

**SKILLS FRAMEWORK FOR DESIGN
TECHNICAL SKILLS AND COMPETENCIES (TSC) REFERENCE**

TSC Category	Creativity					
TSC	Imagination and Exploration					
TSC Description	Utilise imagination and design exploration techniques across multiple disciplines to envision better outcomes and develop possible and relevant solutions					
TSC Proficiency	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
			DSN-ACE-3015-1.1	DSN-ACE-4015-1.1	DSN-ACE-5015-1.1	
			Create an imagined future and possible alternative worlds by challenging one's world view assumptions and developing varied iterations of possible solutions	Proliferate creative imagination techniques and embed reflection time into work processes to enable stakeholders to envision new solutions	Develop strategies and techniques to nurture the creative and imaginative capabilities of stakeholders	
Knowledge			<ul style="list-style-type: none"> • Exercises for developing imagination • Problem solving frameworks • Creative imagination development techniques • Divergent exploration techniques • Innovative storytelling techniques • Trend extrapolation techniques • Concept of cognitive biases • Visualisation techniques 	<ul style="list-style-type: none"> • Exercises for developing imagination • Problem solving frameworks • Creative imagination development and creative exploration techniques • Divergent exploration techniques • Innovative storytelling techniques • Trend extrapolation techniques • Concept of cognitive biases • Visualisation techniques 	<ul style="list-style-type: none"> • Theories of problem solving frameworks • Principles of convergent and divergent thinking • Role of creativity in strategic leadership • Role of futurist thinking and its relation to strategic leadership • Types of cognitive biases • Principles of innovation management • Art and science of persuasion 	

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<p>Abilities</p>			<ul style="list-style-type: none"> • Generate future-oriented thoughts and solutions by forecasting oneself or others into temporally, spatially and emotionally different contexts and situations • Develop iterative explorations of solutions for design fine-tuning and selection • Reflect on ones' hopes and dreams of near and further future • Create an imagined future that takes into consideration future behavioural shifts • Utilise visualisation exercises to generate visual imagery and recreate visual perception • Create and communicate narratives of how the future would look like to stakeholders 	<ul style="list-style-type: none"> • Envision new and better ways of serving users • Consider the perspectives of other individuals and cultures to understand the values of others • Build reflection time into work activities to enable stakeholders to synthesise information • Synthesise information with personally meaningful content and existing knowledge schemas to draw connections to real-world issues • Translate ones' hopes and dreams into strategies for future success • Create mental pictures of how design concepts will look, feel and function • Explore possible new products, services, designs and styles • Finalise design concepts through an iterative process of using creative exploration techniques and subsequently refining the concepts 	<ul style="list-style-type: none"> • Construct new strategies to attain desirable possible futures for the organisation • Combine unrelated ideas or concepts to generate new solutions for the organisation • Relate creative approaches to real-world challenges and issues • Guide stakeholders to generate new "out-of-the-box" ideas • Paint vivid stories to describe emerging challenges for the organisation • Develop techniques to adapt strategies and goals in line with organisational and sectoral changes • Persuade and influence key decision makers to support new strategies for future success • Lead stakeholders to mentally visualise the look, feel and function of new design concepts and how they impact users and organisation 	
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