



# Today



Check-in

Info

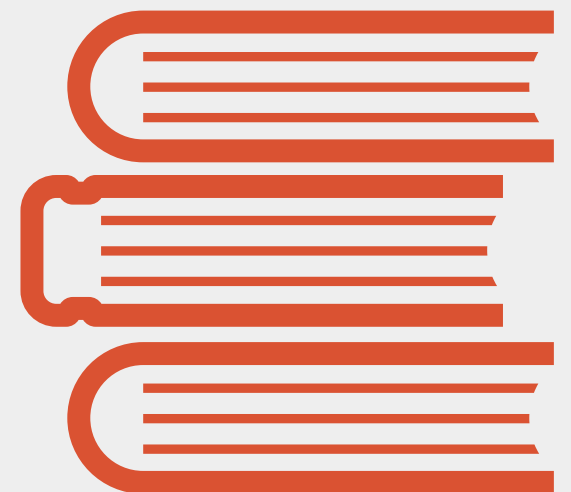
Weekly intro

Gift of the week

Sprint setup

Sprint

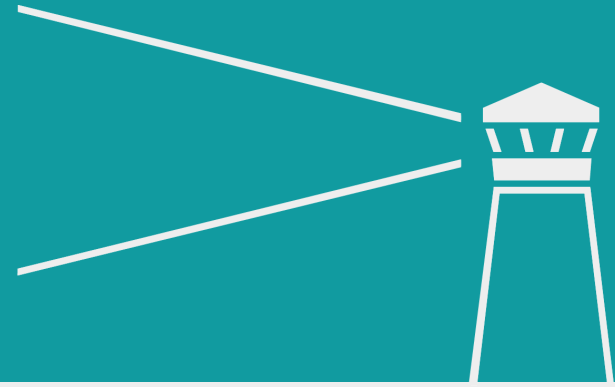
Check-out



Check-in:

What do you hope  
to get out of  
this week?

info



PowerShift posters  
Mentor update  
News update?  
Sprint books  
Strikers; unite  
Absence reporting  
Where is the timer?



**weekly  
intro**

# This week



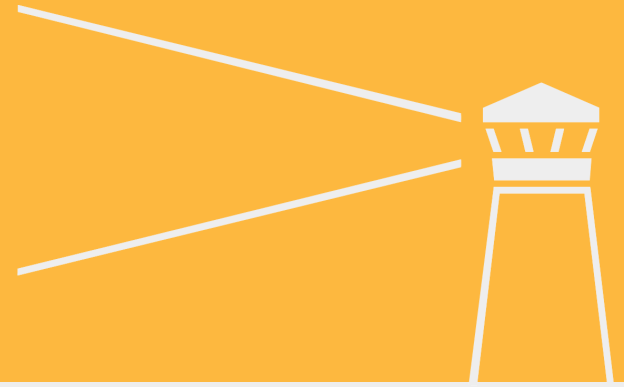
INTRO	Malin	Improv / play	Sprint	?
Sprint	Sprint	Sprint	Sprint	?
Sprint	Sprint	Sprint	Sprint	
Sprint	News update	Sprint	Class hour	

