# Welcome to the sprint!

#### You're gonna build & test a realistic prototype in 5 days.

# AISO, do VOU KNOW each other?

#### If not, SUPER QUICK intros:

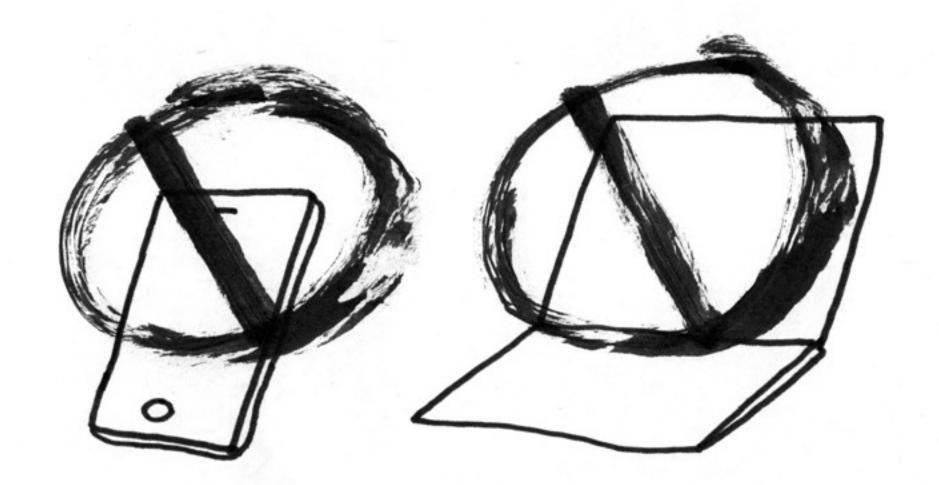
Your name + 2 words about what you do.

## Now, some quick ground

# 1. The Facilitator is in charge of the schedule.

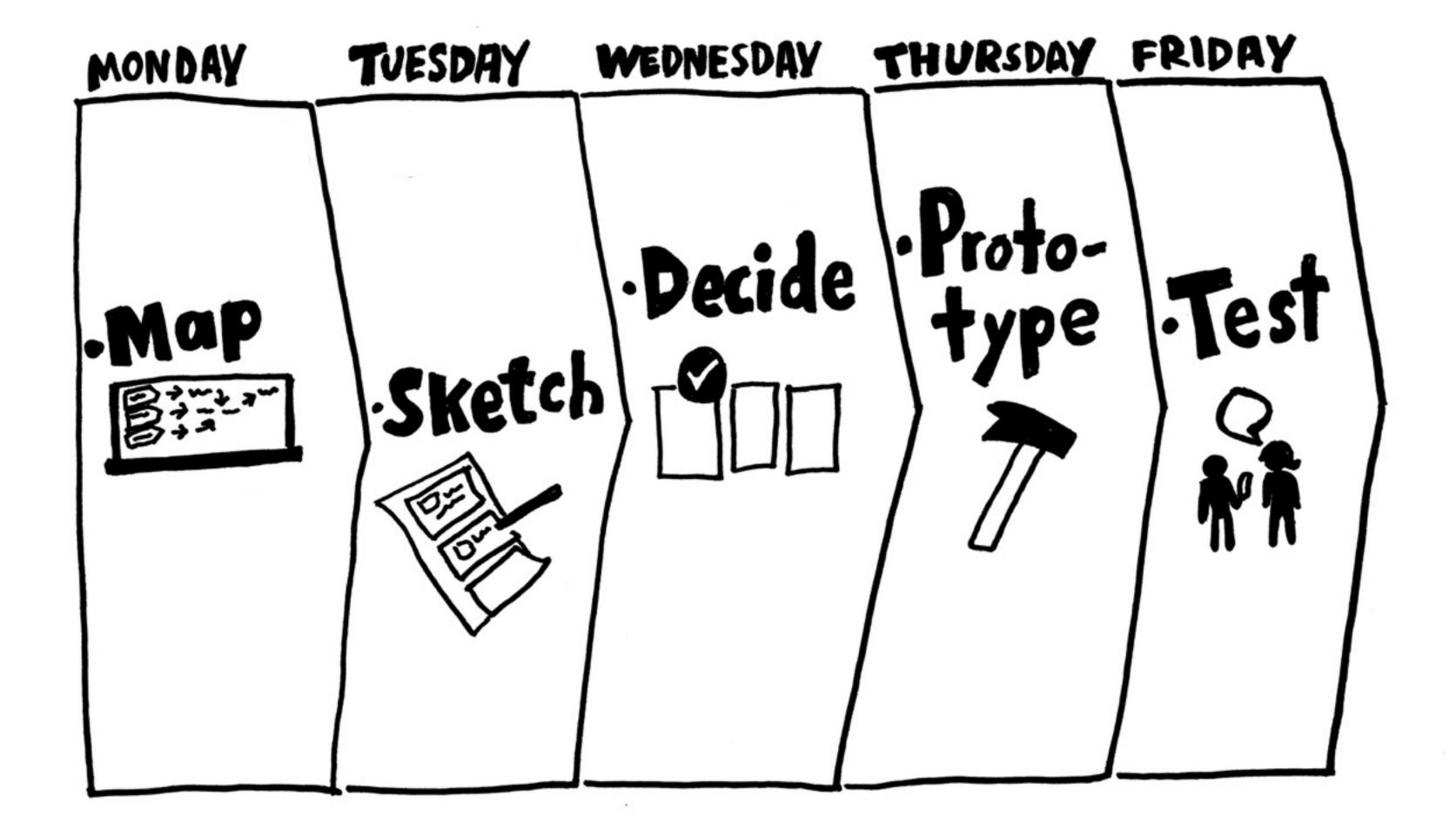
# 2. The Decider makes all tough decisions.

