

# Design Processes for Hackathons: Backpack

September 15, 2021 / 6:00 PM - 7:00 PM ET

## Description

They say the creative process shouldn't be rushed – so how the heck do we design something great in 36 hours?? 😞

In this workshop, we'll discuss condensing the UX design process for hackathons. You'll walk away with tips and activities to speed up and streamline your workflow, while learning what it means to be a productive designer in a hackathon team! In the process, you'll become more comfortable with design thinking and using Figma as a design tool. New designers and first-time hackers are welcome!

## Learning Outcomes

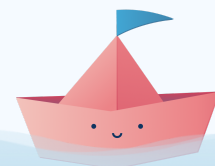
This is what you will gain from the workshop and why it's valuable to you.

- Learn how to optimize your design process for a short timeframe
- Understand how to utilize your design thinking skills in a team environment
- Learn helpful exercises and tricks to speed up your workflow
- A template/framework that lets you jump straight into hacking!

## Prerequisite Knowledge

In order to get the most out of this workshop you should be comfortable with the following concepts:

- Basic Figma skills
- Knowledge of design thinking
- An understanding of the general UX design process



## Pre-Workshop Checklist

Before the workshop, please make sure you complete the following items:

- [Create an account](#) on Figma (if you're a first-time user)
- Either have the Figma desktop app installed and updated, or have it open in the browser version
- Duplicate this [brainstorming exercise](#) to your Figma drafts and check that you can edit it. (If you're new to Figma, here's a [guide](#) on how to duplicate a file!)
- Have two pieces of paper and a pencil ready (or a tablet to draw on)

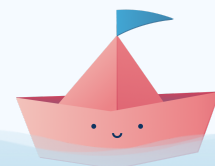
## Timeline (1 hour)

Time	Module	Description
2 min	Why are we here?	Discussing the designer's role in a hackathon
3 min	What are we designing?	Understanding the design constraints of the hackathon experience
40 min	The (36-hour) design process	The do's and don'ts of the design process! Includes a step-by-step outline and hands-on brainstorming exercise
5 min	Conclusion	Quick tips and final comments
5 min	Q&A	Open floor for questions!

## Workshop Lead Contact

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## Additional Resources

### Hack the North Resources

#### [Hack the North 2021 Event Schedule](#)

Check this out to stay up-to-date on activities, workshops, and other key happenings this weekend.

### Workshop-Specific Resources

#### [Downloading Figma](#)

Select 'macOS' or 'Windows' under 'Download and install desktop apps' to install Figma on your desktop.

#### [Brainstorming Exercise](#)

Please duplicate this Figma file to your drafts prior to the workshop. ([How-to guide](#)) This is what we'll be using during our hands-on portion!

#### [Ultimate Hackathon Design Process Template](#)

An editable Figma template with the framework introduced during the workshop – duplicate and use as you'd like at any hackathon.

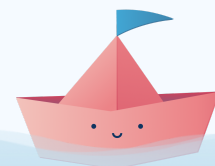
#### [Slide Deck](#)

Slides from the workshop

### General Resources

#### [Figma's Design Lessons](#)

A helpful series of articles if you want to brush up on some basic design knowledge.



### [Figma Tips & Tricks](#)

A quick database for those who are unfamiliar to Figma, or are still getting used to its features.

### [Intro to Design Thinking & UX Design Process](#)

If you want to learn more about design thinking and the general UX design process (outside of hackathons), this is a great resource!

