

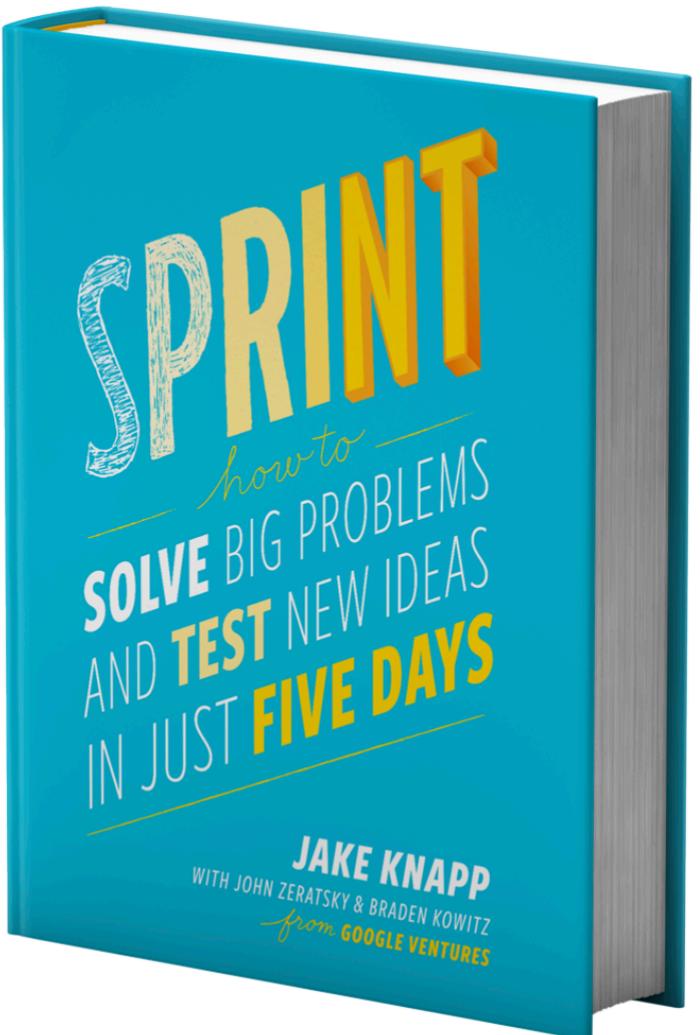
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Crazy Advanced Topics

8's
in Interactivity

Week 3

September 24 2019



The Design Sprint, <http://www.gv.com/sprint/>

Sprint: How to Solve Big Problems and Test New Ideas
in Just Five Days

[https://www.amazon.ca/Sprint-Solve-Problems-Test-Ideas/
dp/150112174X](https://www.amazon.ca/Sprint-Solve-Problems-Test-Ideas/dp/150112174X)

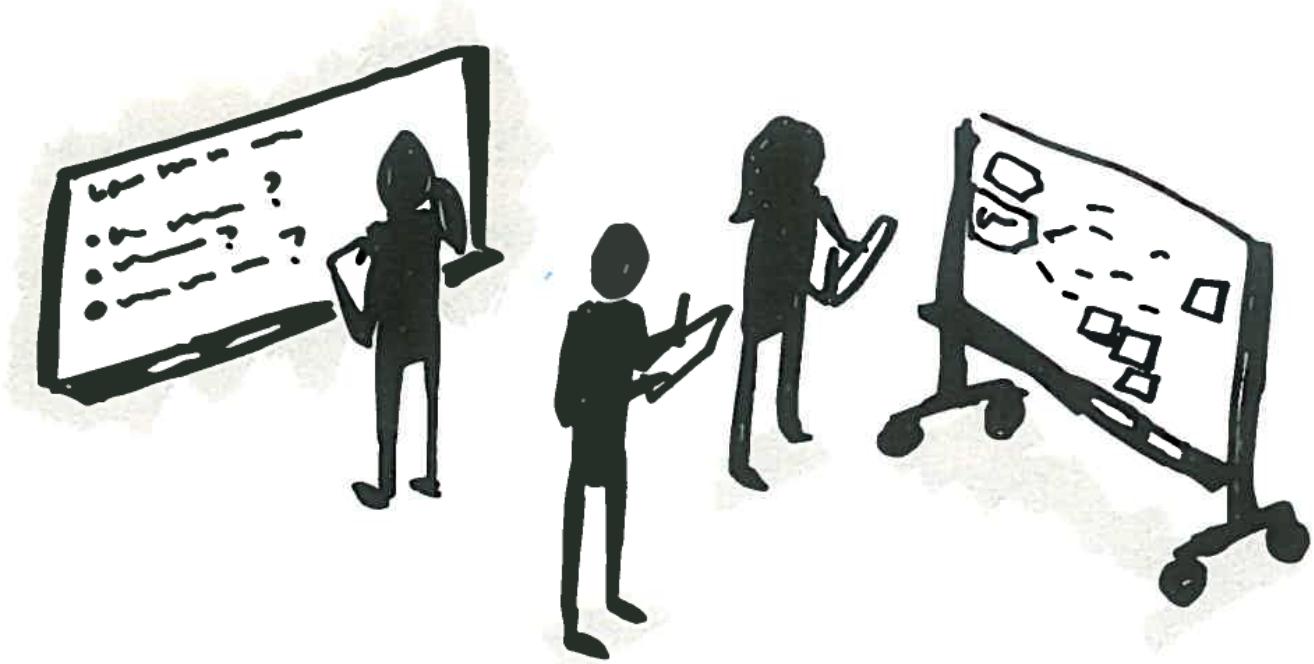
Crazy 8's is a fast-paced technique to generate design solutions. The idea is pretty simple.

