Design Sprint 2.0

Step-by-step process for **solving big problems and testing new ideas in just 4 days**. Design Sprint 2.0 is simply the most up-to-date, semi-official version of the Sprint.

One of the biggest differences between the original Design Sprint and the Design Sprint 2.0 is that 2.0 is optimized to work not just in startups, but also in large organizations that don't necessarily have time to commit an entire week to the full process.

- It takes four days instead of five.
- You only need the full Sprint team for two days instead of five

Design Sprint 2.0 - Day 1 - Map & Sketch

On Monday morning, you'll kick off your sprint by sharing knowledge, understanding the problem, and choosing a target for the week's efforts. In the afternoon you will seek inspiration and start producing / sketching potential solutions.

■ present information   ■ group discussion   ■ decision making   ■ individual note & vote   ■ break   ■ create

10:00 | Introduce the Design Sprint 2.0

DEFINE THE CHALLENGE

10:10 | Expert interviews & "How Might We...? notes

10:40 | Organize HMW notes

10:55 | Vote on HMWs

11:10 | Long term goals

11:25 | Coffee Break

11:40 | List sprint questions

12:10 | Map

12:55 | Lunch Break

PRODUCE SOLUTIONS

13:55 | Lightning Demos

14:55 | Coffee Break

15:10 | 4 Step Sketch

16:40 | *End*

Materials

- [ ] Post-it notes x 4 in Expert interviews & "How Might We...? notes | Organize HMW notes | Long term goals | List sprint questions
- [ ] markers/sharpies in Expert interviews & "How Might We...? notes
- [ ] Voting dots x 3 in Vote on HMWs | Long term goals | List sprint questions
- [ ] Markers/sharpied in Long term goals
- [ ] laptop & internet in Lightning Demos
- [ ] post-its in Lightning Demos
- [ ] markers in Lightning Demos
- [ ] Clipboards in 4 Step Sketch
- [ ] A4 paper in 4 Step Sketch
- [ ] Markers/sharpies in 4 Step Sketch

- [ ] Post-it notes x 4 in Expert interviews & "How Might We...? notes | Organize HMW notes | Long term goals | List sprint questions
- [ ] Voting dots x 3 in Vote on HMWs | Long term goals | List sprint questions
- [ ] laptop & internet in Lightning Demos
- [ ] post-its in Lightning Demos
- [ ] markers in Lightning Demos
- [ ] Clipboards in 4 Step Sketch
- [ ] A4 paper in 4 Step Sketch
- [ ] Markers/sharpies in 4 Step Sketch

Design Sprint 2.0 - Day 2 - Decide & Storyboard

■ present information ■ decision making ■ break ■ individual note & vote ■ create

DECIDE - Vote on Solutions

10:00		Introduction to Day 2
10:10		The Art Museum
10:15		Heat Map Vote
10:35		Speed Critique
11:35		Coffee Break
11:50		Straw Poll Vote
12:20		Supervote
12:30		LUNCH BREAK

THE STORYBOARD

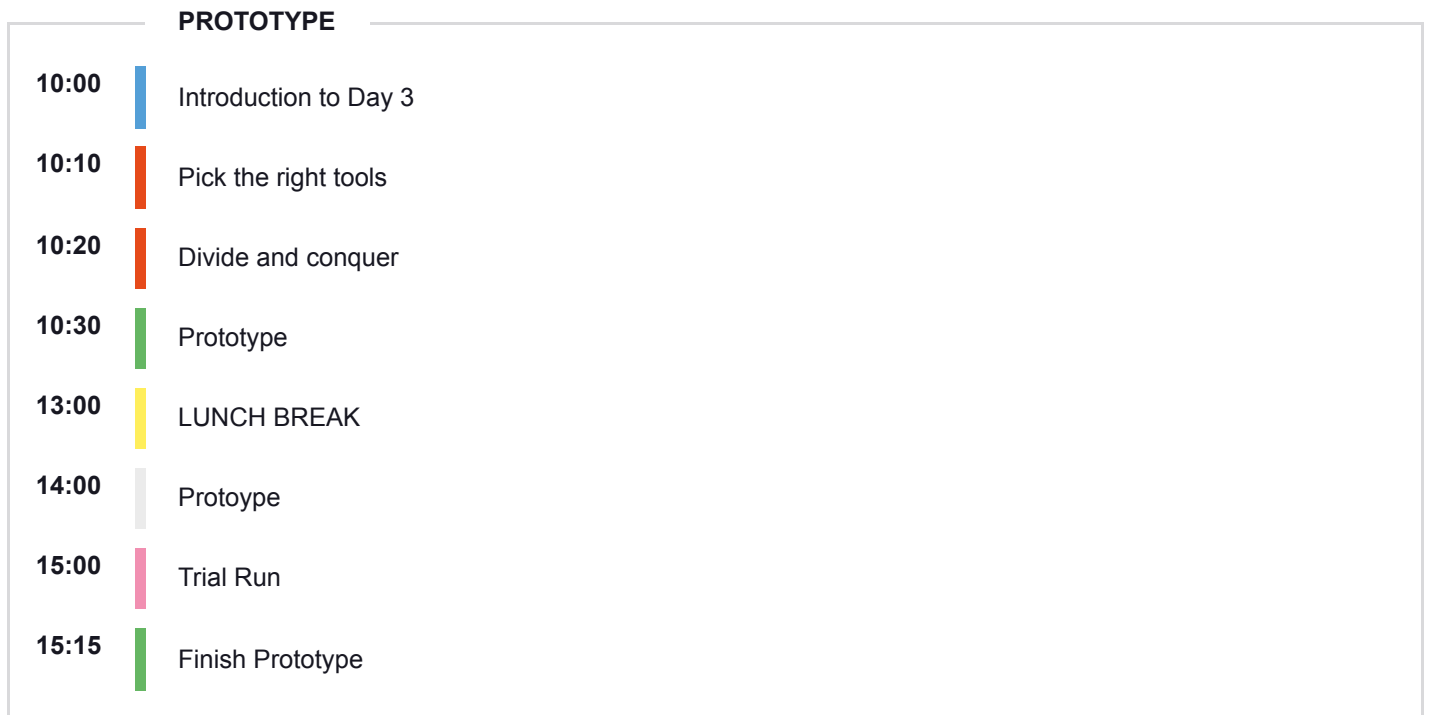|		
13:30		User Test Flow
14:00		Storyboarding

