

Welcome to Design sprint

Team Check in

- Find your team canvas
- Put it on the wall

Today's focus

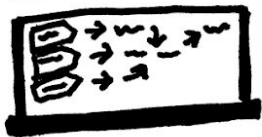
Day 3: Design Sprint_DECIDE

**Welcome to
the sprint!**

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

**Preview of
the sprint:**

•Map



•Sketch



•Decide



•Proto-
type



•Test



Overview of the week

- On [Day #1](#):, you'll map out the problem and pick an important place to focus.
- On [Day #2](#): you'll sketch competing solutions on paper.
- On [Day #3](#), you'll make difficult decisions and turn your ideas into a testable hypothesis.
- On [Day #4](#), you'll hammer out a high-fidelity prototype.
- And on [Day #5](#), you'll test it with real live humans.

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

**Okay,
let's do it!**

**Now, some
quick ground
rules:**

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

2.

**The Decider
makes all
tough decisions.**

Remember to keep up your energy

Eat healthy snacks. Good snacks will help keep your team's energy up throughout the day. Eat real food like apples, bananas, yogurt, cheese, and nuts. For a boost, have dark chocolate, coffee, and tea. Get more than enough for everybody



**Okay,
let's start!**

**Welcome
to sprint
day #3**

•Map



•Sketch

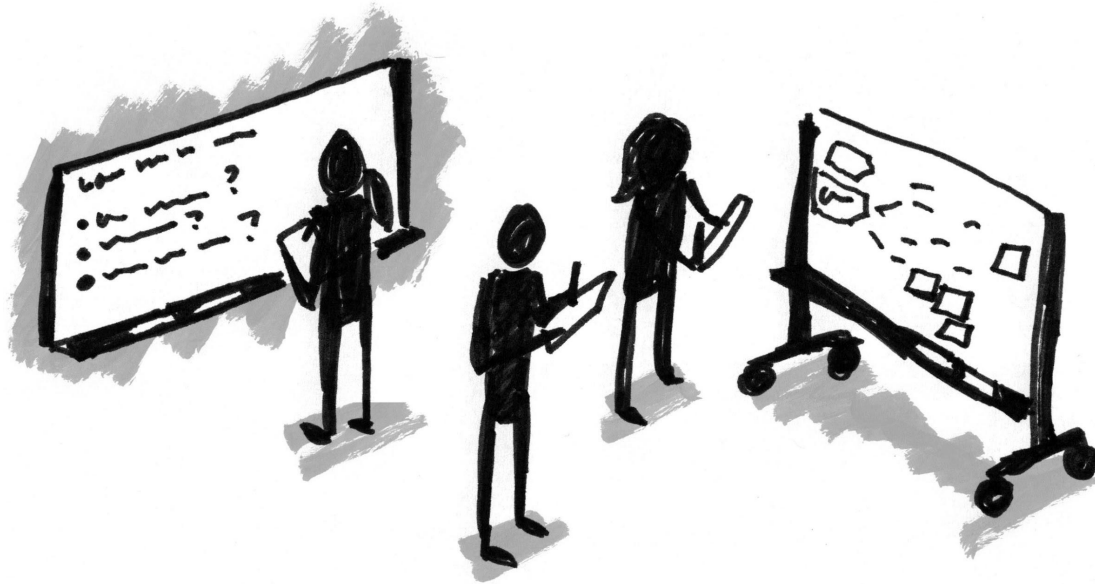


•Decide



**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:**



SPRINT: WEDNESDAY

Sticky decision

Follow these five steps to choose the strongest solutions:

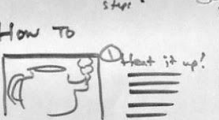
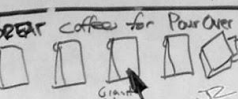
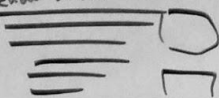
1. **Art museum.** Tape the solution sketches to the wall in one long row. (Read more on page 132 in [Sprint.](#))
2. **Heat map.** Have each person review the sketches silently and put one to three small dot stickers beside every part he or she likes. (p. 132)
3. **Speed critique.** Three minutes per sketch. As a group, discuss the highlights of each solution. Capture standout ideas and important objections. At the end, ask the sketcher if the group missed anything. (p. 135)
4. **Straw poll.** Each person silently chooses a favorite idea. All at once, each person places one large dot sticker to register his or her (nonbinding) vote. (p. 138)
5. **Supervote.** Give the Decider three large dot stickers and write her initials on the sticker. Explain that you'll prototype and test the solutions the Decider chooses. (p. 140)

Make a storyboard. Use a storyboard to plan your prototype.

1. **Draw a grid.** About fifteen squares on a whiteboard. (p. 152)
2. **Choose an opening scene.** Think of how customers normally encounter your product or service. Keep your opening scene simple: web search, magazine article, store shelf, etc. (p. 153)
3. **Fill out the storyboard.** Move existing sketches to the storyboard when you can. Draw when you can't, but don't write together. Include just enough detail to help the team prototype on Thursday. When in doubt, take risks. The finished story should be five to fifteen steps. (p. 154)

New York Times

roasters you should know about



Shipping

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○ ~ ~ ~
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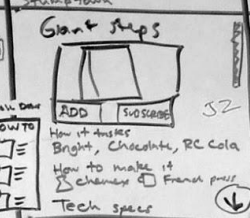
BN

Added SUBSCRIPTION 1 bag of 17 ft ceiling every 2 weeks

CHECKOUT

BN

Potting shed
Linden alley
4pm Roasters
Blue Bottle
Shampatun



Payment

BN

BN

Checkout

...

BN

Potting Shed Coffee
How do you brew?
Pour over Espresso

Tech spec

Founders notes

Also great for pour over

Thanks!

BN

BN

You're subscribed! Any time you can PAUSE ADJUST CANCEL

BN

BN

What do you like?
Floral Bright

Also great

2 days later... You get the coffee

BN

BN

BN

BN

Bright Pour over coffees

17 foot ceiling

Tech

1 week later... You run out

BN

BN

BN

BN

Linden Alley

17 foot ceiling

Added to cart

CHECKOUT

Suggestions

Filters

Coffee dripper

4pm Roasters

BN

BN

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BN

17 foot ceiling

BN

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BN

BN

4pm Roasters

Picking about us story

test

Shipping

Billing

Start a subscription

17 foot ceiling

1 bag every 2 weeks

You'll be billed \$18 every 2 weeks. You can cancel, pause any time.

ADD

BN

BN

BN

STORYBOARDING + Lunch until
12.00.

At 12.00:
Intro to Design Sprint #4: **Prototyping**

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12.00.

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