

0. Set the stage

Map > Sketch > Decide > Prototype > Test

[Sprint name]

[Why are you doing this sprint?]

Team

Experts

Agenda

1. Map

Introductions

Explain the sprint

Long-term goal

Sprint questions

Ask the experts

How might we

Map

Target

2. Sketch

Warmup

Heat map

Lightning demos

Divide or swarm

The four-step sketch

3. Decide

Art museum

Speed critique

Supervote

Winners & maybe-laters

Rumble or all-in-one

Fake brand names

Storyboard

4. Prototype

Pick the right tools

Divide and conquer

Build the prototype

Do a trial run

5. Test

Customer interviews

Taking notes / keeping score

Wrap-up

Monday checklist

Tuesday checklist

Wednesday checklist

Thursday checklist

Friday checklist

Design sprints, originally developed by Jake Knapp and John Zeratsky at Google Ventures, help you identify and solve problems ahead of time to reduce the risk of launching a product. You and your team will spend five days designing, prototyping, and testing ideas with customers to answer questions and decide if you should commit to developing your product.

This template was inspired by the official Design Sprint template created by Steph Cruchon, Jake Knapp, John Zeratsky, and Jackie Colburn.

1. Map

Map > Sketch > Decide > Prototype > Test

Explain the sprint

Long-term goal

Sprint questions

Ask the experts + how might we

Organize HMWs

Note-n-map

Map + target

2. Sketch

Map > Sketch > Decide > Prototype > Test

Lightning demos

The four-step sketch

Solution sketches

Catchy title

The Cyber Truck

When you're finished with your solution sketch, scan or take a photograph and email it to the facilitator.

facilitator@email.com

Note for the facilitator: Upload the sketches to the "Art Museum" section (Step 3). If necessary, optimize the compressibility and weight of the images. Once the sketches have been uploaded, bring the small green and red dots to the front, so that participants can vote.

3. Decide

Map > Sketch > Decide > Prototype > Test

Art museum + speed critique

Long-term goal

Supervotes

Storyboard

4. Prototype

Map > Sketch > Decide > Prototype > Test

Prototype

The Prototype Mindset

5. Test

Map > Sketch > Decide > Prototype > Test

Customer interviews

Taking notes / keeping score

Wrap-up

Way to go! You just completed a full remote design sprint!