Design Thinking Workshop



What we have planned

Agenda

01 Introductions

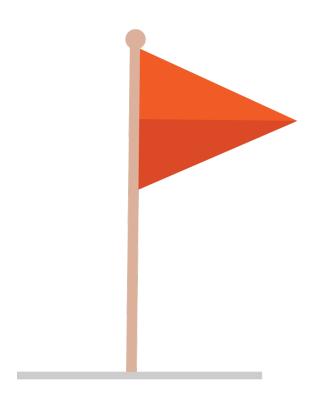
02 Our Understanding

03 Workshop Goals

04 What is Design Thinking?

05 Workshop Time!

06 Next Steps





Exercises on tap for today

Exercises Agenda

MORNING

9:30am – 10:15am Stakeholder Mapping

10:15am – 11:00am Abstraction Laddering

11:00am – 11:30am Rose, Bud, Thorn

11:30am – 12:00pm Affinity Clustering

12:00pm – 12:15pm Visualize the Vote

AFTERNOON

12:15 – 1:00pm LUNCH!

1:00 – 1:45pm Creative Matrix

1:45pm – 2:00pm Visualize the Vote

2:00pm – 2:45pm Importance/Difficulty



Meet your facilitators

Who we are



David Porretta (Product Owner)

David is an experience designers working with Avanade for the past couple of years. I've led many design projects for companies like the NHL, The Home Depot and Rogers. Specialties include: Research, strategy and design.



Reza Mostmand (Visual Designer)

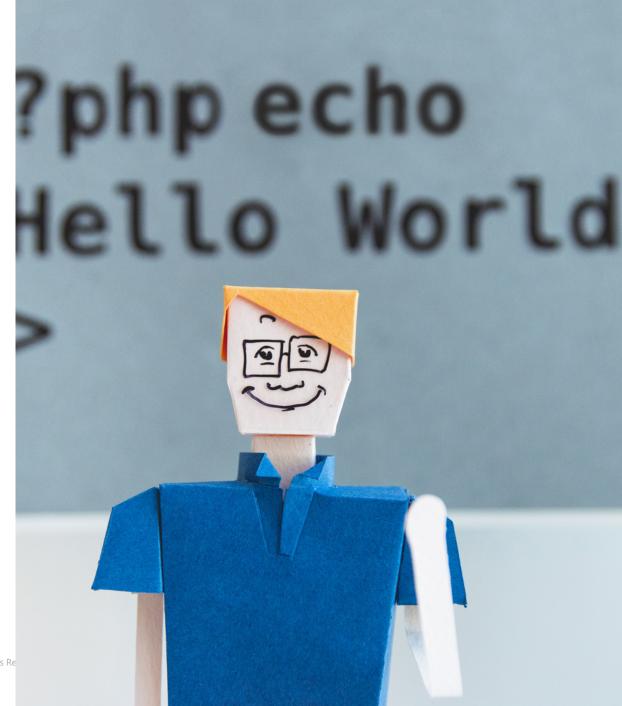
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nulla egestas ante a est semper auctor. Etiam rhoncus, risus in ultricies accumsan.



Introduction

What about yourself?

- What is your name?
- What is your role?
- What do you hope to get out of this workshop?





Project overview

Our understanding

- Teck's current intranet was launched in 2013 and is a traditional intranet offering one-way communication, serving as a central source of news and employee resources such as forms, policies and procedures.
- Five years have passed and Teck is looking to update and modernize its intranet platform and explore ways to improve how they use the intranet including access to other Teck systems, integrating content from operations and how employees engage with each other.





Design thinking explained

What is a "Design Thinking Workshop?"