## 3. No devices in the room.



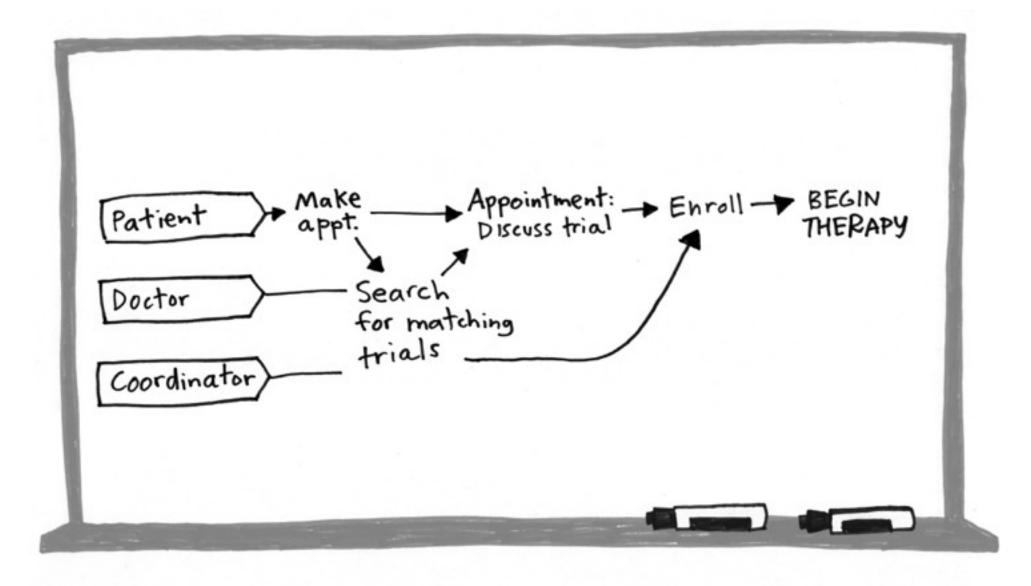
(You can use them at breaks. Or step out of the room any time.)

