FAST TRACK INNOVATION WITH DESIGN SPRINTS
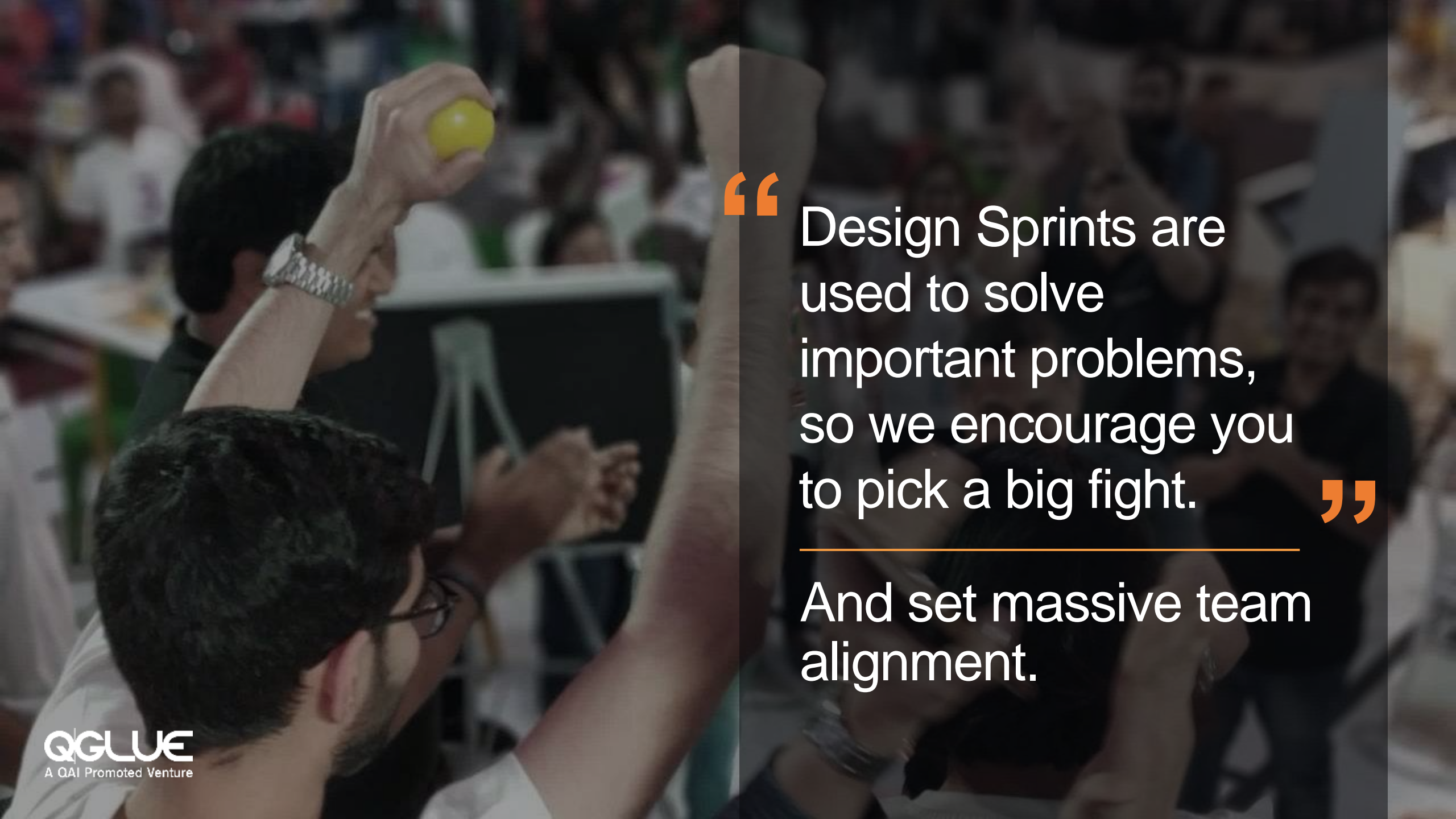
QGLUE