Under a time-based approach, each participant draws a high-level representation of eight different ideas for the problem to clarify as a team.

The goal is to go fast. It's not about the details, but rather about the idea.

According to Jake Knapp, Crazy 8's goal is to allow for the emergence of ideas, concepts, and solutions.

How it works



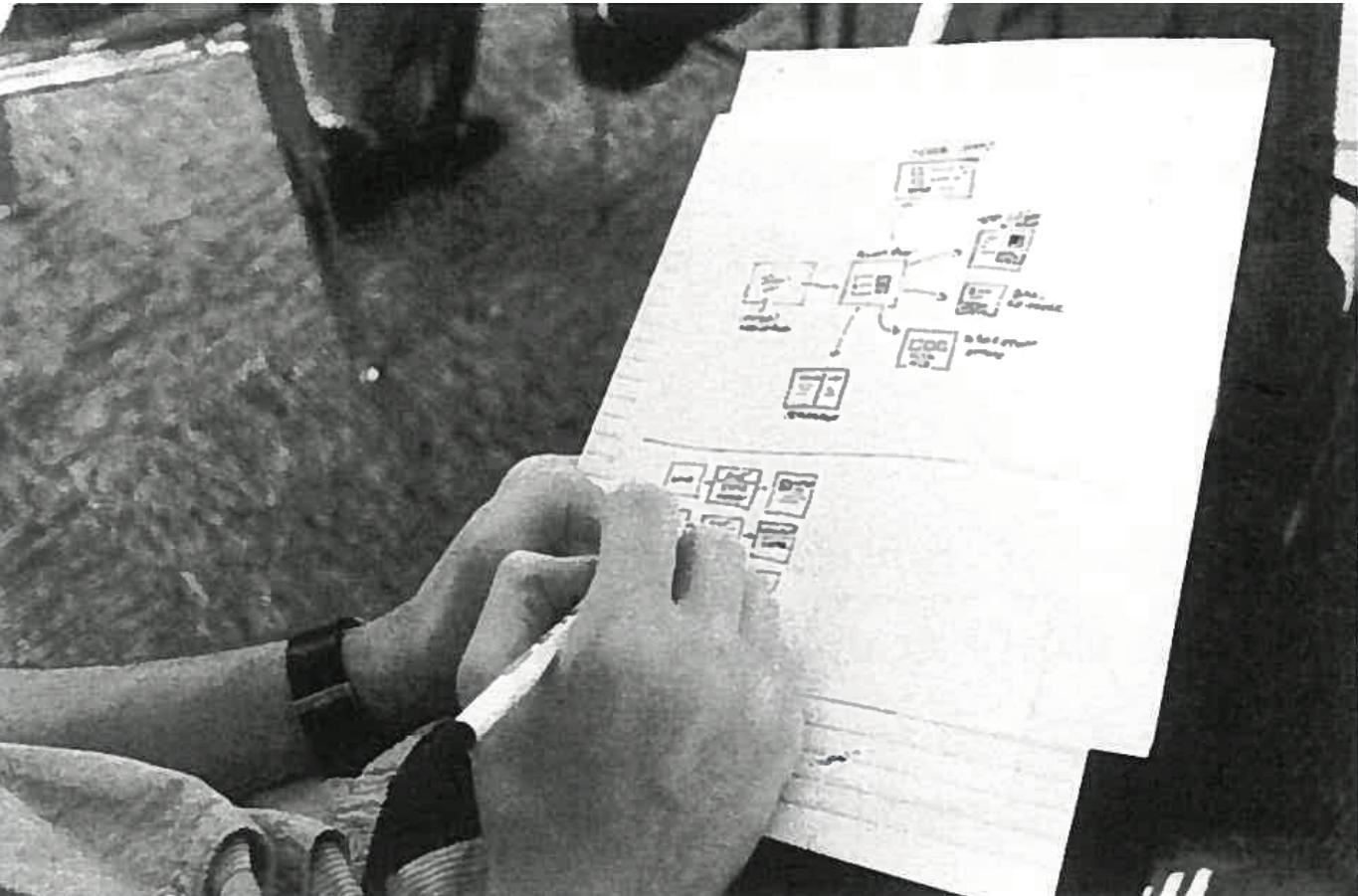
The Design Sprint, page 110
<http://www.gv.com/sprint/>

