Björn Westerberg Nauclér

Today's Mondayesque agenda
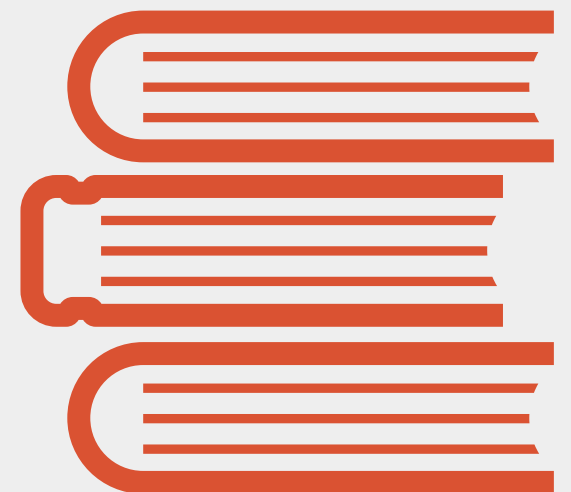
Check-in
Weekly intro
Info
Gift of the week
Sprint follow-up
Process design
Check-out

Check-in:
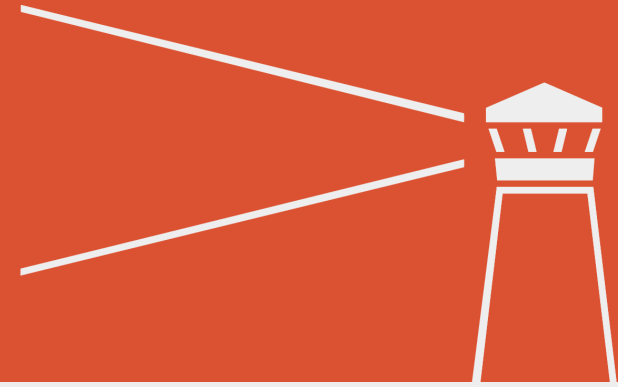
Any memorable experiences from the strike?

weekly intro

This week

INTRO	Malin	Improv / play	News update	PS prep.
Sprint follow-up	Transf. frustr.	Transf. frustr.	1:1	PS prep.
Process design	Transf. frustr.	Transf. frustr.	1:1	PS prep.
Process design	Transf. frustr.	Transf. frustr.	Malin	PS prep.

1:1 schedule
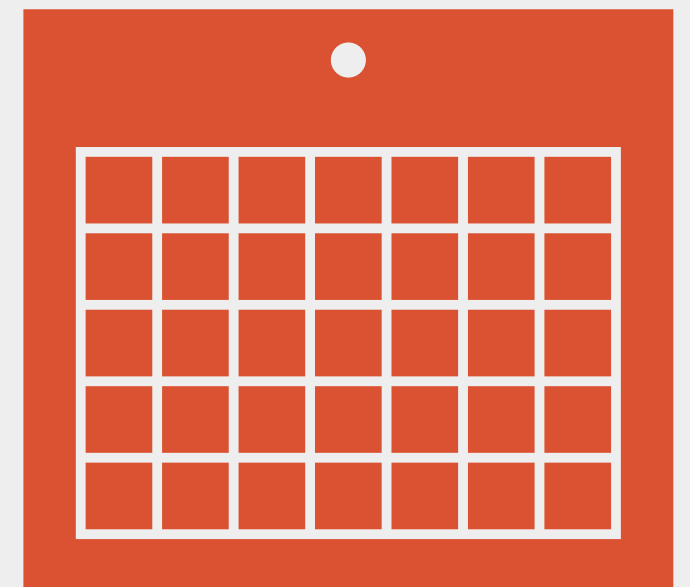
10.30 - 10.45
10.50 - 11.05
11.10 - 11.25
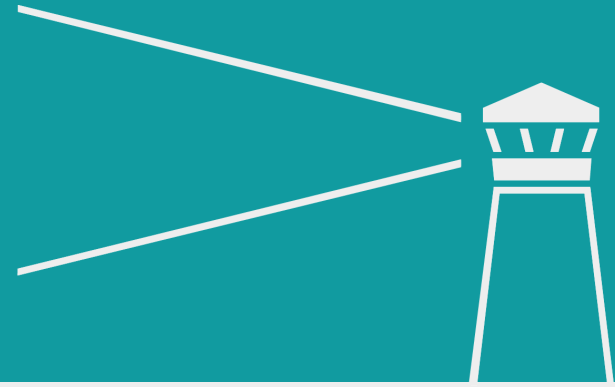11.30 - 11.45

