2nd Delivery: Design Sprint

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Contents

1 Introduction

The following report aims to document this groups experience with the desing sprint[1]. This report aims to anwser the following questions:

- Did you find answers to the sprint questions?

- Could you have done anything differently?

- What were you particularly satisfied with?

- What would you do differently if you were to conduct a similar sprint again?

2 Sprint

This section aims to document and explain each step in the sprint

2.1 Ice breaker

We were asked to present ourself visually, see *Figure 1*. This included answering the following questions:

- Name

- Your icebreaker

- Internal forecast

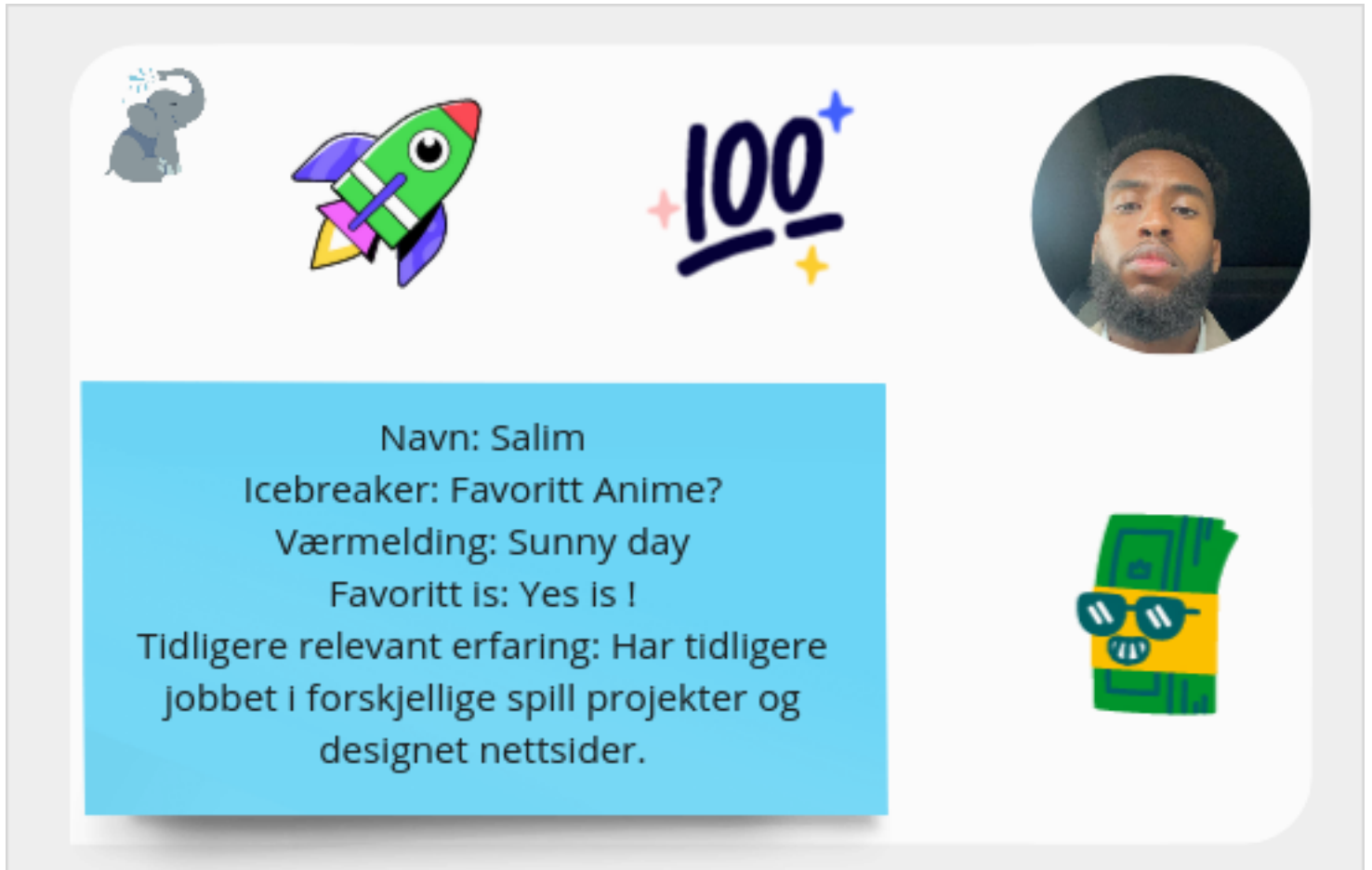- Favourite icecream

- Earlier relevant experience

Figure 1: A visual presentation of a team member

2.2 Expert interview and HMW[4] questions

The expert interviews allows us to learn about the background and context of a potential solution. The goal of this exercise is to create **How Might We** questions. The following is a selection of some of our most popular questions:

- How might we present information in an effective and engaging way

- How might we make information easily editable

- How might we create a unique application

2.3 Long term goals

We were tasked with writing long term goals, on what the state of the application would be in two years. The following are some of our most popular long term goals.

- In two years our application will be an important tool used by lots of buisnesses.

- In two years our application will be the standard for imformative displays

- In two years our application will be bug free

2.4 Sprint questions

Sprint questions are a set of assumptions about our application presented as questions. The goal is to reflect on what we have to do to make this application a success. The following are some of our most popular sprint questions:

- Can we make an application that works with as many types of information displays as possible?

