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| Titolo | Design thinking in play : an action guide for educators // Alyssa Gallagher, Kami Thordarson |
| Pubbl/distr/stampa | Alexandria, Virginia : , : ASCD, , [2020] 2020 |
| ISBN | 1-4166-2886-X |
| Descrizione fisica | 1 online resource (vi, 163 pages) : illustrations |
| Collana | Gale eBooks |
| Disciplina | 371.2 |
| Soggetti | Educational leadership Educational change School management and organization Problem solving Creative thinking |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | Design thinking : what, why, and how? -- Becoming a design thinker : how can you learn to see with new eyes? -- Empathize : what does your user really need? -- Define : how do you clarify the problem? -- Ideate : how do you get to a big idea? -- Prototype : what does your idea look like in action? -- Test : how do you improve your solution? |
| Sommario/riassunto | "Design Thinking in Play: An Action Guide for Educators offers school leadership teams practical tips and tools for navigating the design thinking process, an empathetic and person-centered approach to problem-solving that will help them generate creative solutions and enact positive change"-- |