

## Textbook: Karmic Design Thinking

This is the textbook for the course on Design Thinking available here - <https://dt.balaramadurai.net>.

Unit/Chapter No.	Title
	Preface
<b>Unit I</b>	<b>Introduction to Design Thinking</b>
1	The Curious Case of Curio
2	What is Design Thinking?
3	Overview of Karmic Design Thinking
4	Pre-Work for Your Case Study
<b>Unit II</b>	<b>Empathize</b>
5	Empathy is the Name of the Game
6	Customer Journey Map (CJM)
7	CJM: The Method
8	Case Study for CJM
9	Curio's CJM
10	Applying Empathize to Your Case Study
10.1	Task 1: Empathize Here
10.2	Fieldwork
10.3	Task 2: Empathize There
<b>Unit III</b>	<b>Analyze</b>
11	Down the Rabbit Hole
12	Analysis: Multi-Whys
12.1	Why, oh Why?
12.2	Multi-Whys Method
12.3	Case Study for Multi-Whys
12.4	Curio's Multi-Whys
12.5	Curio's Chosen How Might We Question
13	Analysis: Conflict of Interest
13.1	The Quandary
13.2	Conflict of Interest: The Method
13.3	Case Study: The Musketeer's Tailor

13.4	Additional Case Study
13.5	ENV Model of Conflict of Interest: Exercises
13.6	Curio's Conflict of Interest
14	Applying Analyze to Your Case Study
14.1	Task 3: Analyze Here
14.2	Fieldwork
14.3	Task 4: Analyze There (Bulletproofing)
<b>Unit IV</b>	<b>Solve</b>
15	Silent Brainstorming
16	The Scholar and the Teacup
17	Trial-and-Error Approach: Activity
18	Systematic Approach: Activities
19	Systematic Problem Solving
19.1	A Siberian Story
19.2	Inventive Principles
19.3	Systematic Problem Solving: Exercises
20	Curio's Solutions
21	Five Blind Men and an Elephant
22	Applying Solve to Your Case Study
22.1	Task 5: Solve Here
22.2	Fieldwork
22.3	Task 6: Solve There
<b>Unit V</b>	<b>Test</b>
23	Testing Times
24	Copper Woes
25	Features and Assumptions: Activity
26	Prototypes
27	Curio's Prototype and Testing
28	Applying Test to Your Case Study
28.1	Task 7: Test Here
28.2	Fieldwork
28.3	Task 8: Test There
29	Iteration
<b>Unit VI</b>	<b>Liberation</b>
30	Curio City

Videos

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Acknowledgments

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Bibliography

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