

THE DESIGN SPRINT IS A METHOD TO QUICKLY BUILD AND TEST IDEAS WITH A HUMAN CENTERED DESIGN APPROACH.

Sprint Days

DAY

PURPOSE

Understand & agree on the problem

GOAL

Slow down, share what you know, understand the problem,

choose a target

- **ACTIVITIES** Set/Review the goal
 - Map the flow
 - Interview experts/How might we note-taking
 - Sprint questions

DAY

PURPOSE

Come up with ideas

GOAL

Get inspired, brainstorm solutions, sketch ideas into life

- **ACTIVITIES** Lightning demos
- Solution sketches Recruitment
- Jot down ideas
- Crazy 8's

DAY

PURPOSE

Decide on an idea and make a storyboard

GOAL

Get critical, vote ideas off the island, storyboard

- **ACTIVITIES** Speed critique
 - Dot voting
 - Storyboarding

PURPOSE

Make a realistic prototype to test the idea Build the prototype, pilot test, and revise

GOAL

ACTIVITIES • Pick your tools

- Assign roles and swarm
- Pilot testing/Revisions
- · Write test plan/Gather materials

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PURPOSE

Test the idea and analyze the data

GOAL

Listen, learn, take notes, put it all together and pick out insights

- **ACTIVITIES** Test with study participants
 - Take notes
 - Find patterns (3 of 5 people)

WE ALWAYS CONTINUE DAY 5 ACTIVITIES ON DAY 6!

- Efficient failures/Flawed successes
- Decide how to follow up (Did the sprint questions get answered? Are there failures that need more exploration?)

Resources

Ready to plan your first design sprint? Check out these Google Ventures (GV) resources. They're loaded with tons of great information.

- The Design Sprint gv.com/sprint
- Design Sprints Setting the Stage library.gv.com/sprint-week-set-the-stage-99f2f29ce0e7
- The Design Sprint Kit designsprintkit.withgoogle.com/methods

Questions? thaswell@callrubv.com