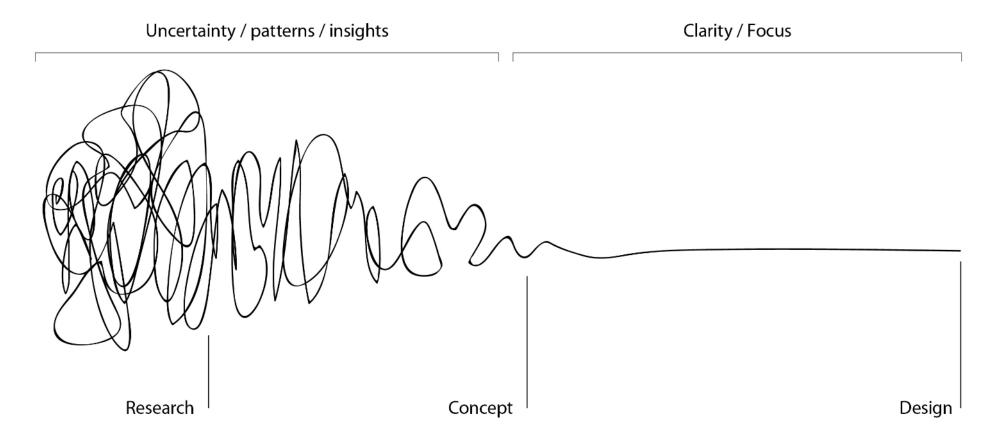
- Creative and fun way to solve problems
- Series of exercises, methods and recipes that encourage innovative thinking.
- Gives everyone in the room equal voice





Purpose of the workshop

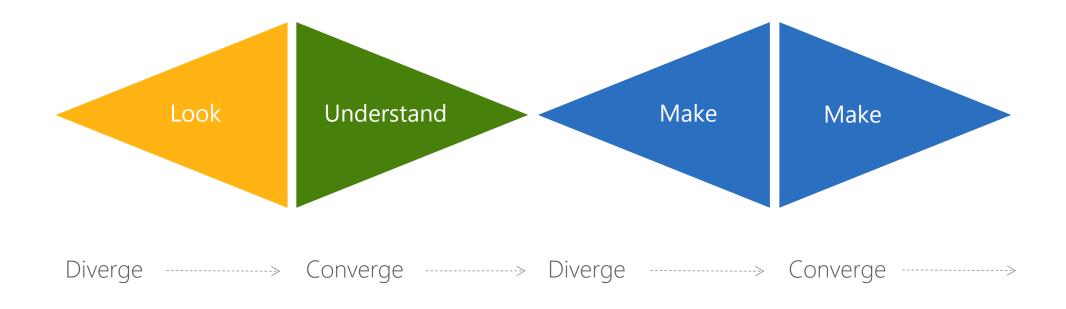
Road to clarity & focus





Process that's proven

Design thinking process





When to use design thinking

High risk

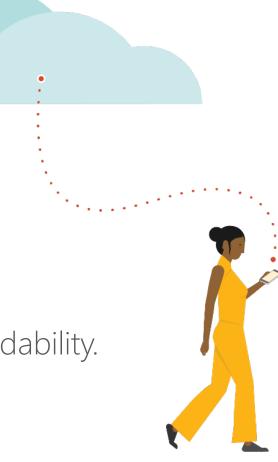




Design thinking

Workshop "Rules"

- 1. All ideas are good ideas. "Yes, but..." is forbidden.
- 2. Please be attentive to one another.
- 3. Think freely, follow your intuition.
- 4. Write in UPPERCASE. Encourages concise thinking and readability.
- 5. Be respectful to timing.





Our intention

Workshop Goals

- 1. Get aligned with a shared vision of project.
- 2. Assess the current intranet, process, problems and areas for improvement.
- 3. Explore potential ideas for a new intranet.
- 4. Create and prioritize items for a future roadmap.
- 5. Gather valued opinions that fit into the entire discovery/research phase.









RECIPE #1: Problem framing and stakeholder clarity

"Are we focused on solving the right problem? Are we focused on building the right thing for the right people?"

"How might we... create an intranet experience that benefits both our business and employees?"