# Preview of the sprint:





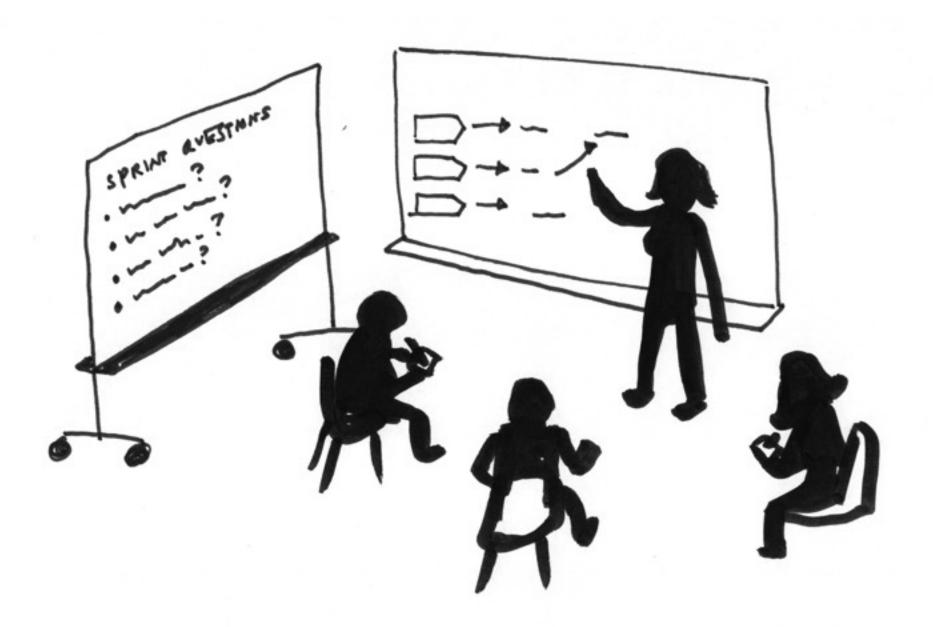
#### Make a map



This will be a simple diagram with around 5-15 steps.

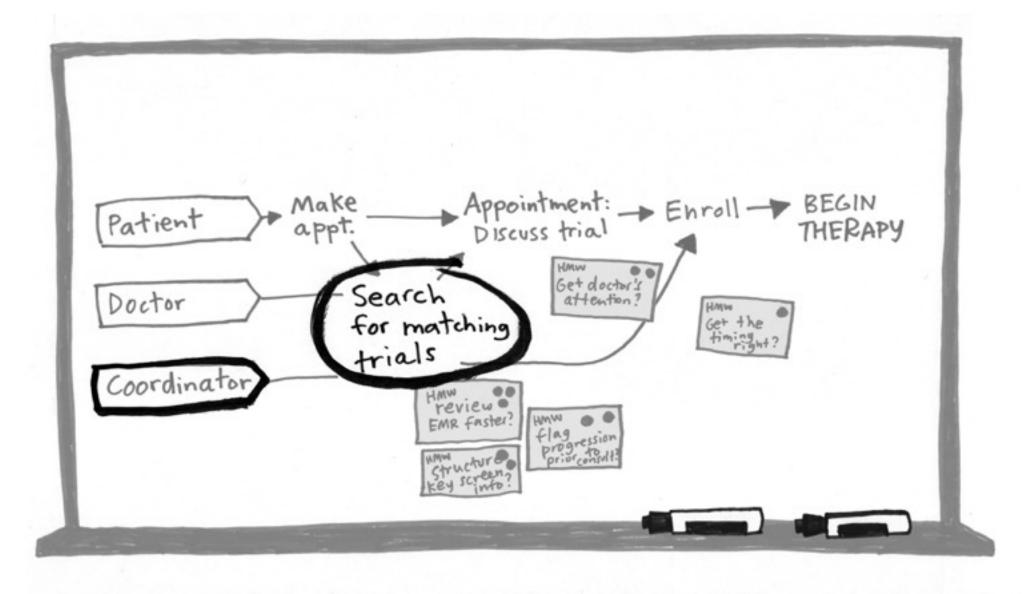
## Nobody knows everything, so vou'll share info.

