Guidance for Jackie's Challenge!

The following is an essential guide for an "Innovation Sprint". This is a great technique to learn for any project you are putting together. Feel free to apply these elements to your "My Plate" prototype.

Phase 1: Define the Challenge (Understand & Align)

Dijective: Establish a shared understanding of the problem and desired outcomes.

Steps:

1. Clarify the Sprint Goal

- What challenge are we solving? (Frame it as a question: *How might we...?*)
- Define success criteria.
- Set ground rules for collaboration if you are working in a team.

2. Understand the Problem Context

- Review relevant data, trends, or user research.
- Define your end user- it can be a specific use case.
- o Conduct stakeholder mapping (who is affected, and what are their needs?).

3. Define Constraints & Opportunities

- Identify barriers and limitations.
- Pinpoint key opportunities to explore.

Obliverable: A clearly defined problem statement and sprint goal.

Phase 2: Generate Ideas (Diverge & Explore)

Dijective: Encourage creativity and explore multiple solutions.

Steps:

1. Brainstorming Session

- Use techniques like **Crazy 8s**, **Mind Mapping**, or **SCAMPER** or just brain dump with a notebook and markers or a Miro.
- Encourage quantity over quality—no idea is too big or too small.

2. Idea Clustering & Theming

- Group similar ideas into categories.
- o Identify common patterns and themes.
- 3. Dot Voting for Prioritization

• Each participant gets a set number of votes to highlight the most promising ideas- if you are working in pairs or a group.

Obliverable: A list of top-voted innovative ideas.

Phase 3: Prototype & Test (Converge & Create)

Dijective: Quickly turn top ideas into tangible solutions.

Steps:

1. Sketch the Solution

- Create simple wireframes, concept sketches, or process flows.
- Storyboarding can be used to visualize how the idea works, using PowerPoint or a platform that is comfortable for you.

2. Build a Low-Fidelity Prototype

- Develop a rough, quick version of the solution (paper prototype, digital mockup, role-playing).
- \circ $\;$ Focus on core functionality, not perfection.

3. Test with a Small Group

- Gather initial feedback from potential users or stakeholders.
- Observe reactions, gather insights, and refine the prototype.

Obliverable: A working prototype with preliminary feedback.

Phase 4: Refine & Validate

Dijective: Improve the prototype based on honest feedback.

Steps:

1. Analyze Feedback & Identify Key Learnings

- What worked well?
- What needs improvement?
- What unexpected insights emerged?
- 2. Iterate & Enhance the Prototype
 - Adjust based on feedback (modify design, add features, simplify processes).
 - Conduct another round of quick testing if time allows.

Obliverable: A refined prototype ready for final validation.

Phase 5: Present & Plan Next Steps

Dijective: Share findings, align stakeholders, and establish an action plan.

Steps:

1. Prepare a Short Presentation

- Showcase the challenge, solution, and testing insights.
- Highlight the value and feasibility of the innovation.

2. Define Implementation Steps

- o Identify key next steps, responsibilities, and timelines.
- \circ $\;$ Identify who key stakeholders are for buy-in for execution.

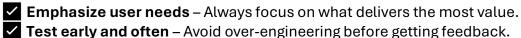
3. Celebrate & Reflect

- Recognize the team's contributions- or celebrate your own journey!
- Submit your entry!!

Obliverable: A validated solution with a roadmap for implementation.

🗱 Tips for a Successful Innovation Sprint

Keep it time-boxed – Set strict deadlines for milestones to maintain momentum.
Encourage diverse perspectives – Involve people from different departments or backgrounds.



We will review these steps and methodologies at the Design Workshop on March 3rd, 2025, at 3:00 pm, Jaharis 254. Join us!