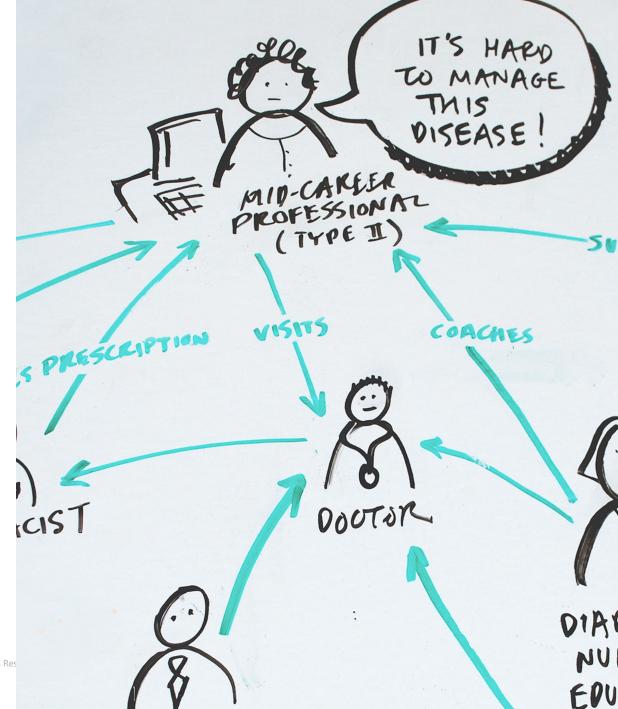
Stakeholder Mapping (45min – one group)

Map the landscape

A way of diagramming the network of people who have a stake in a given system.

- The who focuses on people above other factors.
- Guides research for future.
- Builds a shared understanding.





Stakeholder Mapping (45min – one group)

Map the landscape

- Write your statement on the board, then generate a list of stakeholders off to the side. (10 minutes)
- Members will draw a person to represent roles from the list. Include a label with their role on the sticky.
- Add stakeholders one by one on the whiteboard. (15 minutes)
- Draw arrows connecting stakeholders who have a relationship. Write labels on the arrows (typically verbs)
 to describe the relationship. Circle and label related groupings. (10 minutes)
- Determine the key stakeholders, and write a speech-bubble to summarize their mindsets. (10 min)
- Review the stakeholder map as a large group, and identify questions to address in your research.
- Use sticky notes to record key questions and place them on the map accordingly.

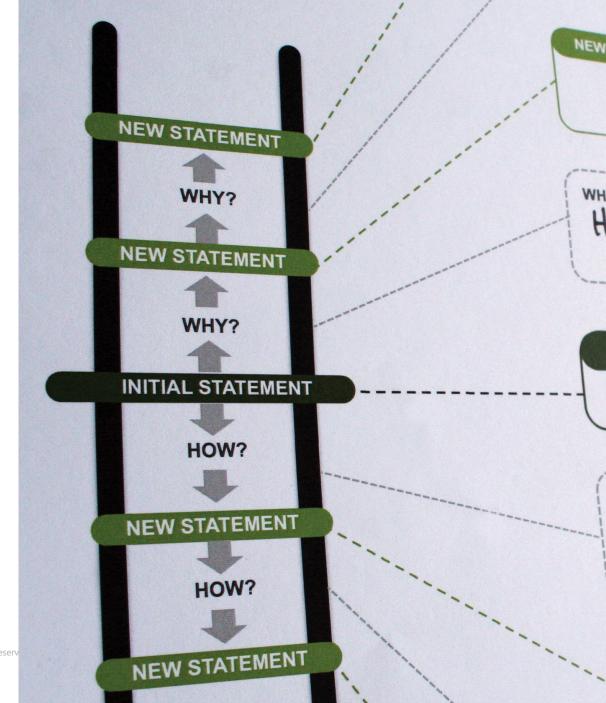


Abstraction Laddering (45min – one or two groups)

Frame the problem

A way of reconsidering a problem statement by broadening or narrowing its focus.