A QAI Promoted Venture
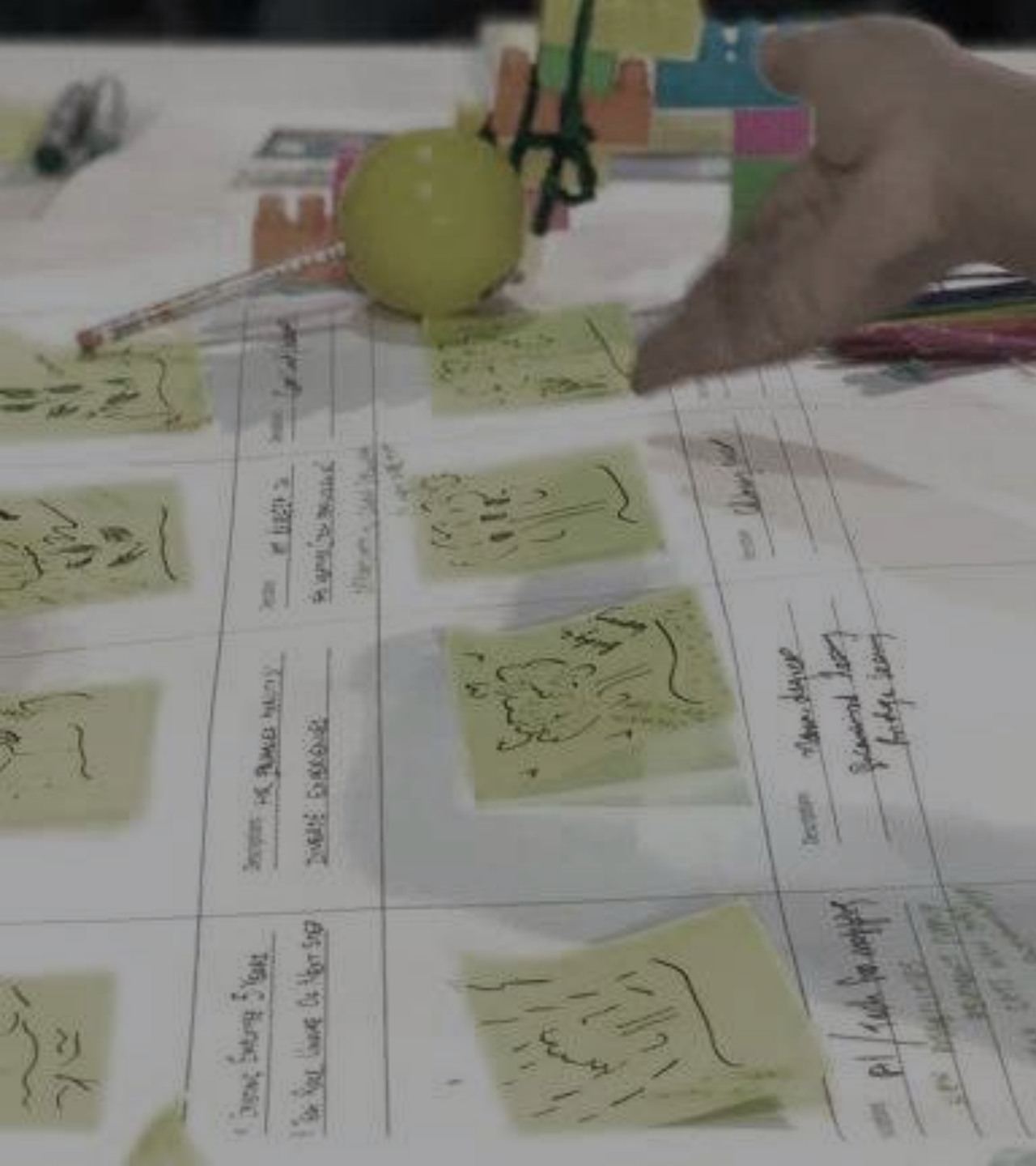
What is the Design-led way?

