- Analogous inspiration
- Point of view - POV
- Ανασχεδιασμός της εμπειρίας μιας δημόσιας Βιβλιοθήκης
- Ενίσχυση και υποστήριξη της ψυχικής υγείας και ευεξίας φοιτητών και νέων ηλικίας 18 - 25 ετών
- Πράσινες πόλεις
- Ενεργοί πολίτες τρίτης ηλικίας
- Βιωσιμότητα και αναγεννητική σχεδίαση
- Πράσινη τεχνολογία υπολογιστών (green IT)
- Ανασχεδιασμός της εμπειρίας αγοράς καταναλωτικών προϊόντων (retail experience)
- Μείωση της σπατάλης τροφίμων στα νοικοκυριά (food waste)
- Καινοτόμες λύσεις για κυκλικό τουρισμό
- Redesigning the experience of buying consumer products (retail experience)
- Green IT

- Strengthening and supporting the mental health and well-being of students and young people aged 18-25
- Reduction of food waste in households (food waste)
- Redesigning the experience of a public library
- Sustainability and regenerative design
- Active senior citizens
- Innovative solutions for circular tourism
- Green cities
- Επανασχεδιασμός Συστημάτων Δημοσίων Συγκοινωνιών
- Έξυπνες λύσεις διαχείρισης απορριμμάτων
- Δημιουργία πράσινων αστικών χώρων
- Ενίσχυση ψηφιακών πλατφορμών μάθησης
- Ενίσχυση ψηφιακών πλατφορμών μάθησης
- Redesigning Public Transport Systems
- Redesigning Public Transport Systems
- Creating Green Urban Spaces
- Enhancing Digital Learning Platforms
- Inclusive Product Packaging
- Τεχνολογίες Εκπαίδευσης - Technology in Education
- Βήμα 1: Δημιουργικότητα και ομαδικότητα - Step 1: Creativity and team spirit
- Βήμα 2: Διερεύνηση προβλήματος - Step 2: Problem discovery
- Βήμα 5: Ιδεασμός - Step 5: Ideation
- Βήμα 6: Αξιολόγηση ιδεών - Step 6: Evaluation of ideas
- DIGITCRESHE Volos Training 3rd-5th July
- Βιωσιμότητα και αναγεννητική σχεδίαση
- Καινοτόμες λύσεις για κυκλικό τουρισμό
- Πράσινη τεχνολογία υπολογιστών (green IT)
- Πράσινες πόλεις
- Ενεργοί πολίτες τρίτης ηλικίας
- Ανασχεδιασμός της εμπειρίας μιας δημόσιας βιβλιοθήκης
- Μείωση της σπατάλης τροφίμων στα νοικοκυριά (food waste)
- Ενίσχυση και υποστήριξη της ψυχικής υγείας και ευεξίας φοιτητών και νέων ηλικίας 18 - 25 ετών
- Ανασχεδιασμός της εμπειρίας αγοράς καταναλωτικών προϊόντων (retail experience)
- Επανασχεδιασμός συστημάτων δημοσίων συγκοινωνιών
- Έξυπνες λύσεις διαχείρισης απορριμμάτων
- Δημιουργία πράσινων αστικών χώρων

- Ενίσχυση ψηφιακών πλατφορμών μάθησης
- Συμπεριλαμβανομένη συσκευασία προϊόντων
- Σχεδίαση έξυπνων συστημάτων διαχείρισης ενέργειας σε σπίτια
- Επαναχρησιμοποίηση απορριμμάτων μόδας
- Δημιουργία βιώσιμων δημόσιων χώρων
- Βιώσιμη σχεδίαση συσκευασίας προϊόντων
- Σχεδίαση για προσβασιμότητα σε ψηφιακές πλατφόρμες
- Περιβαλλοντική Βιωσιμότητα
- Βιωσιμότητα και αναγεννητική σχεδίαση
- Καινοτόμες λύσεις για κυκλικό τουρισμό
- Πράσινη τεχνολογία υπολογιστών
- Πράσινες πόλεις
- Ενεργοί πολίτες τρίτης ηλικίας
- Ανασχεδιασμός της εμπειρίας μιας δημόσιας Βιβλιοθήκης
- Μείωση της σπατάλης τροφίμων στα νοικοκυριά (food waste)
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- Ανασχεδιασμός της εμπειρίας αγοράς καταναλωτικών προϊόντων (retail experience)
- Έξυπνες λύσεις διαχείρισης απορριμμάτων
- Δημιουργία πράσινων αστικών χώρων
- Ενίσχυση ψηφιακών πλατφορμών μάθησης
- Συμπεριλαμβανόμενη συσκευασία προϊόντων
- Σχεδίαση για προσβασιμότητα σε ψηφιακές πλατφόρμες
- Βιώσιμη σχεδίαση συσκευασίας προϊόντων
- Δημιουργία βιώσιμων δημόσιων χώρων
- Σχεδίαση έξυπνων συστημάτων διαχείρισης ενέργειας σε σπίτια
- Επαναχρησιμοποίηση απορριμμάτων μόδας
- Journey mapping
- Design thinking
- Σχεδιασμός Λογισμικού
- Καινοτομία για βιωσιμότητα - Πολλαπλασιαστική δράση eDea
- Τεχνολογίες Εκπαίδευσης - Technology in Education
- Σχεδιαστική σκέψη για βιωσιμότητα - Design thinking for sustainability
- Game design and development - HY516
- Ατομικές ασκήσεις
- Shell for creating public stages
- Υπηρεσία συνταξιοδοτικού πλάνου και οικονομικού προγραμματισμού