- Why? How? Provides a direction for problem solving
- Challenges your preconceptions





Abstraction Laddering (45min – one or two groups)

Frame the problem

- Write initial problem statement in the middle.
- Give each participant a marker and yellow sticky note pad.
- Working individually, generate many reasons why the group should solve the problem.
- Move up the ladder by asking Why? Consider the options, broader than the initial one. (15 mins)
- After each Why (or How), write stickies for the new How might we statements. Not one generic statement for all, but a few that have been clustered from the Why's/How's.
- Move down the ladder by asking How? Consider the options, narrower than the initial one. (15 mins)
- Review crafted statements together. Team should select four "how" or "why" statements of most value or importance. (15 minutes)





RECIPE #2: Identify problem areas & generate new ideas

"Are we all aligned as a team? Can we identify problem and opportunity areas and/or new innovative ideas for our intranet? Do we have a shared plan of action?

"How might we... create an intranet experience that benefits both our business and employees?"



connect.teck

Search Intranet

Global

▼

Help

My Teck

News

Resources

Forms & Applications

Policies & Procedures

Benefits & Compensation

Careers & Training

Intranet Home

Home > Home

Quick Links

Health and Safety

Building Strength with People

Job Postings

Brand Centre

Contact Directories

Doing What's Right

Employee and Supervisor Portal

Finance Management Systems

Our Values

Secure File Transfer (OneDrive)

Team Teck Community Giving

TDS Service Portal

Travel



In The Spotlight



Video: Always Evolving

At Teck...

Read More

1 2 F

Announcements

Financial Education Webinar: Wills and Estate Planning, June 11

03/06/2019 3:00 PM | Vancouver, Corporate

Stock Quotes

TECK

NYSE USD 21.18

▼ -0.24

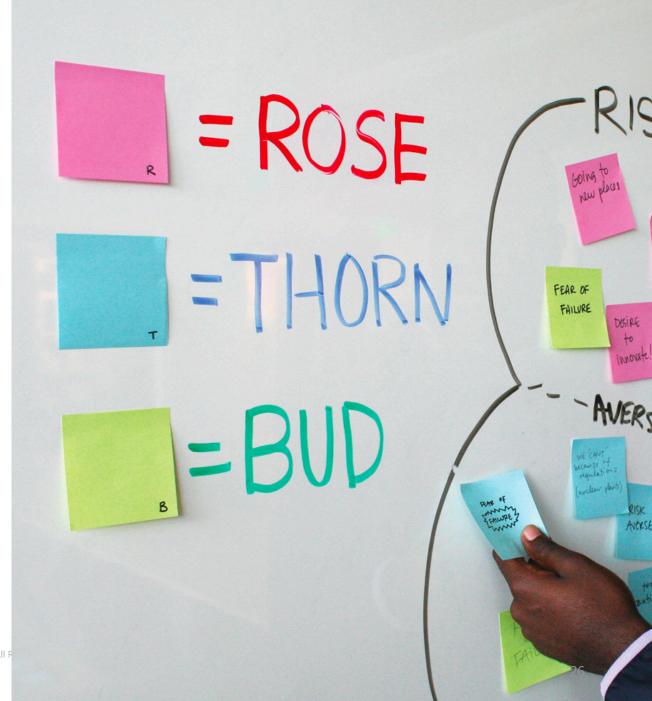
TECK.A

Rose, Thorn, Bud (15min - individual)

Identify issues and insights

A technique for identifying things as positive, negative or having potential.

- Invites input from all team members
- Helps identify issues and insights.





Rose, Thorn, Bud (15min - individual)

Identify issues and insights

- Individual exercise to be completed on your own.
- One idea per sticky. Generate as many ideas as possible.
- Rose (Pink) = Positives, or things that are working.
- Thorn (Blue) = Negatives, or things that aren't working.
- Bud (Green) = Opportunities to make experience better.