gift of  
the week



# Sprint intro & setup

# 4 day sprint



Monday: Intro & Map

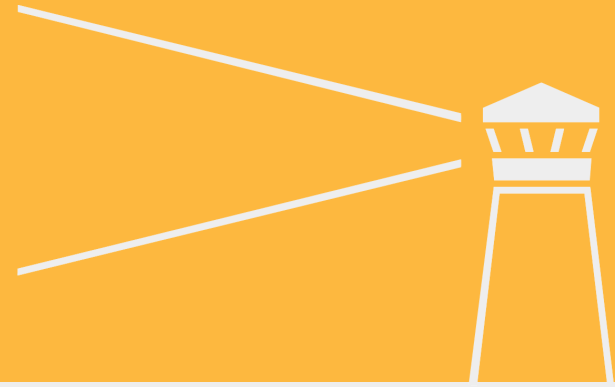
Tuesday: Sketch

Wednesday: Decide & Prototype

Thursday: Prototype & Test



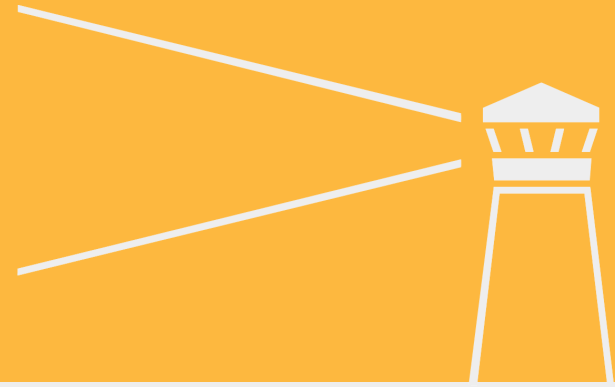
# Why Sprint process?



- 1) More tools to choose from
- 2) Effective - pragmatic
- 3) Sprint as a service



# Space



Declutter - make max space  
available





# Who decides?



Monday

# Long term goal



“How can the school  
embrace sustainability  
as a basic condition?”

# Interview principles



Ask curious questions  
How might we...?



**interviews**

# Sort HMW's



## Affinity diagram



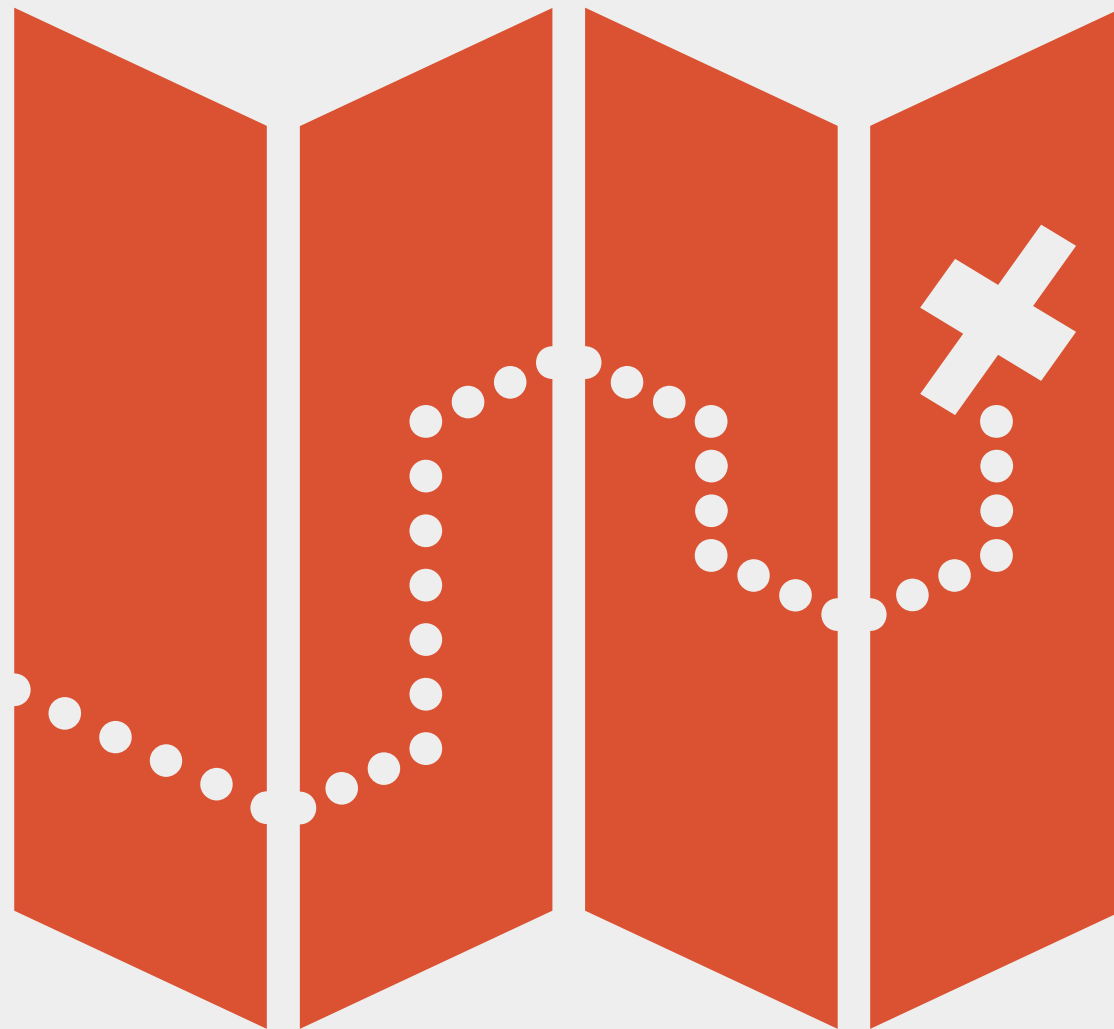
# What makes sense?