- Σχεδιασμός εμπειρίας επιστροφής προϊόντων μετά την αγορά
- Βελτίωση της διαδικασίας εισαγωγής (onboarding) νέων εργαζομένων στις εταιρείες
- Σχεδιασμός εμπειρίας για τους επισκέπτες μουσείων και πολιτιστικών χώρων
- Διαδραστικά εκπαιδευτικά εργαλεία για την προώθηση της ισότητας των φύλων
- Μαθητές λυκείου σχεδιάζουν ένα βιώσιμο μέλλον για τη πόλη τους
- Τηλεϊατρική σε απομακρυσμένες περιοχές και νησιά
- Σχεδίαση καλλιτεχνικού χώρου για την ψυχοκοινωνική υγεία
- Διαχείριση ενέργειας σε τοπικό επίπεδο
- Διαχείριση φυσικών πόρων - νερού
- Κοινωνικοποίηση ηλικιωμένων και συμπερίληψη στην κοινωνία
- Διαχείριση κοινόχρηστων χώρων σε τοπικές κοινότητες
- Πλατφόρμα συζήτησης και διαχείρισης δραστηριοτήτων για συλλόγους γονέων

List of public stages:

- What did you learn?
- General information about the activity
- A video?
- Design something of use to someone
- 30 circles
- Warmup questions matrix
- Problem discovery for sustainability
- Team name and logo
- Problem definition
- Ideation
- Alphabet
- Problem discovery for sustainability
- Interview questions
- Interviews
- User persona
- 6-3-5
- Evaluation of ideas
- Poster solution
- Two truths and a lie
- Warm-up, Step 1: Story of my name
- Warm-up, Step 2: Survival skills in a post-apocalyptic age
- Warm-up, Step 3: Professional skills

- Warm-up questions table
- Water purification
- Water transfer
- Description of the problem through images, videos, scientific articles, and other sources
- Expert eyes
- Identifying correlations
- Immersion for insight
- Metaphors and similarities
- Observation exercise
- Shadowing
- Stakeholder map
- What does this person need?
- What? How? Why?
- Card sorting
- Color, promotion, and reflection
- Comment board
- Empathic interviews
- End user interviews
- Five “WHY?”
- Fly on the wall EN EN
- Photo diary
- Point of view - POV
- Route map
- Sharing stories
- User persona
- 6 - 3 - 5
- Analogous inspiration
- Basic ideation exercises
- Brainstorming “Yes, and!”
- Facilitate a brainstorming
- How could we ...
- Powers of 10
- Relevance charts
- Choose from brainstorming
- Design guidelines
- Evaluating ideas through categorisation
- Overview of design team portfolio

- Creating a digital prototype
- Creating a digital story
- Creating a physical prototype
- Creating an intangible prototype
- Defining a variable
- Prototyping for empathy
- Scenes, sets, roles
- Solution poster
- Test with users
- The user journey
- Download and edit videos
- Wizard of Oz
- Δημιουργικότητα και ομαδικότητα – Creativity and team spirit
- Διερεύνηση προβλήματος – Problem discovery
- Συνεντεύξεις user persona – Interviews and user persona
- Ορισμός προβλήματος – Problem definition
- Ιδεασμός - Ideation
- Αξιολόγηση ιδεών – Evaluation of ideas
- Πρωτοτυποποίηση - Prototyping
- 2x2
- 30 circles
- Design something of use to someone
- Group profile description and collaboration rules definition
- Team name definition and logo design
- Telling our stories
- How can we ...
- Scalable “Why-how”
- Usage scenarios
- Brainstorming
- I like it, I would like it, what if ...
- Σχετικά με τη δραστηριότητα
- Σχεδιασμός ταξιδιού χρήστη
- Καμβάς ανάλογης έμπνευσης

Συνεντεύξεις