

# WORKSHOP DESIGN THINKING FOR RESEARCH

STAFF TRAINING WEEK
"TRAINING ON ACADEMIC WRITING AND RESEARCH METHODS"

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IVETA CIRULE, DR.SC.ADMINISTR.

POSTDOCTORAL RESEARCHER "PROJECT OPEN INNOVATION" LTD BIORGANIK5



### Welcome to the workshop & introduction & zoom ethics & learning approach

Aim: RECONSIDER DESIGN THINKING FOR ONGOING & FUTURE RESEARCH

**KNOW & THEORY: DESIGN THINKING** 

TRY & LEARN: MY RESEARCH + DT

PRACTICE: SOME SOURCES TO learn DT

### **Iveta Cīrule** education & teaching & business administration & international project management



























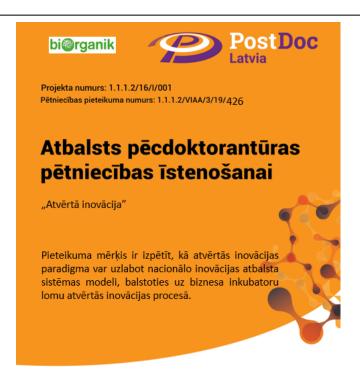


### **Research focus:**

- Open Innovation contribution to
- 1) National Innovation Ecosystem &
- 2) Business Incubation



This research was conducted within the project "Open Innovation, No1.1.1.2/VIAA/3/19/426" funded by Postdoctoral Research Support Aid programme of Latvia.







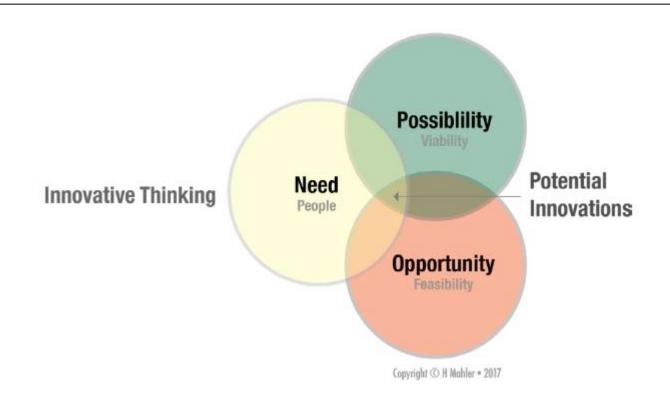




### Let's get to know each other

- □ I am .....
- ☐ My research area is..... (key words)
- ☐ My relationship with Design Thinking in general and particularly in research = yes/ no
- ☐ My wish list for this workshop

### Where would you place the most academic research?

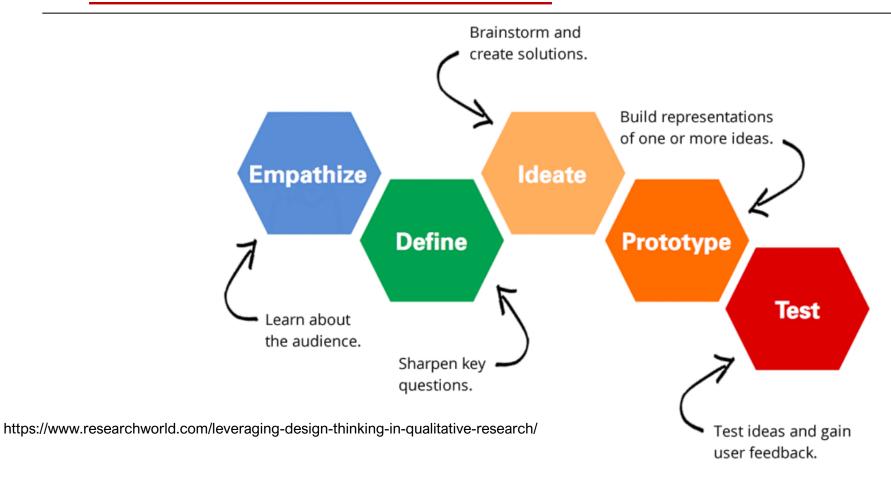


Source: Institute for Research and Aging, 2018, UK

### Design thinking – what it is & what it does:

- 1. process of solving problems (process-oriented, relatively non-linear and iterative)
  - 2. thinking for designing or developing' new product/services or features