## Heat map



# Map

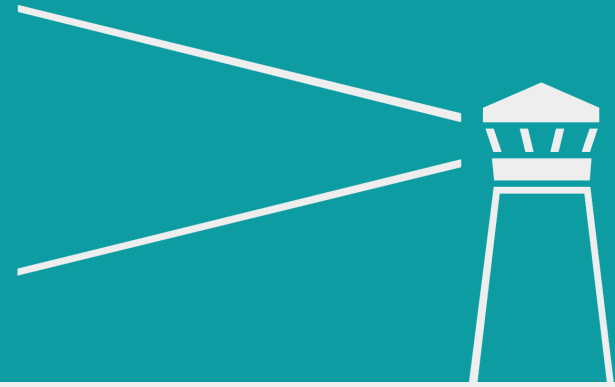


# Target

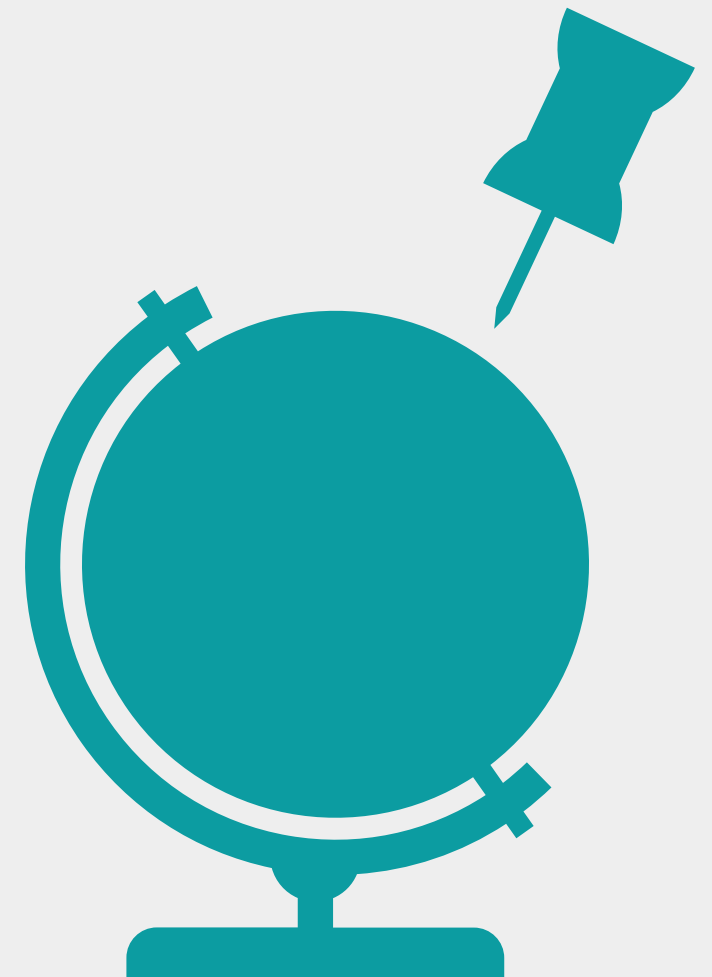


Tuesday

# Monday summary



What did we do?  
Where are we at?  
Anything to adjust?



