

SPRINT STUDIO 2 AGENDA

September 26th, 2015 at the Center at Cathedral Plaza

Wifi Network: colaguest (no password)

WHEN	WHAT
8:30 – 9:00	CHECK-IN + BREAKFAST
9:00 – 11:00	<p>WELCOME + STUDIO OVERVIEW</p> <p>STAKEHOLDER PERSPECTIVES Explore stakeholder points of view</p> <p>REFINED “HOW MIGHT WE” STATEMENT Refine your problem statement based on Intersession findings</p> <p>STUDIO – PART 1</p> <p>THEORY OF CHANGE Map assets and prototype to outcomes and impact</p> <p>FREESTYLE Brainstorm as many potential solution ideas as possible</p> <p>IMPACT/CONSTRAINT MAP Identify high impact, low constraint ideas</p>
11:00-11:15	BREAK
11:15 – 12:15	<p>STUDIO – PART 2</p> <p>PROTOTYPING: STORYBOARD Create a visual depiction of your user's journey</p> <p>PROTOTYPING: PHYSICAL MODEL Build a 3D model of one aspect of your prototype</p>
12:15 – 1:00	LUNCH
1:00 – 2:30	CONTENT COACH CHOICE SESSIONS
2:30 – 4:00	<p>MENTOR WORKING SESSION</p> <p>Work time on team Portfolio Prepare for prototype testing with school community Post-Studio Survey</p>