It is an approach for finding creative solutions to touch business challenges and requires user centricity and multi disciplinary skills.

And for innovation

It's a Mind-set

" Design Sprints are used to solve important problems, so we encourage you to pick a big fight.
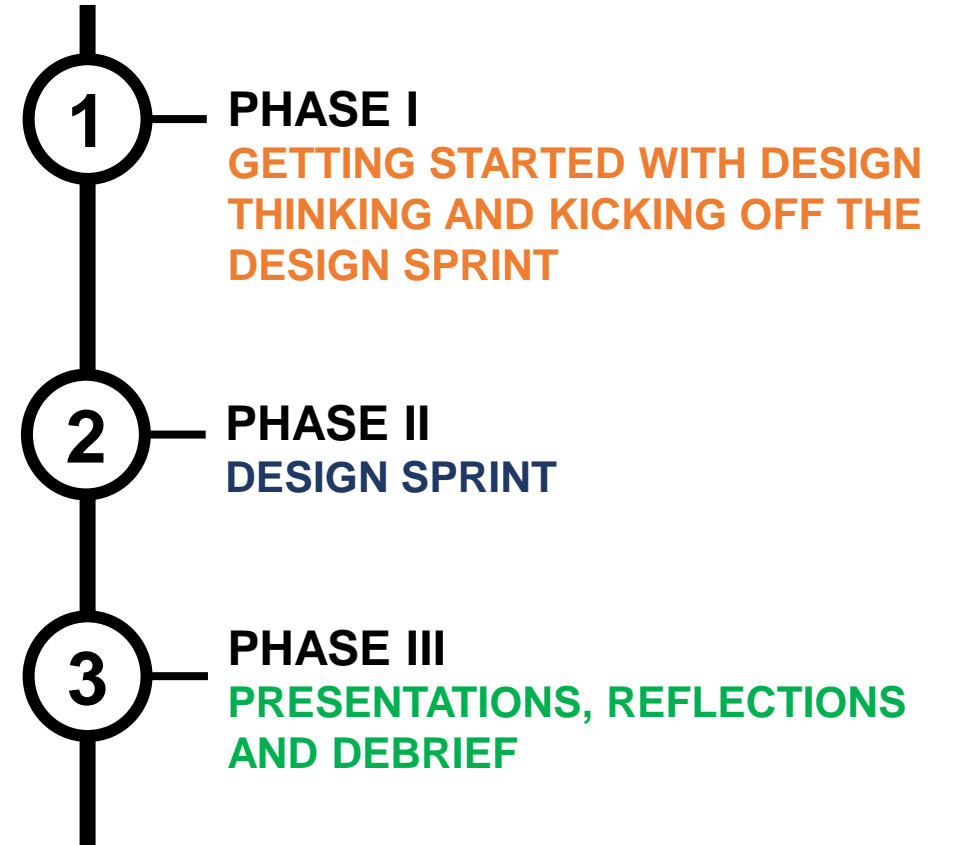
And set massive team alignment.

1 | Program Design

QGLUE
A QAI Promoted Venture

Overview

What to expect?

- Cross-Pollination of Ideas Across disparate teams

- Introduce a culture of Learning by Doing

- Use Design Thinking tools to unleash collaborative problem-solving

- Have a neutral meeting point for provocative discussions and ideation

- Team Building and Collaboration

1 **PHASE I**
GETTING STARTED WITH DESIGN THINKING AND KICKING OFF THE DESIGN SPRINT

2 **PHASE II**
DESIGN SPRINT

3 **PHASE III**
PRESENTATIONS, REFLECTIONS AND DEBRIEF

QGLUE
A QAI Promoted Venture

Phase 1: Getting started with Design Thinking and kicking off the Design Sprint

The topics and activities covered in this phase will include the following:

- **Introduction to Design Thinking**: What is Design Thinking; why it is extremely important; the history and evolution of the framework.

- **Underlying principles of Design Thinking**: Deep-dive into the key principles of Design Thinking – like Human Centeredness, Problem Seeking, Collaboration, Action Orientation, and so on.

- **The Design Thinking Stages**: Details of what happens in Empathize, Define, Ideate, Prototype, and Test stages (Stanford Design Thinking process model). Sharing of real-life case stories where these stages made a significant difference to the evolution of the product/service.