# Testers



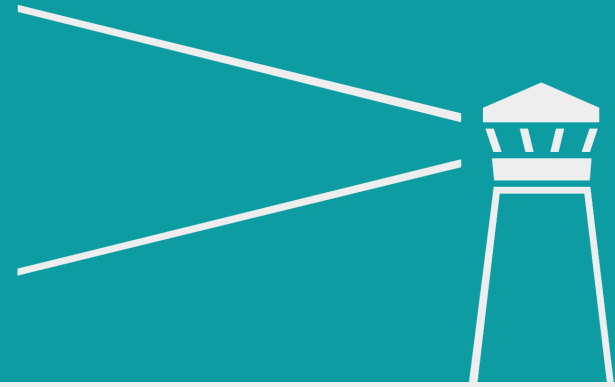
Who will find us  
some (5) testers?





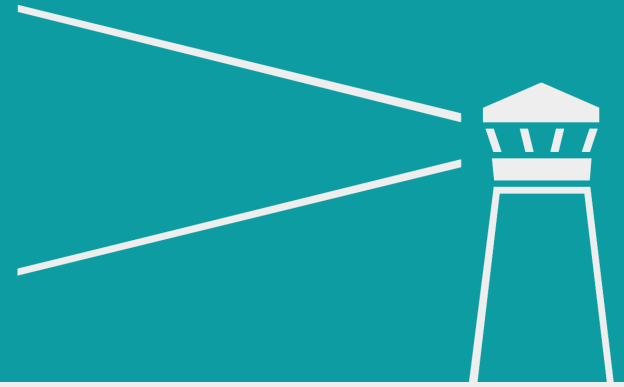
together  
alone