#### Ask the experts

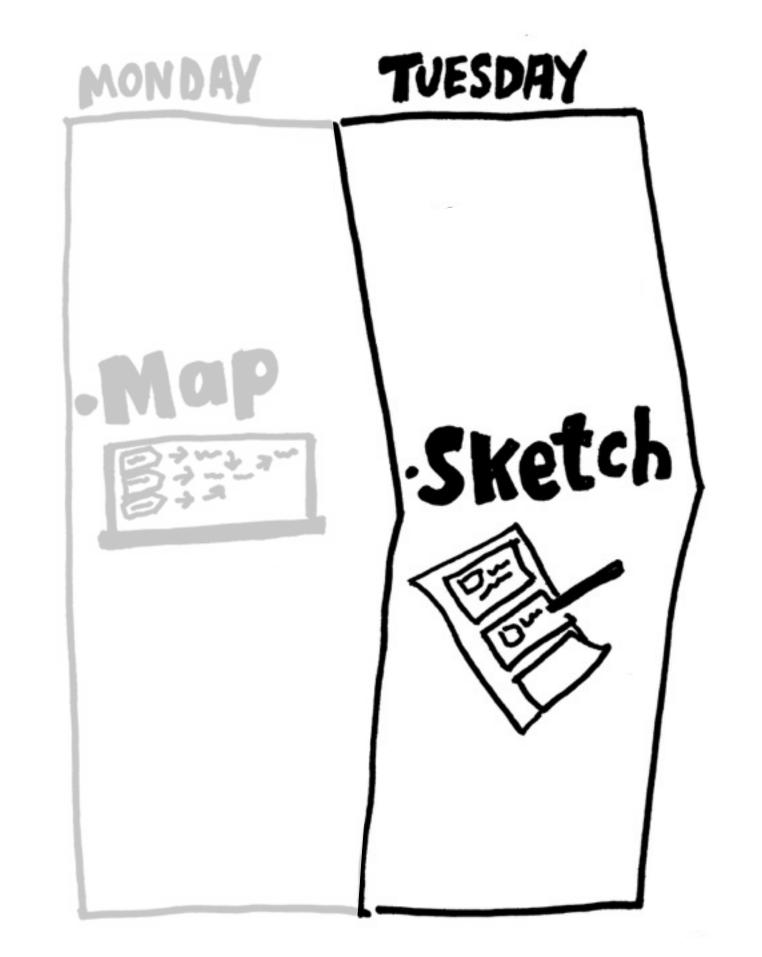


Talk to one person at a time and take notes.

#### Pick a target

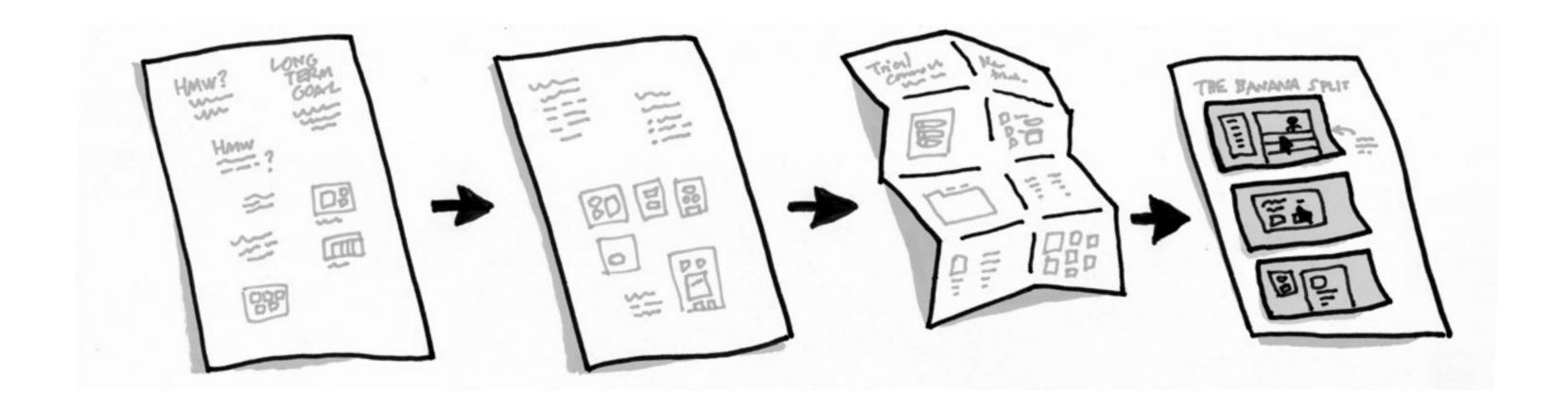


Choose a customer type and a focus on the map.



