**Before Design Sprint**

1. Team meet & greet
2. Problem presentation/outline

**Design Sprint Agenda**

**During Design Sprint**

**Day 1**

|  |  |  |  |
| --- | --- | --- | --- |
| 9:00 | **Start** | | |
|  | Get into groups |  |
| 9:30 | Understand | Briefing | Problem Owners/ Subject Matter Expert |
| 10:00 | Prepare for interview |
| 10:30 | **Morning Tea** | | |
| 11:00 | Understand | 2 students from each group:  Interview Problem Owners | Problem Owners/ Subject Matter Expert |
| Rest of students in group:  Prepare Stakeholder Map |
| 11:30 | Regroup & debrief |
| 11:45 | Summaries Learning |
| 12:45 | **Lunch** | | |
| 1:30 | Understand | Personas  Three Words | Problem Owners/ Subject Matter Expert |
| 2:30 | Diverge | Sketch 8 ideas in 5 minutes  Sketch 1 idea in 5 minutes | Problem Owners/ Subject Matter Expert |
| 3:00 | Converge | Zen Voting | Problem Owners/ Subject Matter Expert |
| 3:15 | Thinking Hat |
| 3:45 | **Afternoon Tea** | | |
| 4:15 | Reflection | Design Sprint Daily Reflection |  |
| 5:00 | **Finish** | | |

**Day 2**

|  |  |  |  |
| --- | --- | --- | --- |
| 9:00 | **Start** | | |
| 9:00 | Prototype | Get into groups/table  Prototype paper with storyboard |  |
| 10:00 | Validation | Prototype paper with storyboard – validation | Problem Owners/ Subject Matter Expert |
| 10:30 | **Morning Tea** | | |
| 11:00 | Prototype | Prototype – wireframe |  |
| 12:30 | **Lunch** | | |
| 1:30 | Validation | Prototype – wireframe | Problem Owners/ Subject Matter Expert |
| 3:00 | **Afternoon Tea** | | |
| 3:30 | Prototype  /Validation | Continue Prototype/Validation (wireframe)  Or  Prototype/Validation (Digital) | Problem Owners/ Subject Matter Expert |
| 4:30 | Reflection | Design Sprint Daily Reflection |  |
| 5:00 | **Finish** | | |

**After Design Sprint**

**Student submission**

1. Design Sprint artifacts – group – day 2 of Sprint (5 p.m.)
2. Design Sprint Reflection – individual – the week after