

# DESIGN SPRINT FACILITATION BOOTCAMP

Help your organization solve big problems and test new ideas - in five days.

## Program Overview

Our two-day virtual facilitation training program will introduce participants to the key concepts of design thinking, and the practical facilitation of Virtual Design Sprints as a repeatable innovation practice. Participants will be able to apply these learnings in their work environment immediately as a much-needed capability during this period of increasing complexity and growing uncertainty.

Started by Google Ventures, Design Sprints offer one of the fastest ways for teams to apply the design thinking process to quickly uncover insights, build a rapid prototype and test new ideas with real people in five days or less. The gold standard for starting new projects and tackling big challenges. Attend our latest Virtual Design Sprint Training to learn and apply the exact process used by the most innovative brands around the world.

## WHAT YOU'LL LEARN

After attending the bootcamp you'll acquire advanced knowledge and practical tools to:

- Understand the power of Design Sprints and time-boxed innovation processes in virtual and non-virtual settings. Participants will work through all the exercises, with lots of room for deep dives, questions and explanations.
- Confidently apply these methods and adapt them within an organizational setting by understanding the philosophy, including features and benefits, and even how to sell sprints internally to your organization
- Provide teams with repeatable ways to develop more meaningful and productive solutions by applying it to a live challenge, leaving with actionable next steps and outcomes
- Learn about effective facilitation tips and techniques
- Develop tangible methods and practice running sprints in a remote/virtual environment

## METHOD AND DELIVERY

The program will include:

- Two days of live and interactive workshops where you'll have a hands-on application of sprints using real-world challenges and scenarios
- Access to an electronic toolkit, training materials, templates, and resources
- Access to an online community forum for ongoing discussions and Q&A

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## AGENDA AND TOPICS

Understanding the Impact of Sprints, Design Thinking and the Innovation Process (Exploring the Problem and Solution Space using Sprints)

- Virtual/Remote Setup, Tools and Templates
- Design Thinking, Innovation and Sprints 101
- Sprint roles and responsibilities
- Sprint process overview
- Exploring the problem and solution space
- Defining the challenge and framing problems
- Setting the vision, two-year goal and metrics
- Mapping the user journey and selecting a target area
- Ideation strategies, tips and tricks
- Producing a vast number of solutions

Making Decisions, Prototyping and Testing

- Solution concept presentations
- Curate and vote on the best solutions
- Turn vague solutions into a concrete concept
- Define the prototype with a storyboard
- Prototyping and user testing case studies and techniques
- Prototypes as simulations
- Identifying riskiest assumptions
- Creating the real thing
- Recruiting Real People
- Testing with Real People
- Categorizing Insights
- Developing an Action Plan
- Working Beyond the Prototype: What Comes After the Sprint

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## ABOUT ADAPTIVEX

Organizations need a way to test new ideas and fast, kill ideas that don't work and iterate on the ones that show more promise - and faster. In 2017, IDEO studied innovation in over 100+ companies and found that when teams iterate on five or more different solutions, they are 50% more likely to launch a product or service successfully.

The practice of continuous improvement and innovation is a cycle of experimentation, where teams rapidly test leap-of-faith assumptions and get evidence to support key business decisions, ultimately, helping to build consensus and collaborate more effectively with stakeholders across the organization.

A common challenge is having the skills and discipline to identify, test and track progress towards innovation and making the cycle of experimentation and learning a key practice inside any organization.

At adaptiveX, we help organizations and their people to inspire change and lead through uncertainty by helping them acquire the skills they need to lead through innovation, intrapreneurship and design thinking.

## FACILITATORS AND TRAINERS



Carlos Oliveira is an experienced entrepreneur, facilitator and agile/innovation engagement coach.

Nearly 20 years experience in product development, agile implementation and innovation leadership.

Carlos has deep expertise and experience in applying design thinking, lean start-up and agile practices within organizational environments as coach, trainer and advisor.

Carlos has and supported engagements with top brands, including Telus, Canadian Tire, Sunlife, CIBC, Microsoft, TDSB and many more.



Arev Hakobyan is an experienced agile/innovation coach and design sprint facilitator.

With over 15 years of combined experience in software development, Arev employs agile methods, design thinking principles, and innovation facilitation to help teams thrive and unlock their potential.

Arev is on a quest to humanize processes, spread empathy, and promote continuous learning.