Design Sprint Agenda

Screening Tool Edition

Monday

Map

| **Time** | **Activity** | **Fearless** | **Guests** |
| --- | --- | --- | --- |
| 10:00 am | Introduction | All |  |
| 10:15 am | Long-term goal Sprint questions (from Fearless) | All | Celeste |
| 11:30 am | Journey Map | All |  |
| 1:00 pm | Lunch (Yum!) | All |  |
| 2:00 pm | Expert interviews | All | Celeste and Mike  Select stakeholders |
| 4:00 pm | “How might we?” | All | Celeste and Mike |
| 4:30 pm | Pick a target | All | Celeste and Mike |

Tuesday

Sketch

| **Time** | **Activity** | **Fearless** | **Guests** |
| --- | --- | --- | --- |
| 10 am | Lightning talks | All |  |
| 12:30 pm | Decide or swarm | All |  |
| 1:00 pm | Lunch (Yum!) | All |  |
| 2:00 pm | Sketch ideas | All |  |

Wednesday

Sketch

| **Time** | **Activity** | **Fearless** | **Guests** |
| --- | --- | --- | --- |
| 10 am | Review ideas | All |  |
| 11:30 am | Decide (What will we prototype for users based on the discussion to this point?) | All | Mike and Celeste |
| 1:00 pm | Lunch (Yum!) | All |  |
| 2:00 pm | Prototype storyboard | Designers + Azhar |  |

Thursday

Prototype

| **Time** | **Activity** | **Fearless** | **Guests** |
| --- | --- | --- | --- |
| 10 am | Prototype planning | Designers + Azhar |  |
| 1:00 pm | Lunch (Yum!) | All |  |
| 2:00 pm | Prototype | Designers + Azhar |  |
| 3:00pm | Trial run | All |  |

Friday

Test

| **Time** | **Activity** | **Fearless** | **Guests** |
| --- | --- | --- | --- |
| 10 am | Test prototype | All | Users |
| 1:00 pm | Lunch (Yum!) | All | Users |
| 2:00 pm | Test prototype | All | Users |
| 4:00 pm | Review and action items | All |  |