

MODULE



# Design Sprint (Real World Part 1)

*"Though the problems of the world are increasingly complex, the solutions remain embarrassingly simple."*

- Bill Matthews

## Introduction

The idea of a design sprint was originally formulated by an individual named Jake Knapp in 2010. As a person that was inspired by Google's approach to product development, Knapp used the knowledge he gained from working on services such as Google Hangouts and Gmail to define a process that would allow teams to solve problems in an effective way. Additionally, Knapp continued to apply the process of a design sprint to Google Chrome and Search, eventually publishing his work on design sprints in a book titled *Sprint* in 2016. Now, design sprints are commonly used among a multitude of companies, which include Slack, Airbnb, and even LEGO.

## Agenda

1. Design Sprint Introduction
2. Problem Analysis
3. Solution Development

## Student Objectives:

1. Students will be able to identify defining aspects of a problem
2. Students will be able to collaborate with others to solve problems
3. Students will employ critical thinking in order to produce solutions to a problem

## Facilitation Notes

- \*KEEP A STEADY ROTATION WHEN MOVING THROUGH BREAKOUT ROOMS. GROUPS SHOULD NOT BE WITHOUT FACILITATOR PRESENCE FOR LONG PERIODS OF TIME\*
- \*GROUPS MAY NEED ASSISTANCE OR GUIDANCE, THAT'S WHAT YOU'RE THERE FOR\*
- [Design Sprint Packet](#)
  - Give to students for example
- **Remember that the time guidelines given with the design sprint are not mandatory.**

## Design Sprint Introduction (5 minutes)

1. Facilitators will describe the process of a real-world design sprint
2. Facilitators will show examples of design sprints as templates for students

3. Facilitators will provide evaluation criteria of the design sprint not only based on the solution students provide but also based on students' collaboration and problem-solving/critical thinking skills.

Example: <https://docs.google.com/document/d/1Cu3MxvjOpQ1Hy7vCHLCRV-CpGc0aHj9ulht-s1ZBbJQ/edit>

Rubric: email

Outline to give :

[https://docs.google.com/document/d/1VOk8SVu9J7yKB64V4SAfO9DGC\\_ZWVqV9q2Z1eWLu1CE/edit](https://docs.google.com/document/d/1VOk8SVu9J7yKB64V4SAfO9DGC_ZWVqV9q2Z1eWLu1CE/edit)

Facilitator notes

- Remind students that while finding a solution is an important part of the design sprint, collaboration and other leadership skills are equally important and will be evaluated accordingly.
- Ensure that students do not fill out the design sprint skeleton individually

### Problem Analysis (30 minutes)

1. Students will attempt to analyze their problem as a team using the design sprint skeleton
2. Students should be documenting their findings

Facilitator notes

- Encourage students to fill out the highlighted questions in the design sprint skeleton
- However, encourage students to think beyond the highlighted questions when analyzing their problems

### Solution Development (25 minutes)

1. Students should be brainstorming solutions based on their findings from analyzing the problem. They should be feasible and attack any underlying problems effectively.
2. Students should begin thinking about how they are going to present, perhaps by making an outline

Facilitator notes

- ***If*** the students seem to stray from the intended path for the solution then facilitators should step in and guide them further through the design sprint. (if students are on the right track then facilitators should leave them alone and allow them to independently construct their solutions).
- ***However,*** facilitators should not get caught up in helping groups for each step of the way!