# Gather

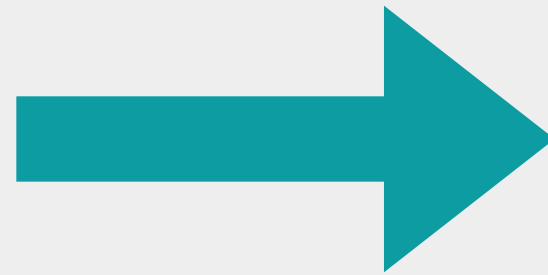


Circulate the room  
Take personal notes

# Ideate



## Notes

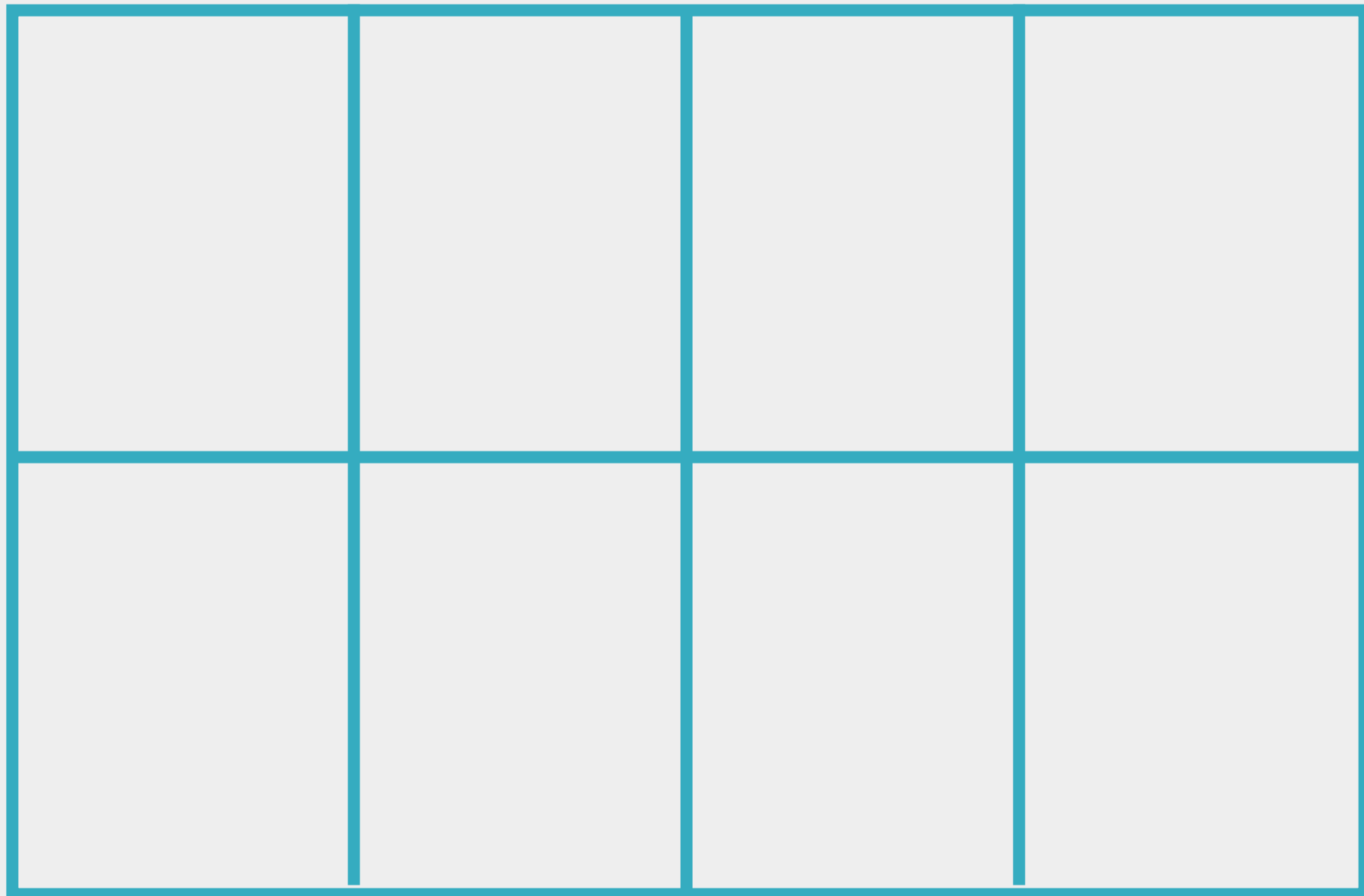
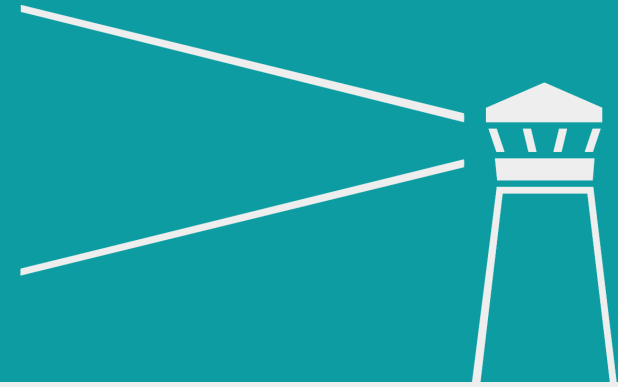