### Group brainstorms don't Work, so you'll sketch alone.

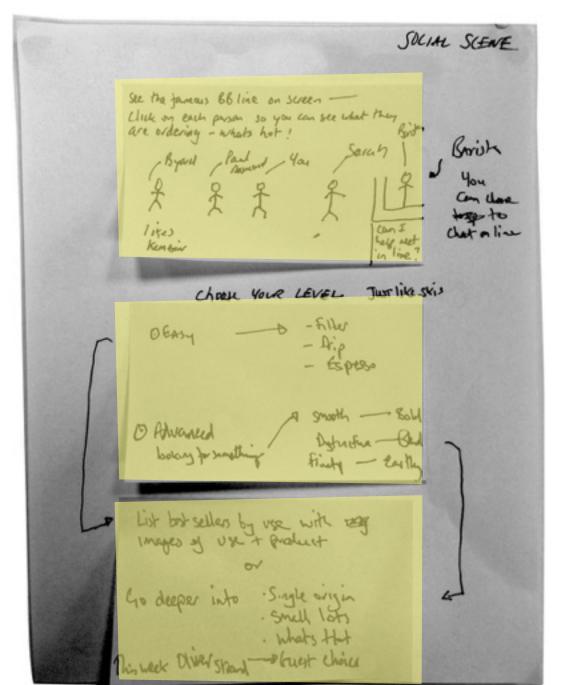
#### Sketch