Part 1 Note taking

Before starting to sketch, each participant needs to understand what they need to focus on.

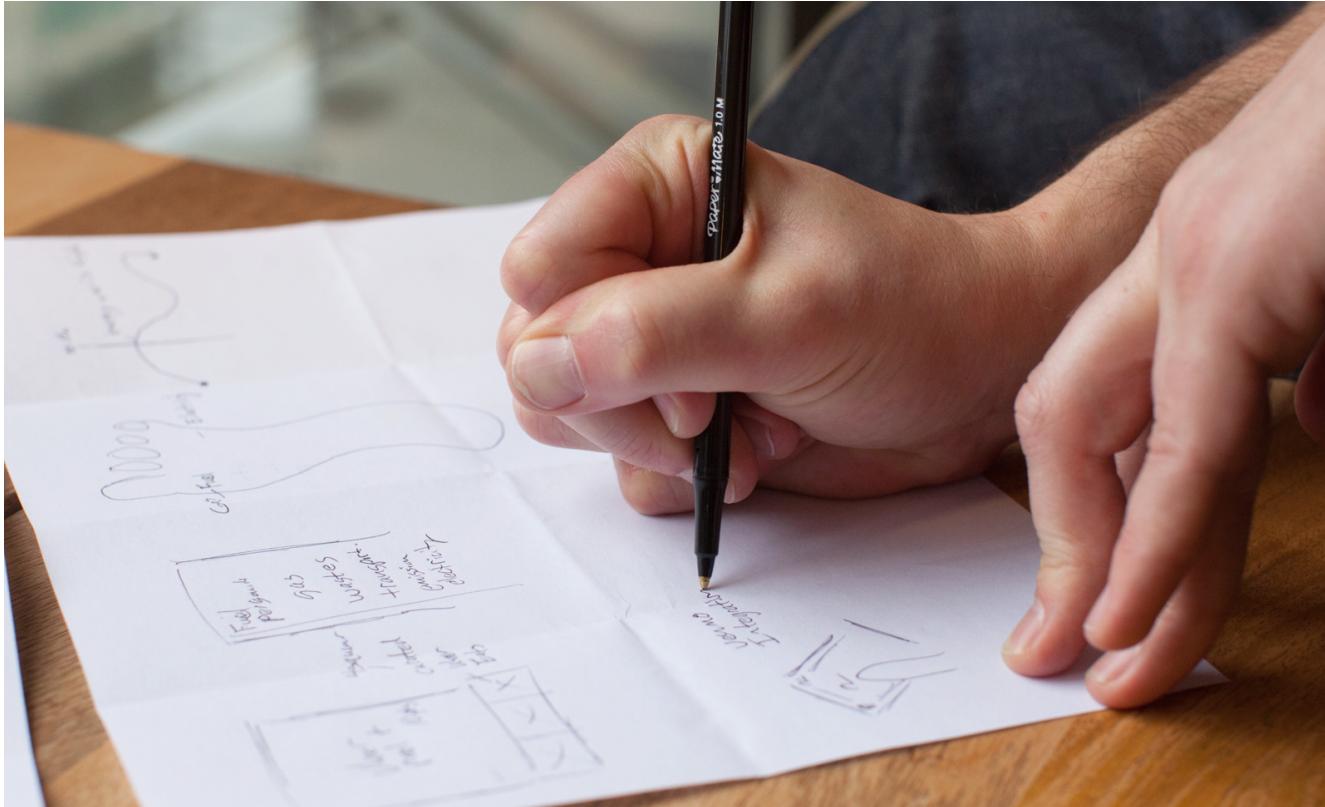
Generally, this exercise is done as a group project. Thus, as a group, a clear statement is available as a specific problem to narrow the focus.