## Ideas

pick

one

# Crazy 8's



# Sketching



## **Rules:**

Disregard artistic skill

Think storyboard

Make self-explanatory

Keep sketches to yourself

Limit words - but pick the right ones

Name your idea



Wednesday

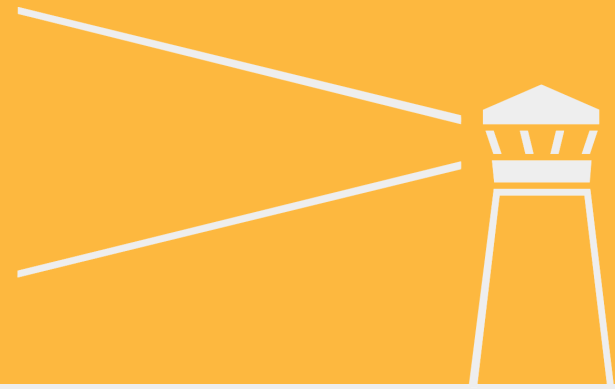
Check-in:

What have you  
learned so far  
from the Sprint?

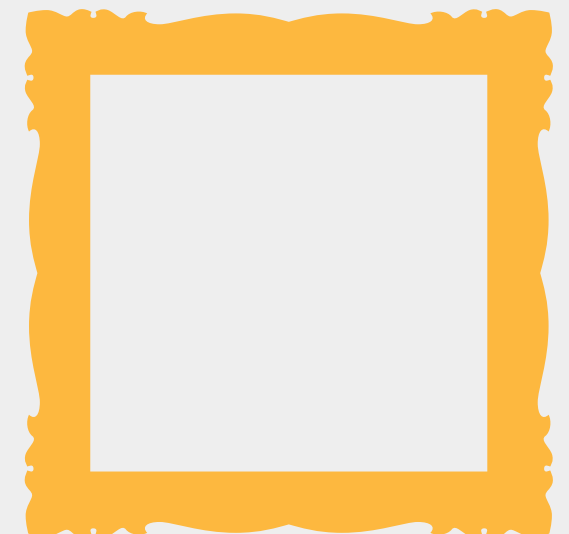
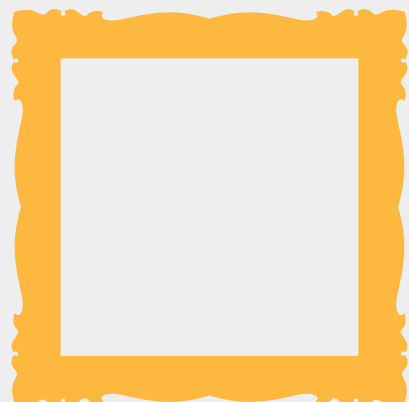


play

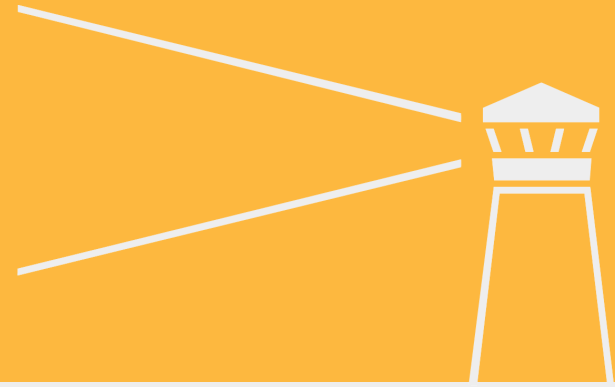
# Art gallery & heat map



- 1) Tape your sketches to the wall
- 2) Circulate the room and take a good look at other sketches. **In silence.**
- 3) Heat map with dot stickers.



