

Innohub

Module 1: Rethinking Education for the Future

The Core Question: If a school is supposed to prepare children for the next 20 years, should it still only teach yesterday's answers, or teach them how to design the future?

- **The Reality of Today's World:** It is complex, constantly changing, and faces unknown problems.
- **The Educational Shift:** Moving away from "learning ready-made answers" toward the "ability to design new solutions."

Module 2: What is Innohub Academy?

- **Definition:** Innohub Academy is an educational and innovation center that teaches design thinking as a problem-solving method.
- **Clarification:** It is a learning laboratory for designing the future, focused on multidisciplinary design and innovation.
- **Key Skills Learned at Innohub Academy:** Understanding humans deeply, exploring and uncovering complex problems, generating ideas, building prototypes, and learning from failure.

Module 3: Why Did Innohub Academy Emerge?

- **Traditional Schools Were Built For a World Where:** Problems were predictable, knowledge was more static, and career paths were clearly defined.
- **The Modern Need:** Future learners need to be able to tolerate ambiguity, ask better questions, think creatively, collaborate, and solve problems.

Module 4: Traditional Classroom vs. Innohub Academy Classroom

Traditional Classroom	Innohub Academy / Design Thinking Class
Teacher transfers content	Real-world problem, Research, Ideation, Construction, Feedback
Student receives information	Role of Student: Not just a learner, but a problem-solver and creator of the future.

Module 5: The Core Philosophy of Innohub Academy

- **Fundamental Belief:** Every human being can be a designer; design is not just about making products.
- **What Design Means:** How do we build a better experience? How do we solve a human problem? How do we create a desirable future?
- **Cross-Industry Application:** Design thinking has expanded into fields like Education, Healthcare, Business, and Policy/Governance.

Module 6: The 5-Stage Design Thinking Model

1. **Empathize:** Seeing the world through human eyes.
2. **Define:** Converting observations into a real, actionable problem statement.
3. **Ideate:** Creating multiple diverse solutions.
4. **Prototype:** Building early versions to facilitate learning.
5. **Test:** Gathering feedback and improving.

Module 7: Transformation of the School Environment

The school stops being just a place to learn from books and transforms into an idea laboratory, a collaborative workspace, an environment for experimenting and building, and a space to practice foresight / future-thinking.

"I am not just preparing for the future; I can play a role in creating the future."