



Build Quick Prototype with Design Sprint

Duration 2 day(s) (DESIGN-SPRINT)

Learn to facilitate Design Sprint in your organisation

Description

Design Sprint is a popular framework created in Google to solve complex problems. It is a collaborative approach inspired by Agile and Design Thinking to speed up and simplify the process of designing a product or service in just 5 days. Design sprint is an effective five phase (Understand, Sketch, Decide, Prototype and Validate) approach to help teams discover problem areas, build rapid prototypes and validate it with user testings. This method helps teams speed up their ideation process and lowers the risk of time and effort invested in building a product.

Goals

- Learn and practise the Design Sprint methodology
- Equip yourself with practical knowledge to kick-start Design Sprint in your team/organisation

Public

- Anyone keen to know more about building quick prototypes with Design Sprint
- Anyone keen to become a Design Sprint facilitator
- Product/Service design and development teams who are keen to apply Design Sprint in their workflow

Prerequisites

None

Structure

30% Theory, 70% Practice

Program

Why this course?

- 70% of the course will be focused on practising key exercises in Design Sprint,
- 30% will be on theory

Overview:

- Learn the origins and purpose of the Design Sprint approach
- What sort of problems can a Design Sprint solve?
- Discover the key roles and team composition
- How to prepare and manage the logistics of a Design Sprint

Learn and practice the 5 phases of Design Sprint:

- Understand: Explore business problems collaboratively and specify a target area to work on
- Sketch: Brainstorm and find solutions to answer the problem.
- Decide: Decide and converge on a solution as a team
- Prototype: Build the idea into a prototype
- Test: Validate the solution through user testing.

Upon completion : You should be able to start running Design Sprint in your team/organization and obtain visible results in a short time.