Affinity Clustering (45min – one or two groups)

Reveal thematic patterns

A technique for organizing items into logical groups. And easy way to bring order to the chaos!

- Facilitates productive discussion.
- Builds a shared understanding.



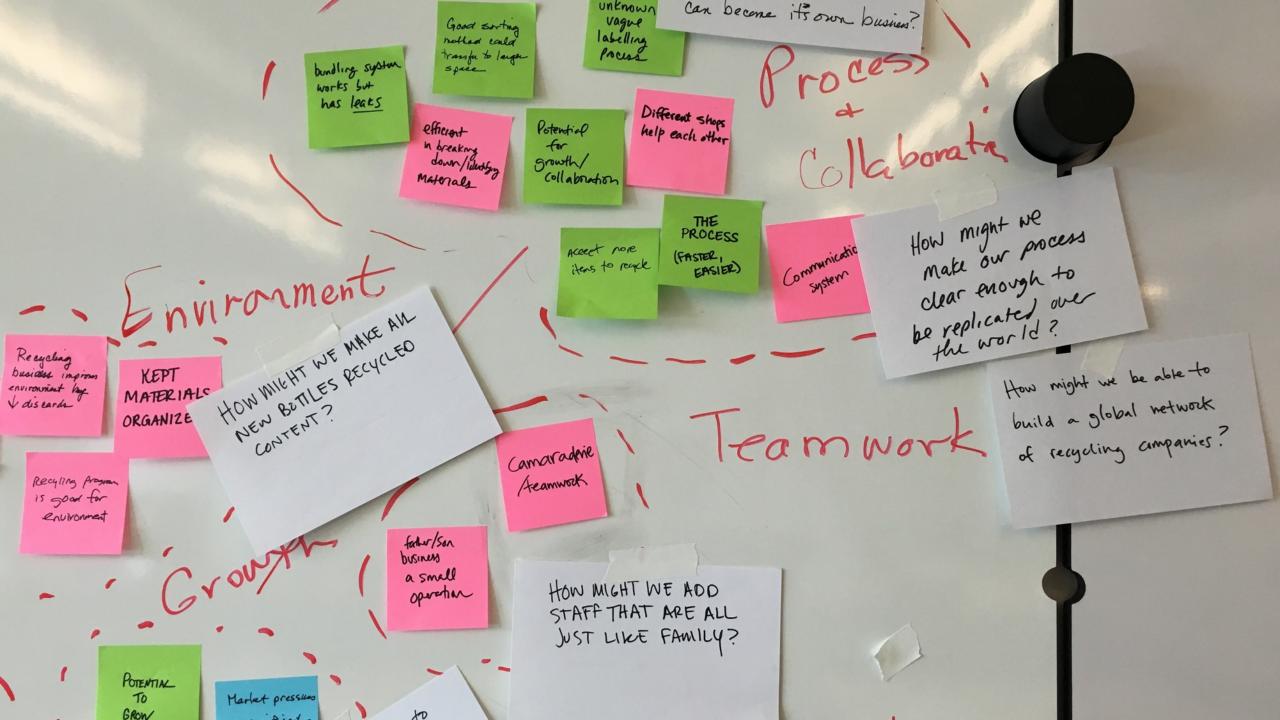


Affinity Clustering (45min – one or two groups)

Reveal thematic patterns

- Split into one or two groups and gather around each side of the whiteboard.
- Discuss each note as it gets added. Rearrange as groupings emerge.
- Revisit the clusters and look for opportunities to create subgroupings.
- Label the clusters that take shape with a theme or insight. (20 minutes)
- Do a light statement starter exercise for each cluster and write on paper and place near cluster. How might we... (15 minutes)
- Each group presents findings at end. Choose top HMW statements. (10 minutes)





Visualize the Vote (15min)

Flag the best options

A quick poll to reveal preferences and opinions.

