A Design Studio is a 1 day workshop invented in industrial design. Here we present a shortened version tailored to design single elements such as a graphical interface, short text, etc. Solutions created during Design Studios tend to have broad support because many were involved. It's useful for product teams that jointly want to shape their product's face.

Mini

Quickly gather interface ideas from many people and evolve them into a sketch of the solution

How to run a design studio in less than 1 hour:

Design Studio

1) Invite a diverse group of people. Invite at least 1 UX person, if possible

2) Hand out stacks of paper and thick markers

3) Present the problem to be solved

4) Round #1 - Set a timer to 5 minutes. Now everyone individually sketches as many solutions as they can think of. The short time prevents people from adding unnecessary details
When time is up, everybody posts their interfaces to the wall and describes them in less than 2 minutes. Tell everyone to combine whichever elements they liked in all presented interfaces.

5) Round #2 - Another 5 minutes to sketch a refined solution. Another round of presentations.

6) Have a 5 minute discussion on which interfaces work for you and why. You can still incorporate suggestions to sketches.

7) If no favorite emerges you can dot vote to find the most promising sketches.

Variant: After step #5 (round #2) have a round of critiquing all sketches. This feedback can only be **negative**! Have a 3rd round of sketching, followed by critiquing. Now feedback can only be **positive**. Continue with step #6.