

GUIDE TO PHASE 5: Community testing, round 1



WHAT DO YOU NEED?

- Your REMODEL tools (pens + phone mount)
- A smartphone for recording the exercise
- The following printed canvases:
5.1 Hackathon Boardgame
+ persona cards, pitch card & question cards
5.2 Stakeholder Interview Prep.
Print of your recent System Map
+ selected materials for the mentors (see instruction)
- 4 hours of designated time
- All of the work team attending for the full duration of the exercise.

TIPS AND TRICKS

Remember to fill out the canvases in English, so that you can get feedback from the international REMODEL expert panel. When you fill the templates, make sure to write clearly and in big letters, so it is easy to read for others.

QUESTIONS?

The REMODEL program is meant to be self-directed, but if you are stuck in an emergency situation, you can contact REMODEL on (+45) 20877153

WHAT IS THE PURPOSE OF THIS EXERCISE?

In this and the next 2 phases you will dive into engaging with what can become your community of co-creators. In this phase you will organize a hackathon (in a simulation) to collect feedback and revise your System Map, Open-o-Meter(s) and Pitch based on that feedback. Lastly, you will send your materials to your mentors for review and commenting.

SETUP

1. Clear a large table.
2. Set up a smartphone using the mount, and during the work make a 20 minute recording in “timelapse” mode or record a couple of 2-3 minute clips of traditional video.
3. Choose one person in your group to be the “time-boss”. This person makes sure to keep pace and the designed time frame.

PREPARE

4. Take your old materials and keep them ready.
5. If you haven’t done so, print your most recent System Map.
6. **[15 mins]** Watch the video: “Phase 5 - Instruction”
http://bit.do/remodel_50 (pw: remodel2018)

START THE WORK

You are now ready to start the work of this phase.

7. **[90 mins]** Take the *5.1 Hackathon Boardgame* canvas (+ pieces), and a print of your most recent System Map (from Phase4).
 - a. Exercise: One way to get early feedback and begin to build a community of co-creators is to organize a “hackathon”. Learn more: <https://en.wikipedia.org/wiki/Hackathon>. A hackathon is normally an event, but in this exercise we will simulate one via a boardgame. Place the print of the System Map and question cards on the designed spaces.
 - b. Next, see which people (participations) “show up” for your hackathon by drawing 5 persona cards. Place them around the “table” on the board. They will give you feedback.
 - c. Now take the Pitch card and transfer your most recent pitch onto it (feel free to revise). Take the phone mount and

record a 2 minute video recording of you doing the pitch (as you would do to the participants in a live event).

- d. Next, start the hackathon by taking a question card (this simulates input and critique from your participants. Discuss and answer the question. Then take the next question and so on. You can do as many as you want (but a minimum of 10), as long as you keep the time
- e. Choose the 5 questions which have challenged you the most and place them in the designated bottom fields.

8. **[15 mins]** Take a break, get coffee!

9. **[90 mins]** Take your System Map, your old System Map pieces and your new ones. Take also the 5 hackathon questions
 - a. Exercise: Re-build your System Map, and revise it based on the 5 questions with critical feedback from your hackathon.
 - b. Now, record a video in which you present the System Map in detail (so outsiders will be able to understand it fully).

10. **[20 mins]** You are reaching a mature level for your new open product idea, and you are now ready to discuss with your mentors (next time). To prepare, collect the following materials:

1.3 Choose Product

3.1 Storyboard

4.1 Stakeholder Mapping

2.1 Openness Discussion

3.1 Key Elements

4.3 Open-o-meter(s)

+Phase 5: **System Map + video, Pitch card & Pitch video**

You will submit this as part of the submission/feedback system.

HOMEWORK: PREPARE STAKEHOLDER INTERVIEWS FOR NEXT TIME

11. **[10 mins]** Next time you will also do a stakeholder interview. This needs to be scheduled in advance, so please take the 5.2 Stakeholder Interview Prep canvas and follow instructions.

SUBMIT YOUR WORK & GIVE FEEDBACK

12. **[15 mins]** Evaluate this session and submit materials for the mentors: Take photos and go to http://bit.do/remodel_51
13. Make sure to **keep all materials and tools** (phone mount, etc.)