- Can we make an application where information can be modified quickly and easily?

- Can we make an application that is accessible for all?

2.5 Map and area of focus

We were tasked with finding out what problems are most pressing for achieving our goals. This was done by creating a map of our **How Might We**[4] questions.

2.6 concept sketch

Concept sketches were created based on the sprint questions from earlier tasks. See *Figure 2* for an example of one of the more popular concept sketches.
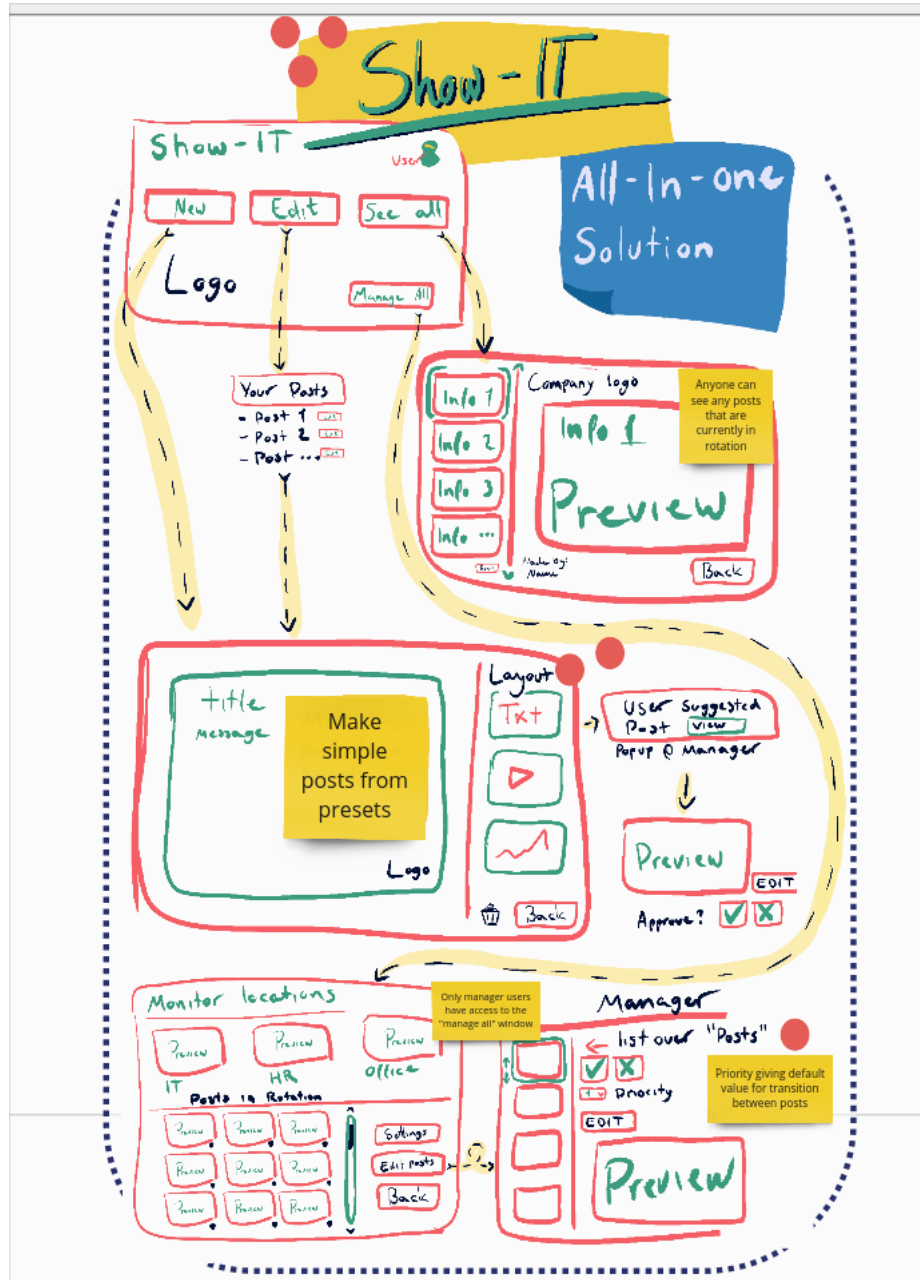
Figure 2: An example of a concept sketch

2.7 Storyboard

Creating a Storyboard[3] was the last task of the sprint. A Storyboard is visual representation of how the user moves trough the application. The Storyboard is used as a base for the actual design created in Penpot[2]

3 Reflection

This section will anwser the following questions:

- Did you find answers to the sprint questions?

- Could you have done anything differently?

- What were you particularly satisfied with?

- What would you do differently if you were to conduct a similar sprint again?

3.1 Did you find answers to the sprint questions?

References

[1] "Design Sprint". In: *Wikipedia* (Apr. 2024). (Visited on 05/24/2024).

[2] *Penpot: The Design Tool for Design & Code Collaboration.* https://penpot.app/. (Visited on 05/24/2024).

[3] "Storyboard". In: *Wikipedia* (Apr. 2024). (Visited on 05/24/2024).

[4] *What Is How Might We (HMW)? — Updated 2024.* https://www.interaction-design.org/literature/topics/how-might-we. (Visited on 05/24/2024).