- **Tools of Design Thinking**: The most important tools of Design Thinking, like Empathy Maps, Journey Maps, User Personas, Mind Maps, etc., are covered with samples. The participants will also use some of these live in action.

Ice-Breaking and Team building exercises	Introduction to Design Thinking	Team On-boarding	Exciting Videos

QGLUE
A QAI Promoted Venture

DESIGN SPRINT KICK-OFF

1

Setting Context & Inspiration:

- Design Coach emphasizes the importance of this exercise
- Introduces workbook and its contents

2

Agenda information and Overall Instructions from Coach from QGLUE

- Introduction to the Design Sprint and the 3 Phases of DISCOVER, IDEATE and CO- CREATE
- Inspirational videos on Design-Led approaches & Innovation
- Showcases the individual workbook and the team workbook and how to use them
- Informs about the steps to be carried out in the DISCOVER PHASE which includes-
  - Introduction to problem statement and some initial views
  - Provocation to the future state
  - Prioritization of the problem definition

3

Participants and teams discover courseware assisted by the team coaches

- Participants unwrap and discover the workbook, templates, charter and the guidebook
- Go through the overall instructions for the DISCOVER phase
- Review the problem area identified by the team

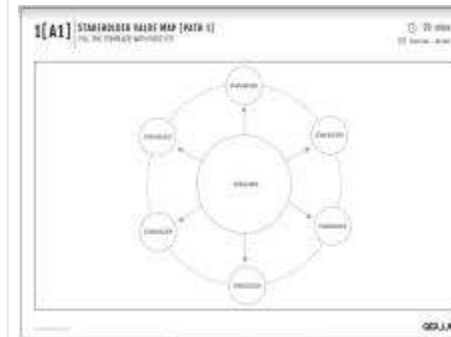**EXPECTATIONS ARE SET, AND TEAM USES THE WORKBOOK AND MATERIAL PROVIDED TO LAUNCH INTO DISCOVER PHASE**

QGLUE
A QAI Promoted Venture

DESIGN SPRINT KIT

Participant Workbook

02

**Team Work Templates**

03

Prototyping Materials

04

Phase 2: The Design Sprint

In the second half of the workshop each team is allocated a problem area to work on. A team will consist of 5 to 6 members and will be kicked off by the Design Coach. This method essentially consists of three stages:

- Discover

- Ideate

- Co- create

1 —— **Discover**

2 —— **Ideate**

3 —— **Co-Create**

QGLUE
A QAI Promoted Venture
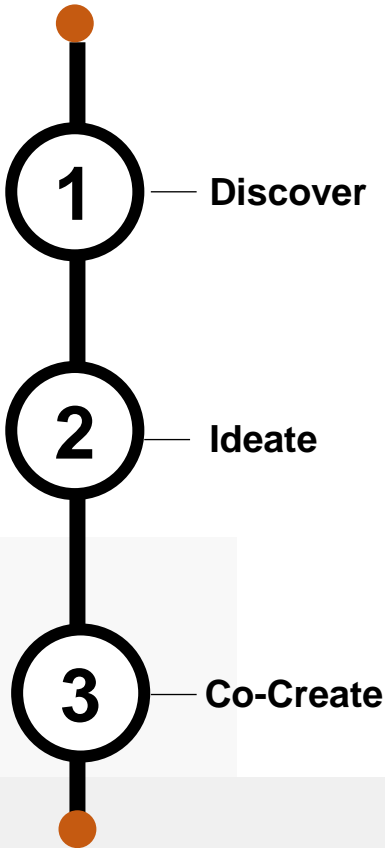
DISCOVER
(11:30-13:00)

1

Introduction to problem statement and some initial views

- Participants read the instructions and review the sample output to discuss the problem statement and the current state
- Discover the stakeholders and empathize
- Group would use one of the relevant tools like stakeholders mapping, customer journey mapping, context map etc.
- Team to use the templates and identify multiple How Might We(HMW) statements

2

Provocation to the future state

- Teams now challenge themselves to view the future state
- They use the templates and the instructions to formulate the future state and define multiple provocative How Might We (HMW) statements
- Tools that would get used would be one of Future pointers, Ideality definition and provocation framework.