- Helps rate and rank preferences.
- Democratic decision making that includes the entire group.





Visualize the Vote (15min)

Flag the best options

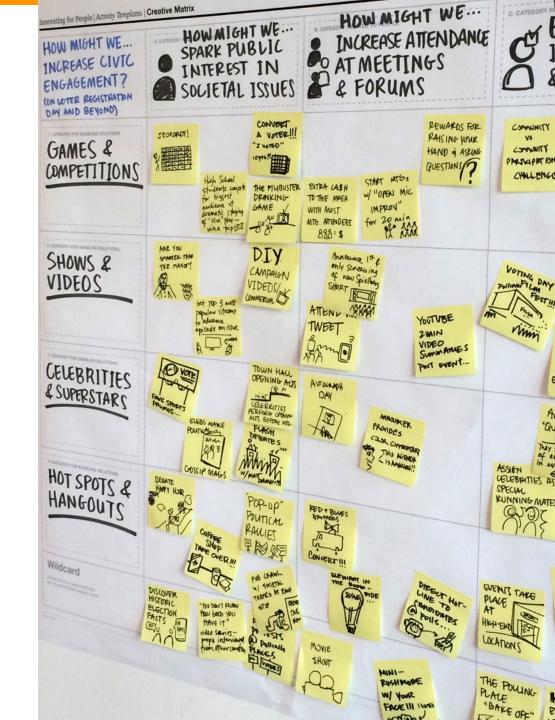
- In your same teams, reflect on the clusters and HMW that emerged.
- Take a minute or two to reflect on where to place votes.
- Everyone places their votes at the same time (3-2-1-!)
- In your groups, each person speaks to their votes.
- Select 4 HMW statements for the next exercise.



Creative Matrix (45 min – one or two groups) A format for sparking new ideas

A format for sparking new ideas at the intersections of distinct categories.

- Helps to generate a large number of ideas
- Promotes divergent thinking
- Invites input from all team members



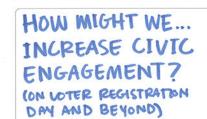


Creative Matrix (45 min – one or two groups)

A format for sparking new ideas

- In your group(s), write design challenge in the top left.
- Columns: HMW problem statements
- Rows: Categories for enabling solutions. Things like Technology, environments, policies.
- Ideate at the intersections of the grid.
- Write one idea per sticky note. (30 minutes)
- Ask group members to share some of the ideas they came up with. (15 minutes)
- Vote on best ideas for next exercise.







High School

for biggest

audiena at

advance

episode en issue

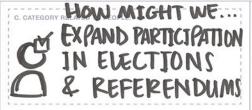
students compete

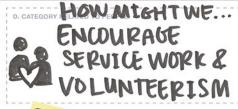
dramatic staging



IMPROV'

for 20 min







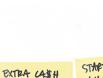




THE FLUBUSTER

DRINKING

GAME



TO THE MEEA

WITH MOST

MTG. ATTENDEES

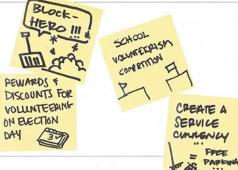
898=\$



REWARDS FOR

















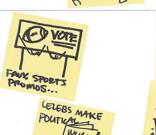




















A GREAT

ELECTION." 回回回









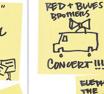


























Visualize the Vote (15min)

Flag the best options

A quick poll to reveal preferences and opinions.

- Helps rate and rank preferences.
- Democratic decision making that includes the entire group.





Visualize the Vote (15min)

Flag the best options

- Give everyone 3 voting dots/tabs to cast votes with.
- In your same teams, reflect on the ideas that emerged in the Creative Matrix.
- Everyone places their votes at the same time (3-2-1-!)
- In your groups, each person speaks to their votes.
- Select 10 stickies/areas of focus for the next exercise.