Part 1 Note taking



Thus, each participant acts independently during this clarification of the main problem goal, taking notes as keywords for potential investigation before Crazy 8's.

The Design Sprint, page 111
<http://www.gv.com/sprint/>

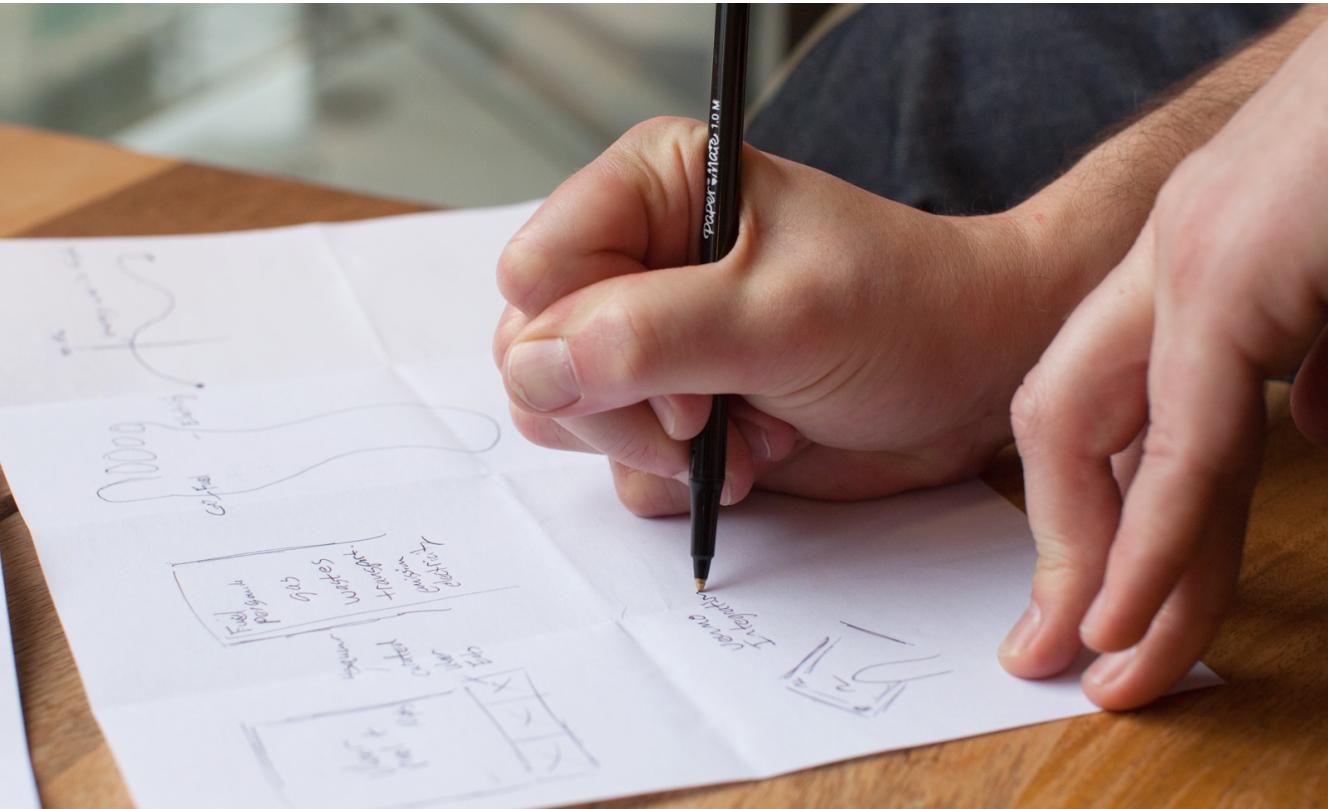


<https://designsprintkit.withgoogle.com/methods/sketch/crazy-8s/>

Part 2 Sketch

Time 8 minutes
Activity Individual

- _ Take your paper and fold it into eight sections.
- _ Set the timer for eight minutes.
- _ Each team member sketches one idea in each rectangle.
- _ Put down your pen when the timer sounds.



<https://designsprintkit.withgoogle.com/methods/sketch/crazy-8s/>

Part 2 Sketch

Once again, at this stage, no sketch or idea is bad or wrong. Each participant had the opportunity to think how those eight solutions have potential.