COURSE TABLE OF CONTENTS

Design Sprint Facilitation

OEM: Koenig Original • Duration: 5 Days (40 hrs)

COURSE MODULES & TOPICS

Module 1: Introduction to Design Sprints

- Overview of Design Sprint methodology
- Workshop objectives and structure
- Setting long-term goals
- Defining Sprint Questions

Module 2: Mapping the Challenge

- Creating the Map
- Identifying key challenges
- Finding your target

Module 3: Sketching Solutions

- Remix and Improve technique
- Lightning demo
- The Sketch processes
- Sketching solution ideas

Module 4: Decision Making and Storyboarding

- The sticky decision process
- Speed critique
- Developing a storyboard

Module 5: Prototyping Techniques

- The prototype mindset
- Selecting the right tools
- Divide and conquer approach
- Stitching the prototype together

Module 6: User Testing and Feedback

- Conducting user interviews
- Learning from user feedback
- Identifying patterns
- Reviewing outcomes

Module 7: Sprint Conclusion and Next Steps

- Back to the future exercise
- Recognizing successful outcomes
- End of the Sprint

Module 8: Prototyping Tools for Digital Products

- Using Figma for interactive prototypes
- Collaborative design with Figma

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Module 9: Prototyping Tools for Physical Products

- Using Fusion 360 for 3D modeling
- Iterating physical prototypes with CAD tools