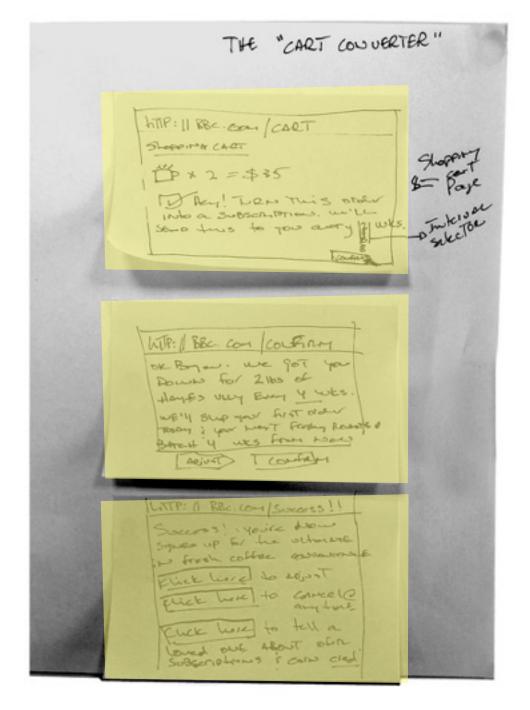


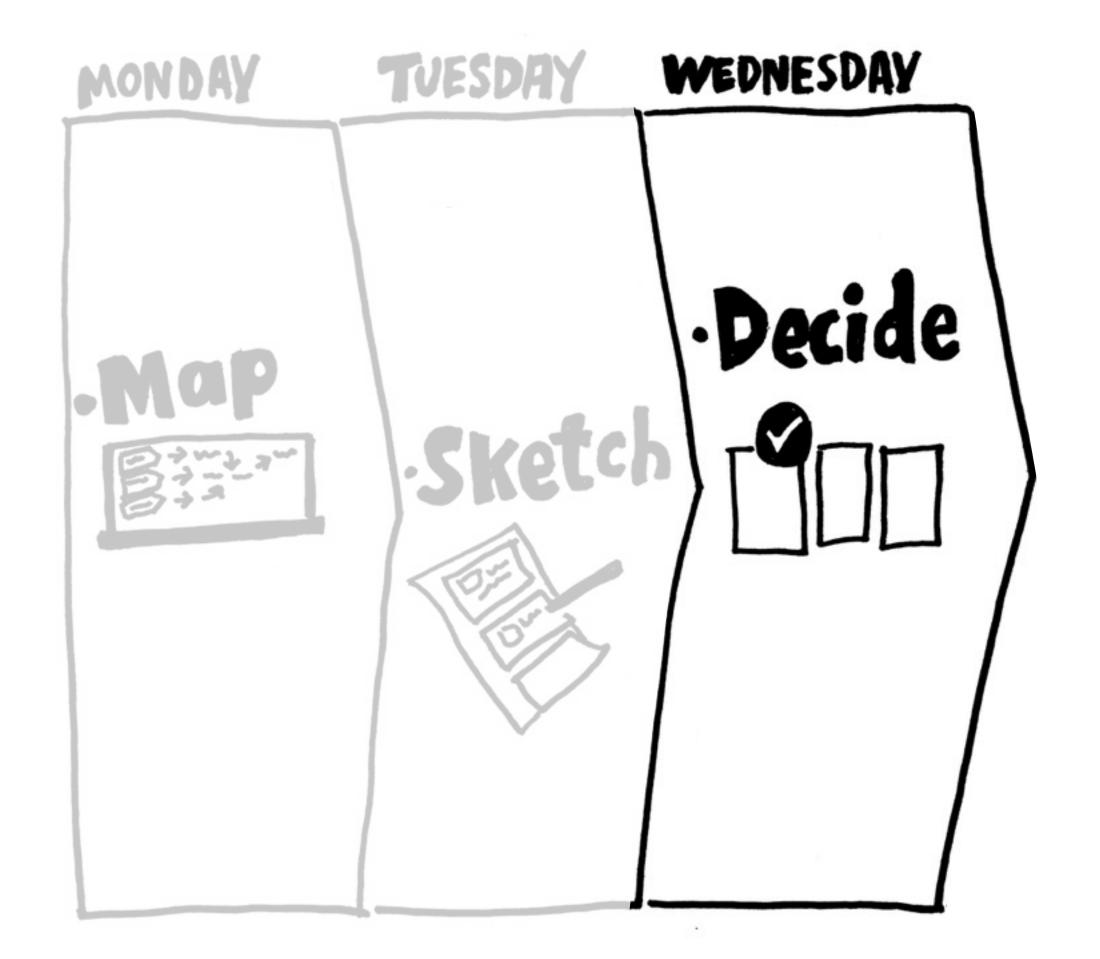
The process goes step-by-step to make it easy.