3

Prioritization of the problem statement

- Similar problem area teams share the multiple provocative HMW statements with each other
- Through consensus and discussion an HMW is chosen to be worked upon.

SELECTION OF ONE TOP PRIORITY PROVOCATIVE HMW AND GATHERING INSIGHTS

4

Coach introduces the Ideate Phase

- Design coach shares the intent of the IDEATE Phase and the resources available in the individual and team kit.
- Video and fun activity to launch the IDEATE Phase

QGLUE
A QAI Promoted Venture

IDEATE
(14:00-15:00)

5 — **Idea Generation**

- Multiple rounds of brainstorming using templates and guidance sheets
- Record outputs from individual ideation phase and discussions within the team
- Clustering of the ideas using the clustering template
- Promote divergent thinking to attain ideality using creativity and generate multiple ideas which are subsequently clustered.

6 — **Concept Development**

- Generate each clustered idea set to concepts using the concept generation template
- Design Coach supports the development of the concept by explaining the guidelines and templates
- Concepts are documented in the template
- A maximum of three concepts are generated per team

7 — **Prioritization of concept**

- Similar problem area teams share the concepts generated with each other.
- Through consensus and discussion one concepts is identified per team to be storyboarded
- Team prepares the storyboard for the selected concept.

STORY BOARD CONCEPTS ARE DELIVERED

8 — **Coach introduces the Co-create Phase**

- Design coach shares the intent of the CO- CREATE Phase and the resources available in the individual and team kit.
- Video and fun activity to launch the CO- CREATE Phase

QGLUE
A QAI Promoted Venture

9

Story boarding and creating prototypes

- Prototyping, story boarding and new business model is created depending on the need and insights generated.
- Team creates future journey mapping
- Role play and solutions prototypes are set up for demo and collecting feedback

Intent of this stage
- Building Prototypes and visualizations - Use materials, scripts, music, dance, role-play
- Pitch to other teams- Make your idea come alive.
- Get Feedback and validate
- Iterate + Refine

CO-CREATE
(15:00-16:00)

QGLUE
A QAI Promoted Venture

Phase 3: Presentations, Reflections and Debrief

Presentations
All teams get 2 minutes to present/ pitch their final prototype/idea to other teams and the Design Coach.

Reflections and Debrief
The days ends with a debrief session focusing on the learnings for the day and also the importance of Design-led approaches in today's world.

Sprint Outcomes

Feel the change, experience a Mind shift and witness free flow of ideas!

- Team Building + Alignment + Collaboration
- Experience a New Way to Problem Solving in a Fast Paced, High Energy and Fun Way!

" Stop brainstorming and start sprinting!

RE THINK
RE IMAGINE
RE VALIDATE
RE BUILD
RE DO
RE IDEATE
RE CREATE

QGLUE
A QAI Promoted Venture

THANK YOU

Website: www.q-glue.com | **Email:** customer_relations@q-glue.com | **Phone:** +91-11-47776666

QAI USA
Major Plaza I
5728 Major Boulevard, Suite 602
Orlando, Florida 32819
Phone: +407-363-1111

QAI Singapore
391B Orchard Road #23-01,
Ngee Ann City Tower B,
Singapore - 238874
Phone:+65-6225-8139

QAI India
1010 - 1012, Ansal Towers,
38 Nehru Place
New Delhi - 110019, India
Phone: +91- 11- 26219792,
26220580

QAI China
Rm. 1211, No. 498 Guoshoujing
Rd. Shanghai Zhangjiang Hi-Tech
Park, Pudong New Area, Shanghai,
China: 201203
Phone : +86-21-51314155

QAI Dubai
Unit No: 3O-01-1575 Jewellery &
Gemplex 3 Plot No: DMCC-PH2-
J&GPlexS Jewellery & Gemplex
Dubai United Arab Emirates

QGLUE
A QAI Promoted Venture