

**VAN LANG UNIVERSITY
HONORS PROGRAM**

**FINAL EXAMINATION
Semester 2, Academic year 2024-2025.**

I. Examination information

Course Title:	Design Thinking and Creativity		
Course Code:	72HDES10023	Credits:	3
Class code:	242_72HDES10023_01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12		
Evaluation format:	Essay	Duration:	7 days
<input checked="" type="checkbox"/> The lecturer assigns the exam to students during the teaching period of the course		<input type="checkbox"/> Center for Testing sets up and delivers the exam questions on the CTE system according to the exam schedule announced by Department of Academic Affairs	
<input type="checkbox"/> Individual	<input checked="" type="checkbox"/> Groupwork	Number of students/group:	4-8
File name convention:	Student ID _Student's Full Name_.....		

II. The examination requirements must align with the CLOs.

(This part must be mapped with the information from the course syllabus)

CLO	CLO Description	Evaluation format	CLO weight in the assessment component (%)	Exam question No.	Maximum score	Data collection on student achievement of PLOs/ PIs
(1)	(2)	(3)	(4)	(5)	(6)	(7)
CLO1	Understand the theory and stages of Design Thinking and Creativity	Essay	30%	1,2	3	PI 1.2 PI 5.1
CLO2	Know the right approaches from design thinking and creativity	Essay	10%	3	1	PI 1.2 PI 4.1

	toolkit to create and develop products					
CLO3	Apply analytical skills, critical skills, design thinking and creativity to a product development project	Essay	30%	4	3	PI 4.1
CLO5	Improve the ability of work independently and in a team	Peer evaluation	20%	6	2	PI 3.1 PI 5.1
CLO6	Understand and comply with the academic and work freedom regulations	Essay	10%	5	1	PI 6.1

III. Examination content

1. Exam questions

Question 1: Discovery (2 points)

- Describe the research process your group followed to find information and tools to develop your solution/product/practice for a sustainability problem using a design thinking model. A solution/product/practice should be related to your major.
- Provide specific examples of sources you used and explain how you assessed their validity, quality, and quantity.

Question 2: Problem Statement (1 point)

- Clearly define the sustainability problem your group chose to address. Explain how this problem affects users and society.

Question 3: Solution (1 point)

- Provide a detailed description of your proposed solution/product/practice.
- Explain how it effectively addresses the identified problem.

Question 4: Design Thinking Components (3 points)

- List and describe each stage of the design thinking process your group applied in developing the solution (Five stages: Empathize-Define-Idiate-Prototype-Test)

Question 5: Format (1 point)

- The report must be well structured and written in paragraphs with clear main ideas. It should include relevant figures, photos, or data to support the analysis. The length must be at least 10 pages, with citations formatted properly in APA style. The report should be free of major grammar or spelling errors.

Question 6: Peer evaluation (2 points)

- Evaluate each of your group members (excluding yourself) based on the criteria below.

Total: 10 points.

2. Instructions on how to present the exam questions

A Group of students (from 4-8 members) choose a topic which is possibly related your major. Then the team develops a solution/product/practice for a sustainability problem that uses the design thinking model. Requirements are as follows:

- The research objective is to understand design thinking and grasp the tools to find ideas and recommend suitable product/service models.
- The report has to include photos of authentic products the group showed in the presentation. The products could be in the form of physical products/services/computer sketches.
- Report submission must be bright and clear; design a neat layout, correct spelling, and APA citation (if applied any), with an evaluation sheet of group members.
- The peer evaluation should be attached to the final report.
- Language: English
- No late submission is allowed.

3. Rubric and grading scale**Rubric for a group report**

Criteria	Proficient (75 -100%)	Emerging Proficient (50-75%)	Beginner (0-50%)
Discovery (2 points)	The report shows multiple sources and employs varied strategies to find information and tools to help the group solve the problem. The group fully considers the validity, quality, and quantity of the information which the group find.	The report shows <i>some sources</i> and employs strategies to find information and tools to help the group solve the problem. The group considers the validity, quality, and quantity of the information I find	The report shows <i>little or no</i> information and tools that will help the group solve the problem. The group does not consider the validity, quality, or quantity of the information ; it just lists information without evaluation.
Problem statement (1 point)	A clear description of the problem and explanation of how this problem affects the user/society Clear definition of the problem and explanation of how this problem affects user/society A clear description of the problem and an explanation of how this problem affects users	A somewhat clear description of the problem and explanation of how this problem affects user/society A somewhat clear description of the problem and an explanation of how this problem affects users	Unclear description of the problem or explanation of how this problem affects users
Solution (1 point)	A unique, clear, detailed description of the product/ app/ services/ concept and an explanation of its ability to solve identified problems	A somewhat fair, clear description of the product/app/services/concept and an explanation of its ability to solve identified problems	Unclear description of product/app/services/concept or explanation of its ability to solve identified problems
Components (3 points)	Full complete design thinking process All stages of the design thinking process are mentioned and described	Complete the most important part of a design thinking process, but have a plan for testing Have proper prototype Or have full five stages of design thinking process, but lack of details	The report defines some main stages of design thinking, lack of prototype, and testing stage
Format (1 point)	Clear report, with minor errors or gramma mistakes Write report in paragraphs Have sufficient figures/ photo Enough length of report More than 20 pages Citation in APA properly	Clear but unorganized report Write a report in paragraph but not clear main ideas Have some figures/ photo/ prototype Enough length of a report from 10- 20 pages Citation in APA with some errors	Unorganized and ambiguous report Write report on bullet points Lots of mistakes and errors Less than ten pages No figures, data, tables, photo Little or no citation

Rubric for peer evaluation (2 points)

Evaluate each of your group members (excluding yourself) based on the criteria below. Use the following scale to score each category:

- 3 – Better than most of the group in this respect

- 2 – About average for the group in this respect
- 1 – Not as good as most of the group in this respect
- 0 – No help at all to the group in this respect


Be honest and fair in your assessment. Provide specific comments or examples to justify your ratings, then convert them to 2 points.

Rating	Student's name
1. Group Participation Attends meetings regularly and on time.	
2. Time Management & Responsibility Accepts fair share of work and reliably completes it by the required time	
3. Adaptability Displays or tries to develop a wide range of skills in service of the project readily accepts changed approach or constructive criticism.	
4. Creativity/Originality Problem-solves when faced with impasses or challenges, originates new ideas, and initiates team decisions.	
5. Communication Skills Effective in discussions, good listener, capable presenter, proficient at diagramming, representing, and documenting work.	
6. General Team Skills Positive attitude, encourages and motivates team, supports team decisions, helps team reach consensus, helps resolve conflicts in the group.	
7. Technical Skills Ability to create and develop materials on own initiative provides technical solutions to problems.	
Comments, Examples, Explanations, etc.	
Score/21
Total score (convert to the 2 points)/2

Approval 


Đoàn Duy Châu Lâm

Ho Chi Minh City, 11 / 2 /2025
Lecture


Nguyễn Kiên Thông