## Your sketches Will look like this:



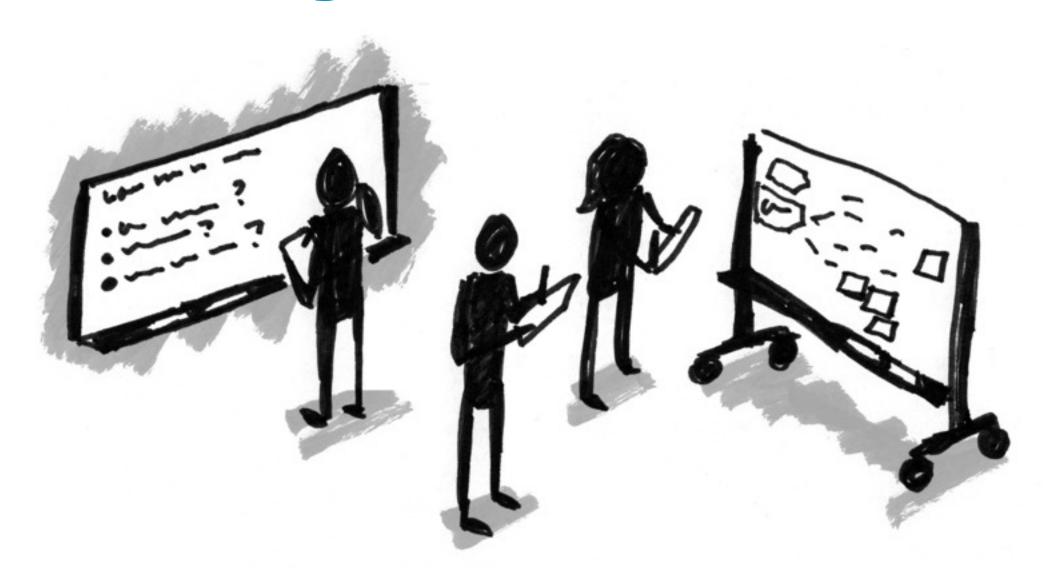






### You'll make fast decisions without groupthink or sales pitches.

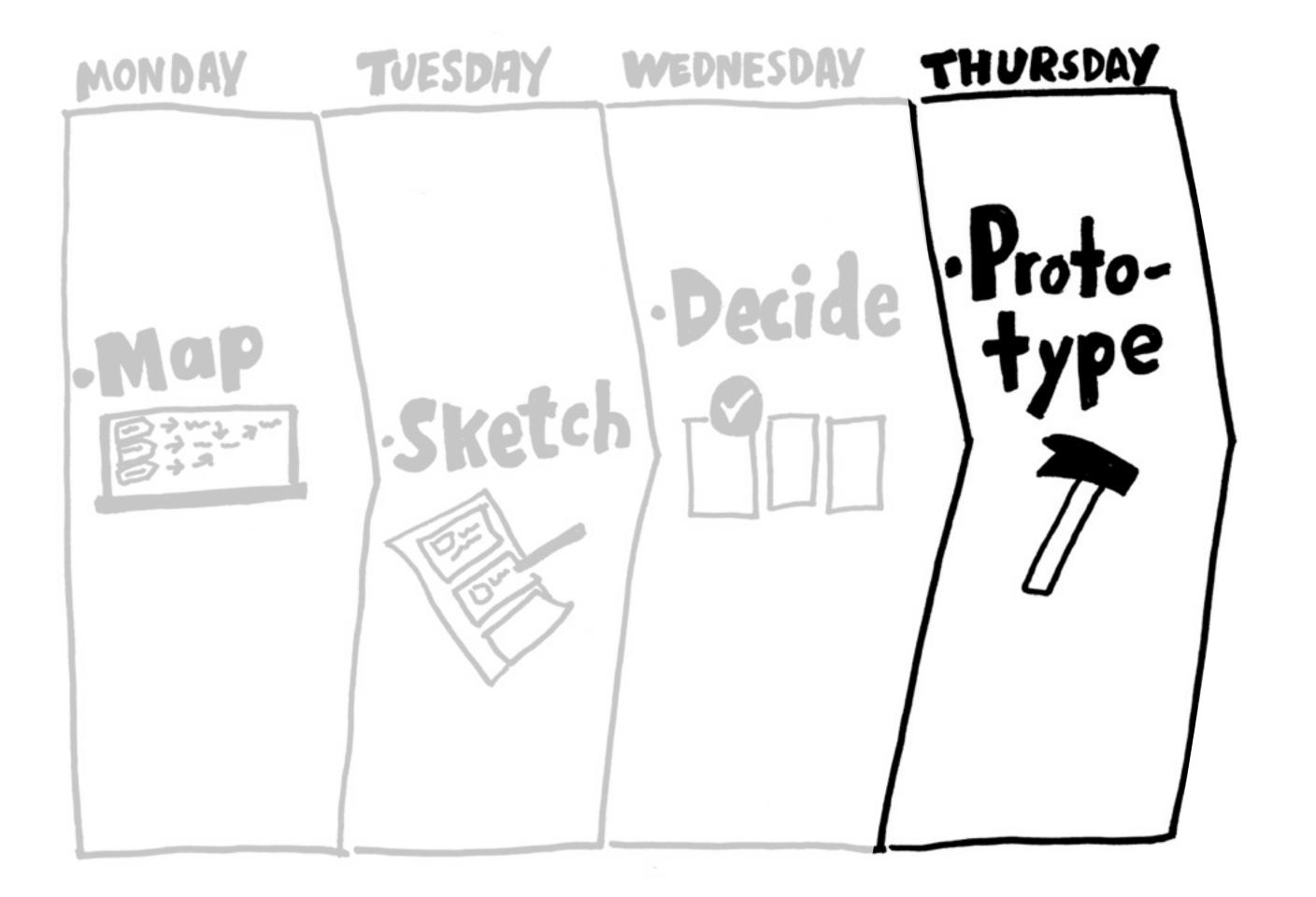
#### Sticky decision



Choose the best sketches with silent review and structured critique.