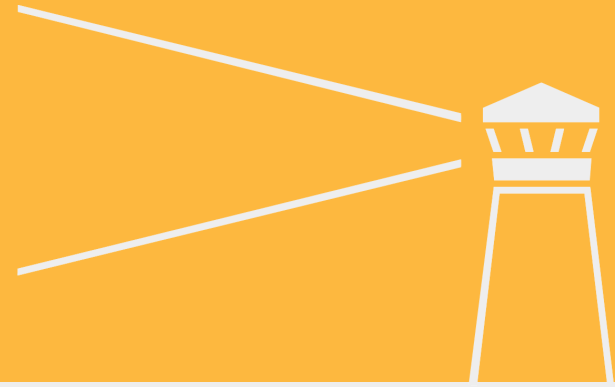
# Speed presentations



Designer - please walk  
us through your idea



# Straw poll



Remember long term goal and target

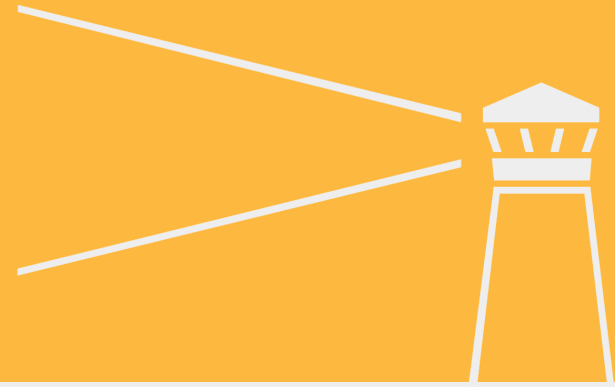
High risk = high reward

Prototypability

Write vote down on post-it note



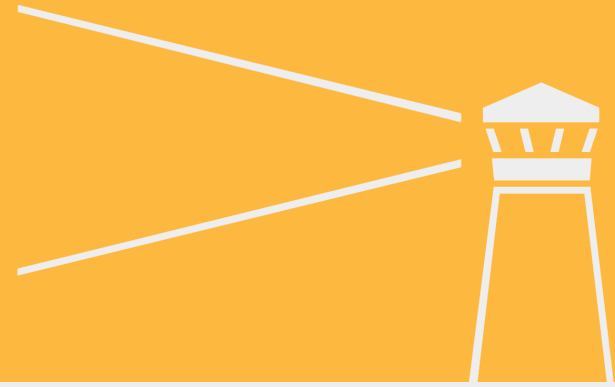
# The big decision



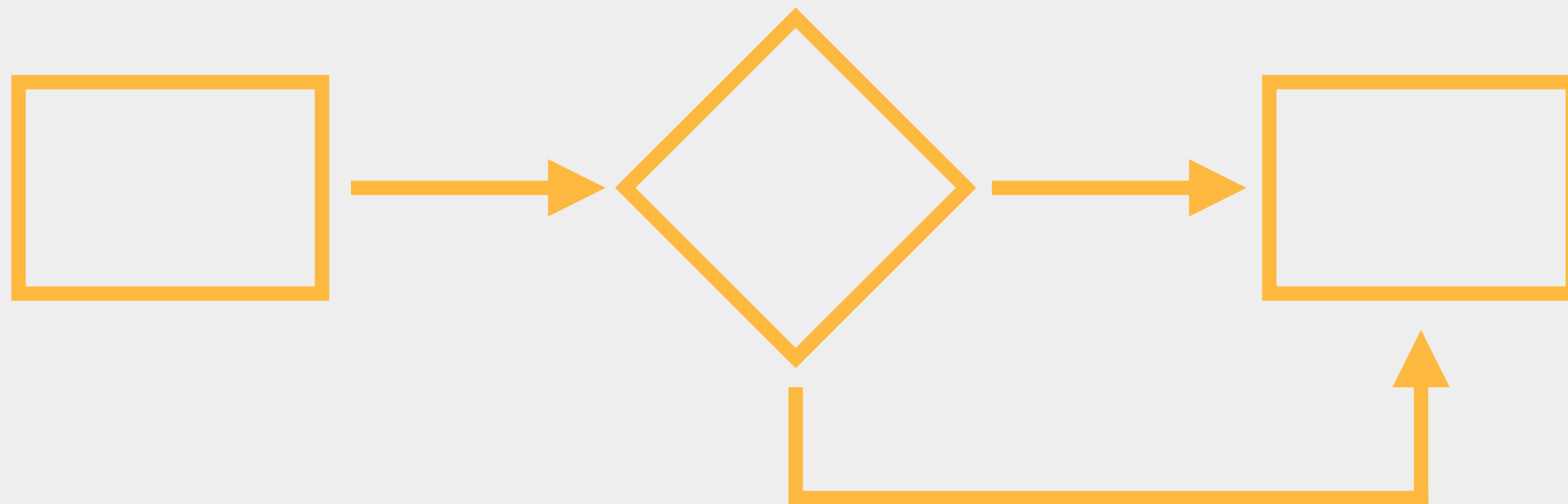
You should have enough  
information, decider.