### **HUMAN CENTRED APPROACH** + STAKEHOLDER ENGAGEMENT







https://www.youtube.com/watch?v=jajduxPD6H4











<u>Latvia case – Children Hospital</u>

https://www.lsm.lv/raksts/dzive--stils/veseliba/uz-operaciju-zali--ar-operauto-bernu-slimnica-mazo-pacientu-bailu-mazinasanai-ievies-jaunas-metodes.a391213/

### DT steps

- •Empathize observing the world, understanding the need for research in one's field
- •Define defining one particular way in which people's lives could be improved by research
- •Ideate brainstorming of ideas without judgment or overanalysis
- •Prototype sketching, modeling, and outlining the implementation of potential solutions
- •Choose choosing the solutions that provide the highest level of impact without jeopardizing feasibility
- •Implement creating reality out of an idea
- •Learn reflecting on the results and rethinking the process for endless improvement

https://pcur.princeton.edu/2015/10/design-thinking-in-research/

### DT + Research = where & how to start?

### Research steps (classics?)

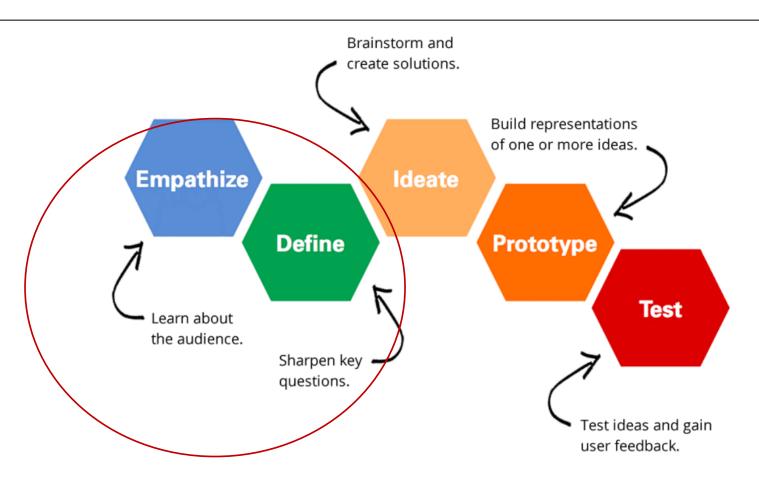
LITERATURE REVIEW/ situation analysis CONCEPTUAL/
RESEARCH MODEL

(what + where) + hypothesis / research questions

DATA
COLLECTION
(qualitative & quantitative)

