

Title of workshop:
Design thinking in mobile application development

Event duration: *½ day*

Organizer and event leader: ***Dr. Christopher Han***

Workshop topic and sub-topics: *Design thinking, innovation, product development, service design, software design and development*

Workshop format: *Presentation, discussions, hands-on exercises, experiential learning*

Intended audience: *Designers, engineers, product managers, user researchers*

Number of participants: *Between 12 to 15 (ideal size)*

Abstract (draft):

Mobile applications have exploded in numbers and in popularity in recent years. With the growing ubiquity of smartphones, this trend will likely continue for years to come. How can design thinking help in creating mobile apps? To answer this question, the organizer draws from both academic research and industry practice, and shares practical insights from his current work in designing and developing mobile app. The applicability of design thinking starts with opportunity discovery and extends well into the design process and touches upon team dynamics and interaction quality, in recognition that the human being is the instrument of innovation. Using the design thinking approach, the organizer has been part of creating several consumer mobile applications, including a social, photo-sharing app called, PhotoTribe (currently available on the Apple AppStore). During the workshop, the organizer provides a systematic view of the role of design thinking in creating mobile apps from start to finish.

Biography of organizer:

Dr. Christopher Han currently works as a product manager for consumer mobile applications at SAP Labs in Palo Alto, California. He has 14 years of industry experience in Silicon Valley spanning roles in consulting, marketing, operations, research, and product development. Christopher received his B.S. at the School of Foreign Service at Georgetown University and his M.S. and Ph.D. in Engineering at Stanford University.