12.45 - 13.00
13.05 - 13.20
13.25 - 13.40
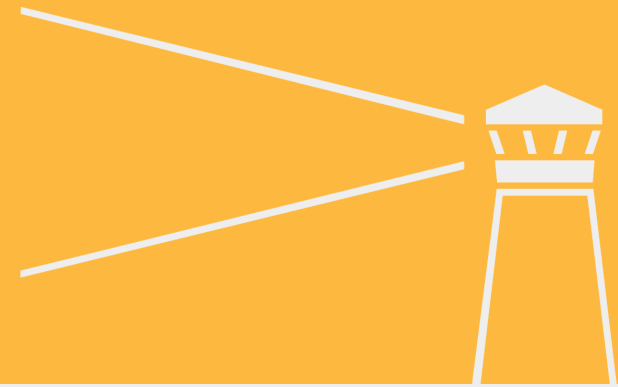13.45 - 14.00

info

Info mostly starting with P

PowerShift tickets
PowerShift posters
PowerShift sound tech
PowerShift language
Mentorship status
Program design choices
Team conversation format

gift of the week

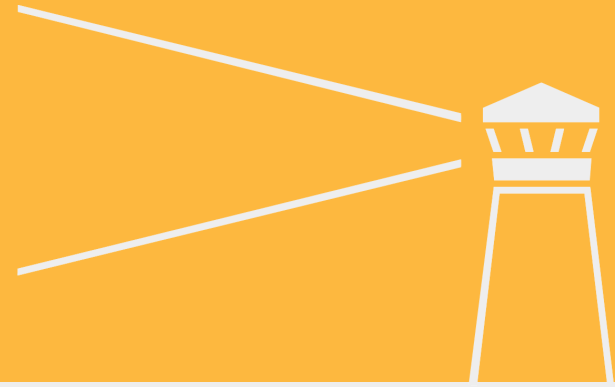# Sprint follow-up

Vanilla vs. CC55%

Stuff we skipped:
* Commissioner intro
* Crazy-8s
* Sprint question listing
* Lightning demos
* Speed critique
* Rumble
* Prototype storyboarding
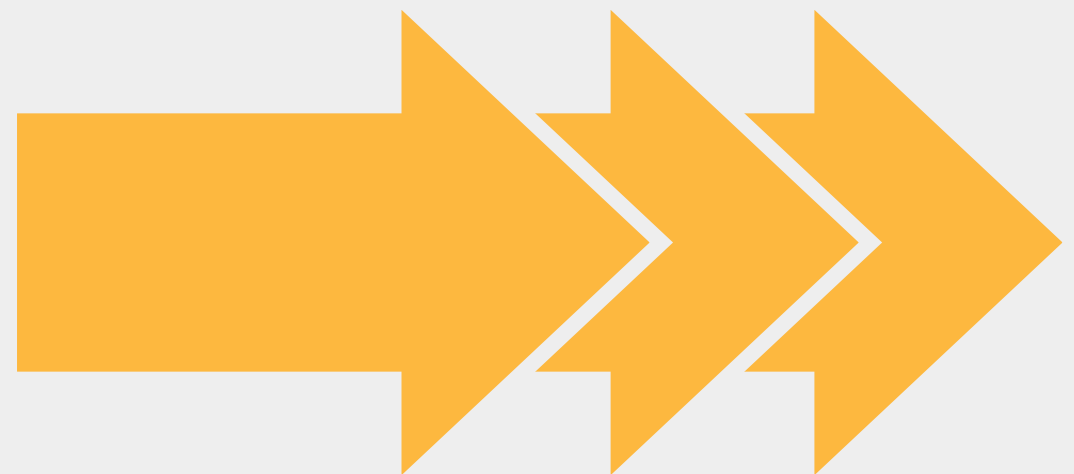* Interview harvest pattern detection
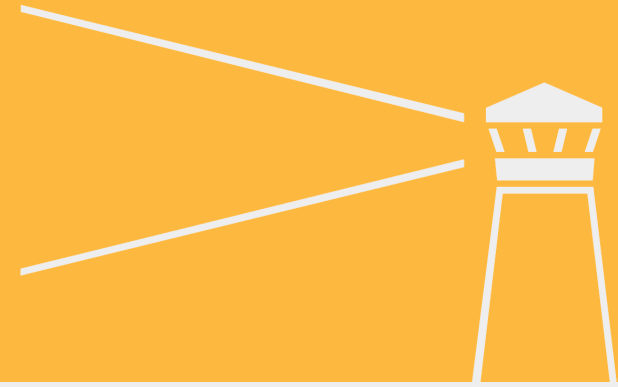* (Report writing)