Conclusions & discussion & suggestions & future implications

# Let's try to look at my research from DT!!!



# Are BUSINESS INCUBATORS HELPING in venture creation & entrepreneurship promotion?



INCUBATOR = MEDIATOR + Open Innovation Partner

Tenant

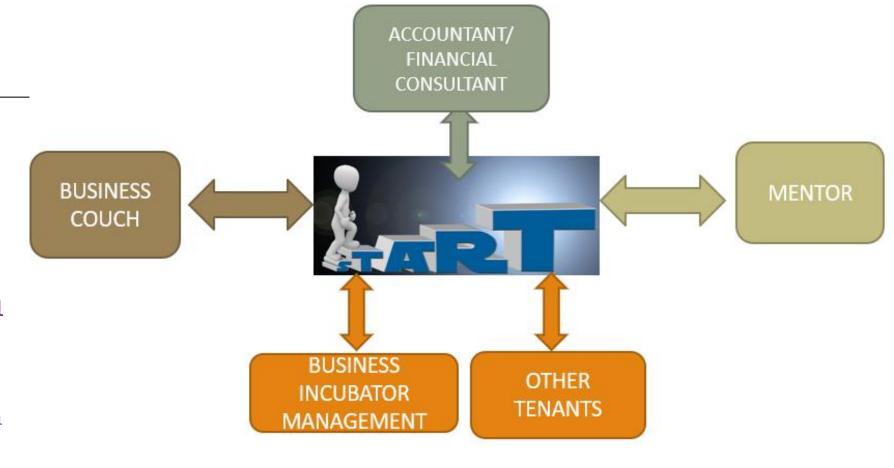
Incubator

Performance



# Are incubator tenants OPEN enough

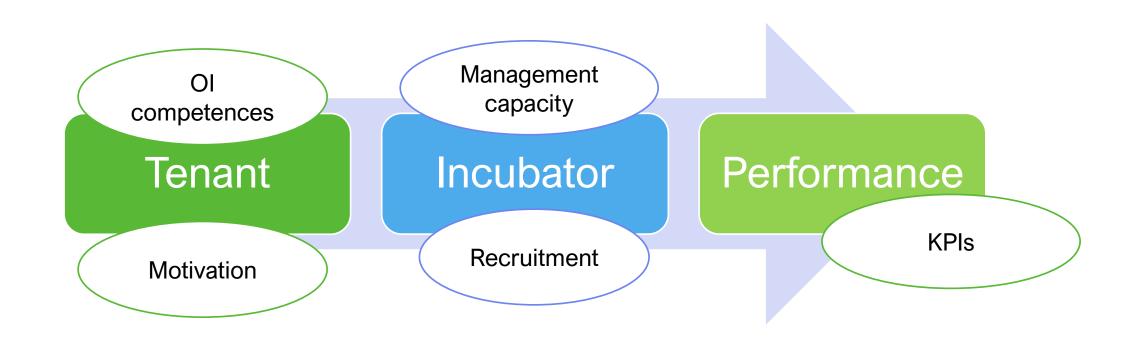
to co-create & to collaborate & to be open to co-petition



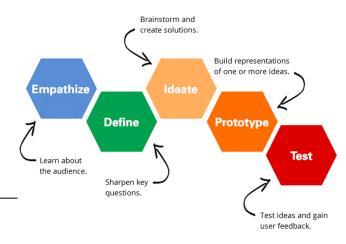
Source: Cirule, 2018

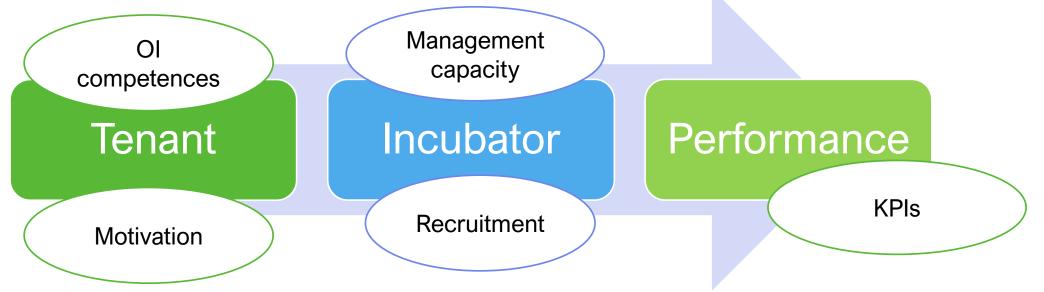


### Literature review on Business Incubation



### Literature review on Business Incubation







## Trial exercise: research focus + pain + users

**■What is your research focus?** 

Incubator tenants (incubates) + their Open innovation competences and strategies (ability to collaborate and perform)

- **■**What is the main «pain»/ problem in your research subject or object?
- Tenants do not exploit all opportunities (co-creation, collaboration, learning, external funding, external expertise)
- 2) Incubation programmes lack the Open Innovation approach
- Who is or are "the user(s)" in your research area?
- 1) tenants (direct) +
- incubators (indirect?) +
- 3) policy makers

# Task 1 – individual pitch, 5 minutes preparation, let's start!!!

- ☐ Research focus (what +where)
- Main pain /problem
- ☐ Identify & name your research USER/S

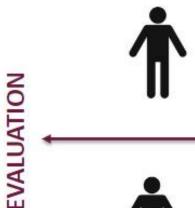
### Break out room task = 10 min

- 1. what is the COMMON research area? subject?
- 2. pain solved?
- 3. who will be the users?
- 4. how will they be involved in research?

#### **EXPERIENCING**

### **Implementer**

Getting it done in the "real world", action and results





### **Optimizer**

Turning ideas into practical solutions and plans

Source: Institute for Research and Aging, 2018, UK

### Generator

Getting things started; new problems and challenges



DEATION



### Conceptualizer

Defining problems, understanding big picture connections



# Feedback & comments & suggestions source: <a href="https://mira.mcmaster.ca/research/research-approach/design-thinking-resources">https://mira.mcmaster.ca/research/research-approach/design-thinking-resources</a>

LECTURER: IVETA CĪRULE, DR.SC.ADMINISTR.

**CONTACTS:** 

E-MAIL: NATURALPRODUCTS@INBOX.LV

MOBILE: +371 29189748