



Workshop Outline

Phase 0: Prerequisites

Make sure participants have required materials to begin

Phase 1: Introduction

Introduce yourself and what you are here to talk about
5-10 Minutes

Phase 2: Topic Introduction

Give a brief overview of your skill, its applications, and your background specific to the topic
10-15 Minutes

Phase 3: Topic Demonstration

Provide an example of the topic in use. Can be combined with phase 2
5-10 Minutes

Phase 4: Interactivity!

Design an activity to get users involved with the topic
20-40 minutes

Phase 4.1: Iteration

Iterate through phases 2-4 for desired number of topics

Phase 5: Reflect and Enable Users

This can range from fielding questions, holding a discussion, or just mingling and working.
Remaining Time



DESIGN *for* **AMERICA**
rensselaer students using design to create local and social impact

Example Photoshop Workshop

Phase 0: Install Photoshop and required files

Phase 1: Introduce yourself. Why are you qualified to lead a Photoshop Workshop? What do you hope to accomplish?

Phase 2: What is Photoshop? How is it used? How can it be used by members of DFA, students, professionals, anybody?

Phase 3: Demonstrate the crop feature

Phase 4: Have audience crop image to focus on subject

Phase 4.1: Repeat previous steps for level adjustment, filters, etc.

Phase 5: Answer any questions, hold contest to see who can make the coolest image out of the images provided.

Note:

This template is intentionally very open to interpretation. Times can be adjusted and phases overlapped or omitted as appropriate.