## Turn the winning sketches into a storyboard:

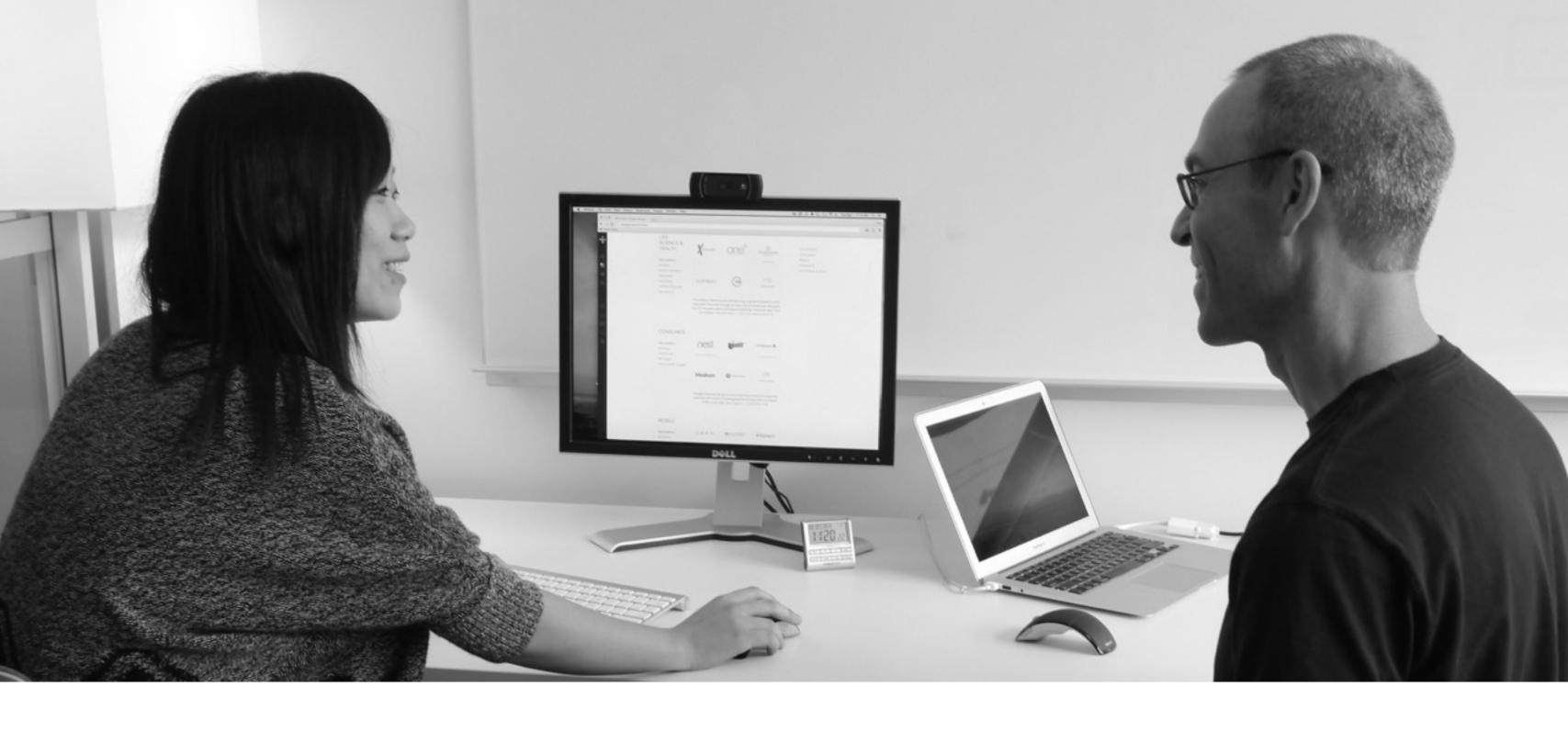




### Arealistic façade is all you need to learn from customers.

FRIDAY THURSDAY TUESDAY WEDNESDAY MONDAY Decide Proto-type Sketch

## 5 customer interviews are enough to reveal big patterns.



#### Interview 5 customers, 1:1.

## The team watches over video from another room.



### At the end of the sprint, you'll know what to do next.

## Okay, let's do it!