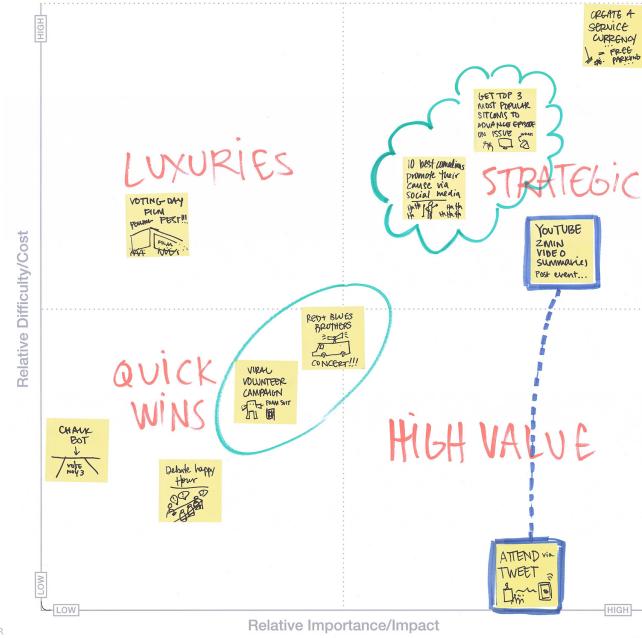


Importance/Difficulty Matrix (45min)

Agree on priorities

A quad chart for plotting items by relative importance and difficulty.

- Helps prioritize findings quickly
- Develops a plan of action through discussion.





Importance/Difficulty Matrix (45min)

Agree on priorities

- First, rank each idea by importance/impact along the bottom. (horizontal)
- Next, keeping horizontal position, rank those same ideas vertically based on difficulty.
- Divide the matrix into four quadrants and label them.
- Highlight related concepts. (circle similar groups)
- Each group presents their findings to the room.
- Express how this could be transferred to a road map.