**format**



## Map the experience



# Storyboard

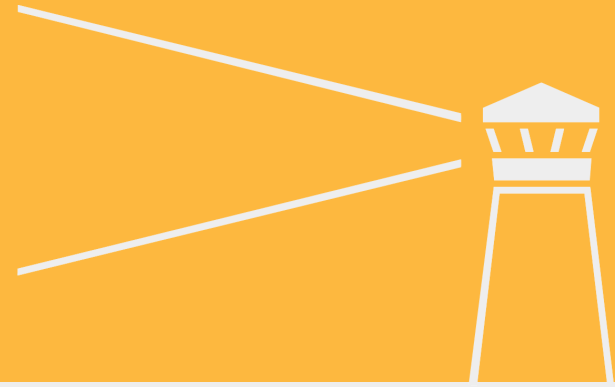


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Draw the experience



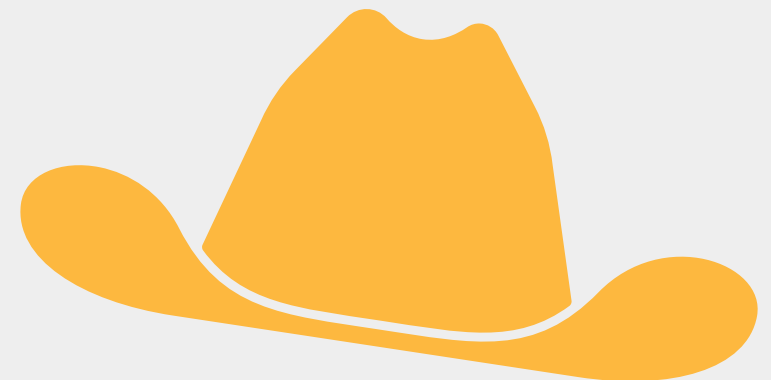
# Prototyping principles



Think facade - **make it look real**

Prototype is not a product

**Make it disposable**



**now:**

**build it**

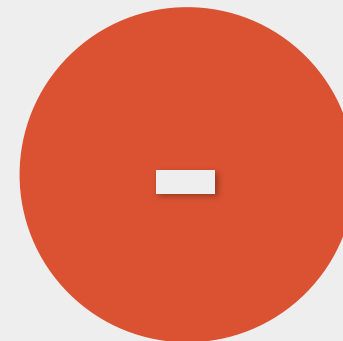
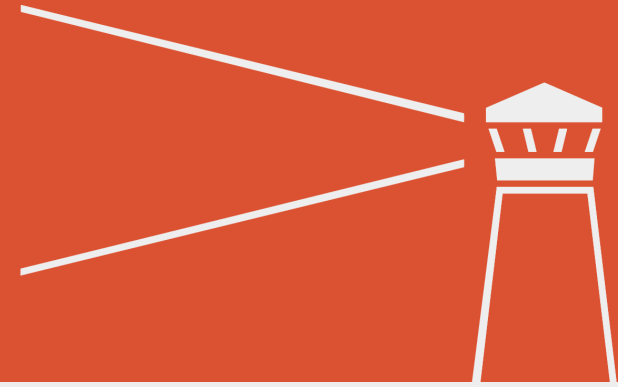
**Thursday**

Check-in:

What do you need  
to do before  
prototype testing?

**Ready**  
**10.20**

# Interview observations



**class  
hour**

done