Next steps

* Outcome mapping

* Report outline

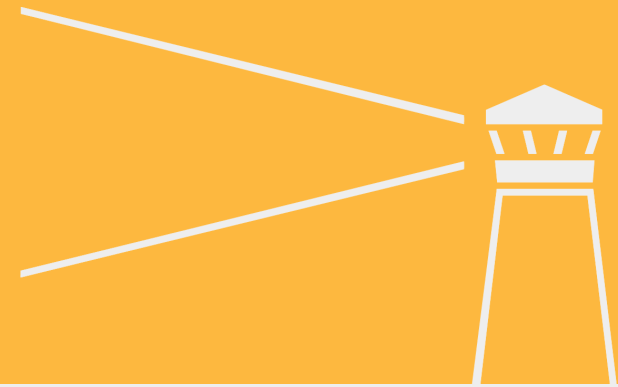* Collective report writing

* Delivery

Outcome mapping

Subject outcomes

Learning outcomes

Evaluation

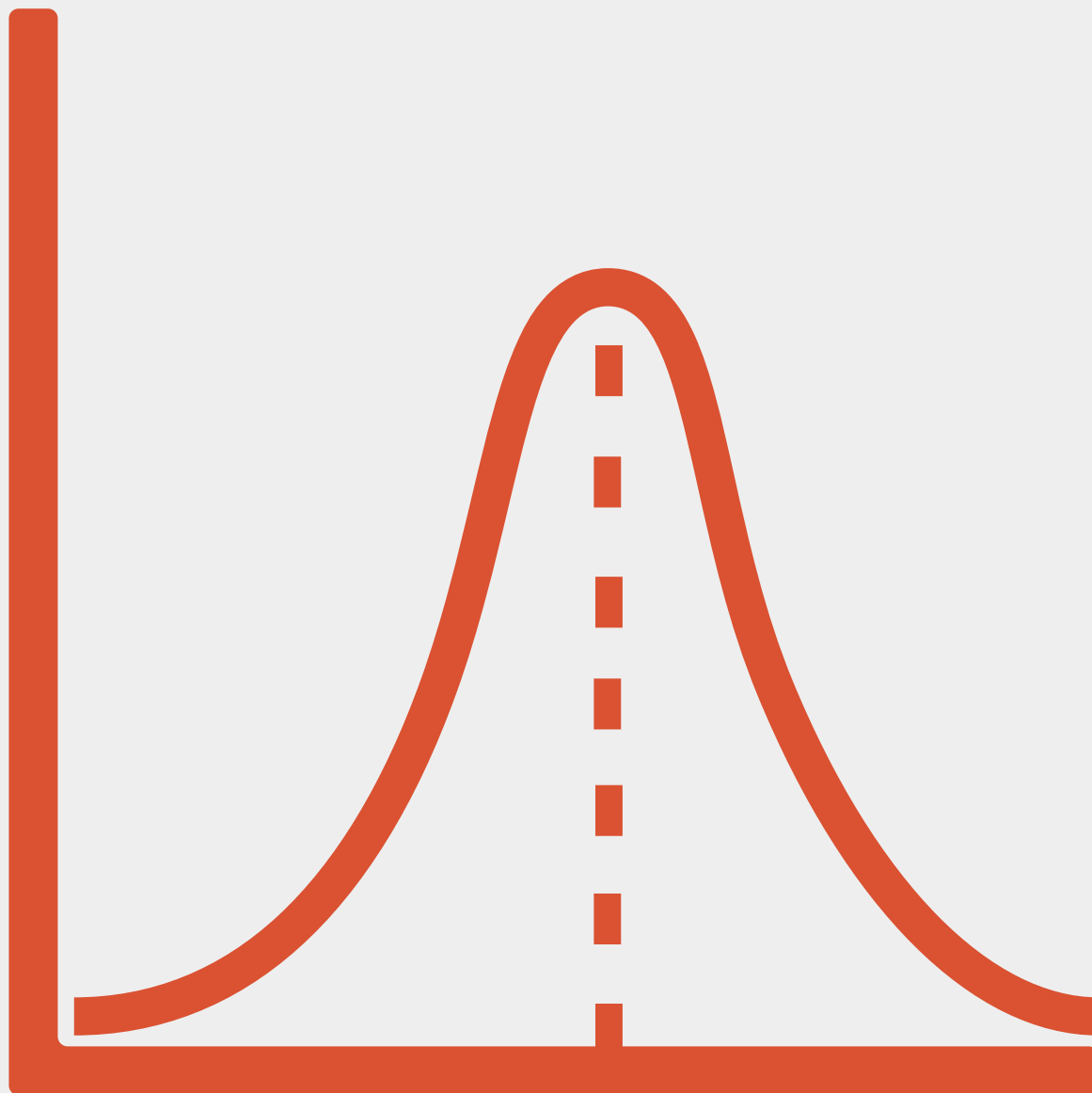**Sprint & general evaluation:**

Your thoughts on the Sprint process?

What is your main learning from the past weeks?

What would you have changed?

What did you enjoy the most?
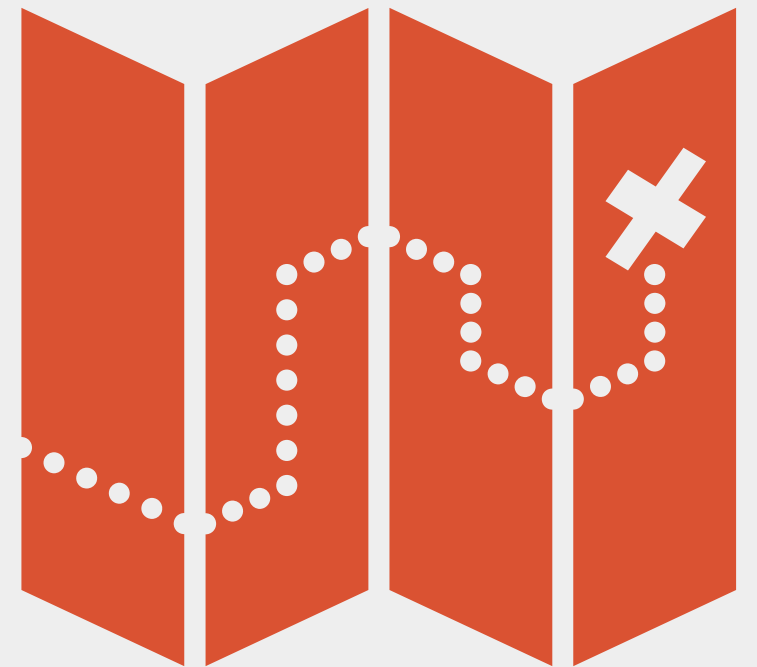
Process design

And then..?

Process design

Objective:
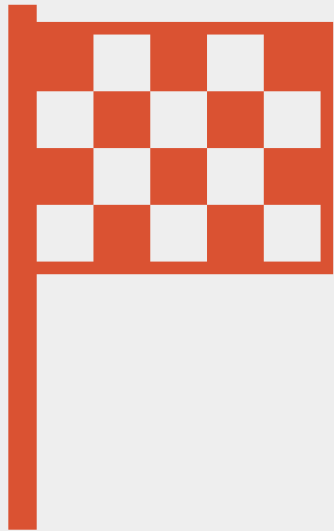Create a 90 minute long micro-incubation program.

Function:
Take participants from a problem area to suggestion of solution.
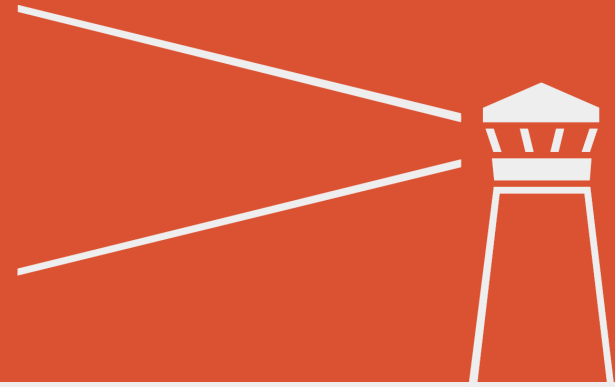
Process design

Desired outcome:
- Process design outline
- Sketch outlining the process
- Material requirements
- Participation requirements
- Method for capturing

Basic principles:
- Start from the end
- Limit steps
- Determine roles
- Mix & match
- Test & iterate
- Space for flexibility
- Use graphical models
- You are not there to give answers!

Before starting work:

Divide in pairs

Choose an 'office' location

Agree on <u>level of ambition</u>

15.30

Where are you at?
Show a rough sketch

Check-in:

What do you think
of process design
work?

done