15:30 *End*

Materials

☐ **Voting dots (red)** in Heat Map Vote
☐ **Post-it notes** x 3 in Speed Critique | Straw Poll Vote | User Test Flow
☐ **Voting dots (green)** x 2 in Straw Poll Vote | Supervote
☐ **Markers/sharpies** in User Test Flow
☐ **Whiteboard** x 2 in User Test Flow | Storyboarding
☐ **Timer to show remaining time** in User Test Flow
☐ **Optional: playlist of focus musing** in User Test Flow

Design Sprint 2.0 - Day 3 - Prototype

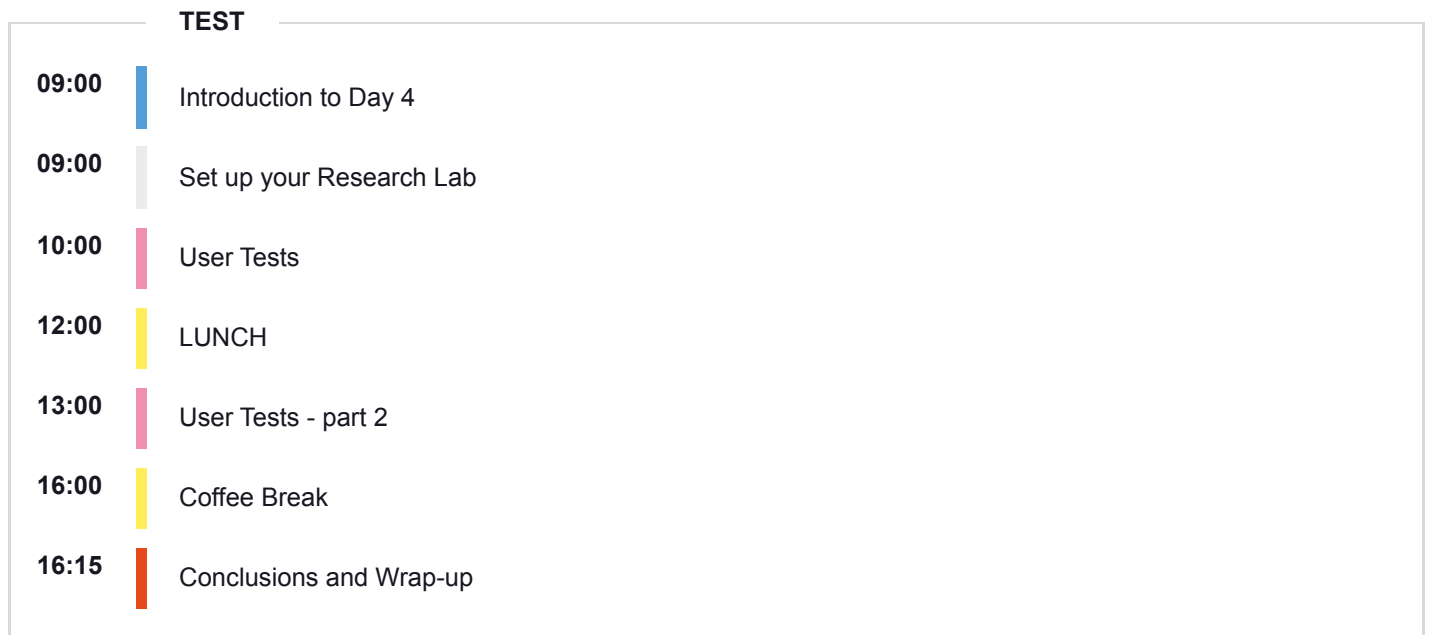■ present information   ■ group discussion   ■ create   ■ break   ■ design   ■ test

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PROTOTYPE

10:00	■	Introduction to Day 3
10:10	■	Pick the right tools
10:20	■	Divide and conquer
10:30	■	Prototype
13:00	■	LUNCH BREAK
14:00	■	Protoype
15:00	■	Trial Run
15:15	■	Finish Prototype

16:00   *End*

Materials

☐ **Prototyping tools** in Pick the right tools

Design Sprint 2.0 - Day 4 - Test

■ present information ■ test ■ break ■ group discussion

TEST

09:00		Introduction to Day 4
09:00		Set up your Research Lab
10:00		User Tests
12:00		LUNCH
13:00		User Tests - part 2
16:00		Coffee Break
16:15		Conclusions and Wrap-up

17:00   *End*

Materials

- ☐ Interview room (or online video conferencing room) in Set up your Research Lab
- ☐ Video recording and screen recording for the interivews in Set up your Research Lab
- ☐ Post-it notes in Set up your Research Lab