Conclusion

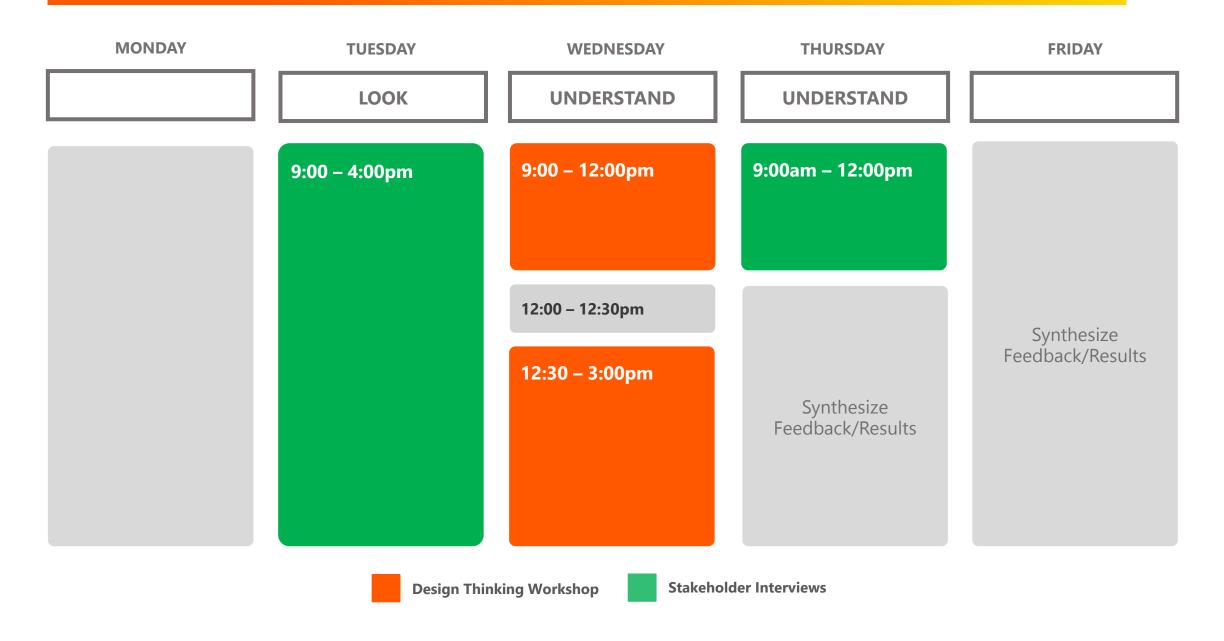
Next steps

- Create a workshop output document/summary for the team.
- Synthesize the research and workshop outputs into a product vision & strategy readout document.
- Apply research and workshop inputs to design concepts.

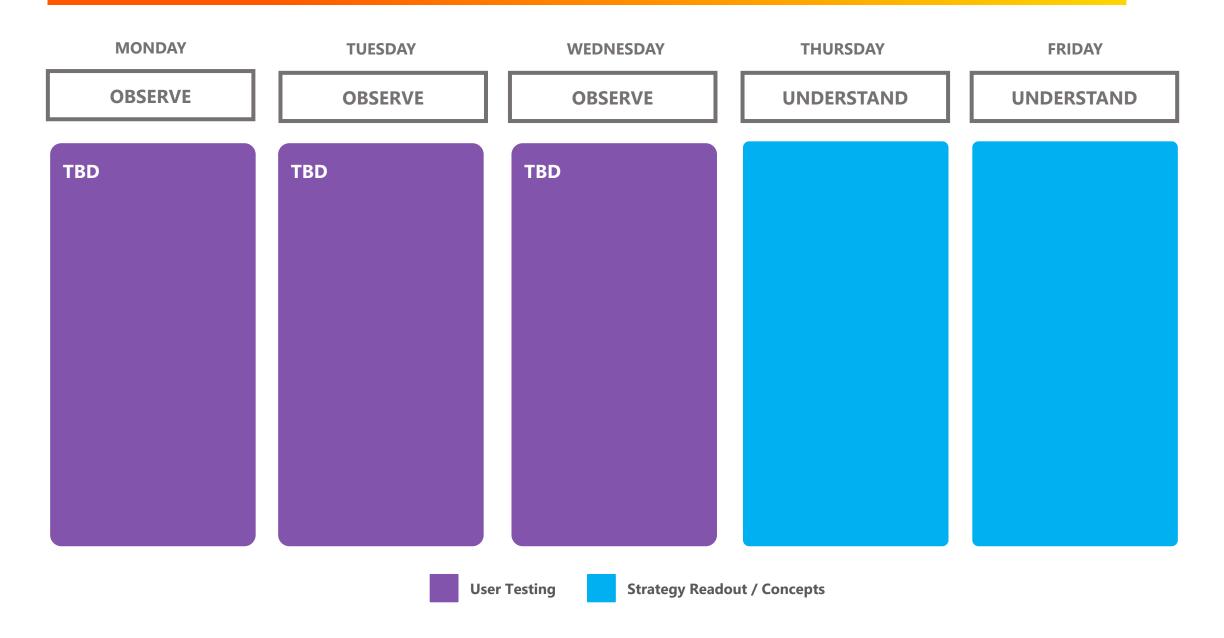


Thank you











What you need

Supply Checklist

- Workshop
 - 3-by-5 Sticky Notes
 - Dry-erase markers
 - Sharpie markers
 - Printer paper
 - Adhesive putty
 - Time Timer
 - Large/small dot stickers
 - Black foamboard
 - Whiteboards

- 2 Snacks
 - Water
 - Yogurt
 - Bananas, apples
 - Dark chocolate
 - Coffee
 - Tea

- 3 Presentation
 - HDMI, VGA adapters
 - Design Sprint Kick-Off PPT



