DESIGNSPRINT

U CrAc

2021



U CrAc Agenda

- 09.00 09.45 Introduction to U-CrAC
- 09.45 10.00 Break
- 10.00 10.20 Short lecture on sustainability
- 10.30 11.00 Introduction to cases & groups
- 11.00 11.30 Meet and greet
- 12.00 13.30 Preparation to meet case partners
- 13.30 14.45 Case partner meeting all groups*
- 14.45 15.00 Break
- 15.00 15.30 Debrief in plenum

^{*}Group 7-15 continue case preparation and reflection towards other relevant activities for data-collection

UCrAc Three case partners in Silkeborg



U CrAc Teacher Team



MARIANNE LYKKE



ANETE STRAND



CLAUS ROSENSTAND



GREGERS ANDERSEN



PETER VISTISEN



SØREN BOLVIG



ANDREAS SØRENSEN

U CrAc Teacher Team







ANETE STRAND



CLAUS ROSENSTAND



GREGERS ANDERSEN



PETER VISTISEN



SØREN BOLVIG



ANDREAS SØRENSEN

Supervisor Team

U CrAc Interdisciplinary teams





going GREEN



Aimed at finding relevant cases





Methodological inspiration from multiple areas

Software development

DesignThinking

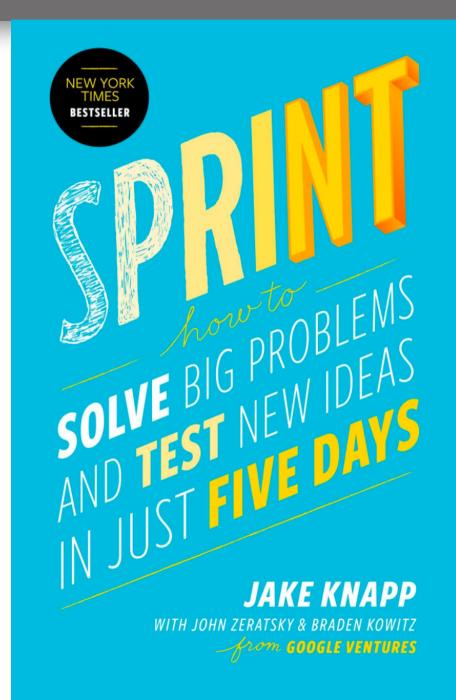
Creativity & arts

Entrepreneurship

Iterative development and adjustment since 2008



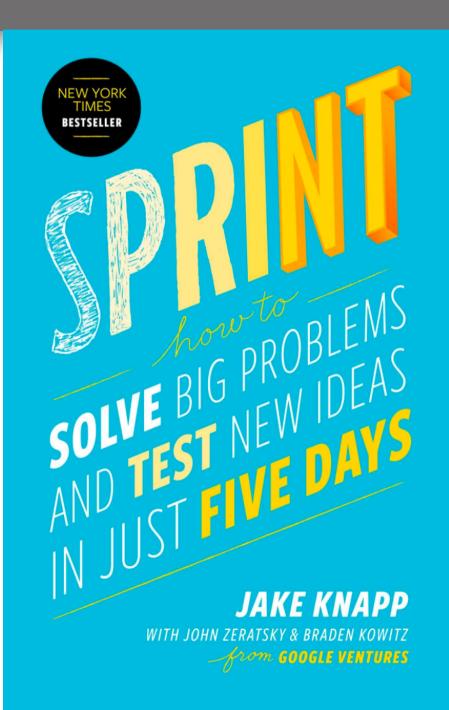
A 5 phase framework to reduce the risk of failure when bringing a new product, service to the market.





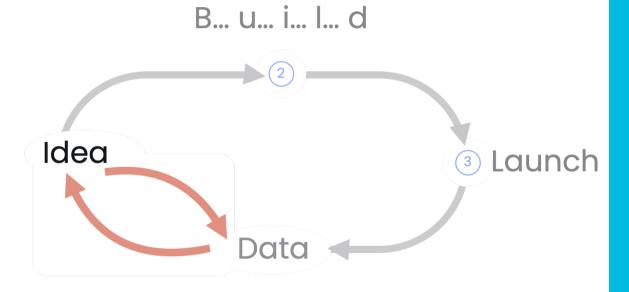
Design Sprint

Idea





Design Sprint

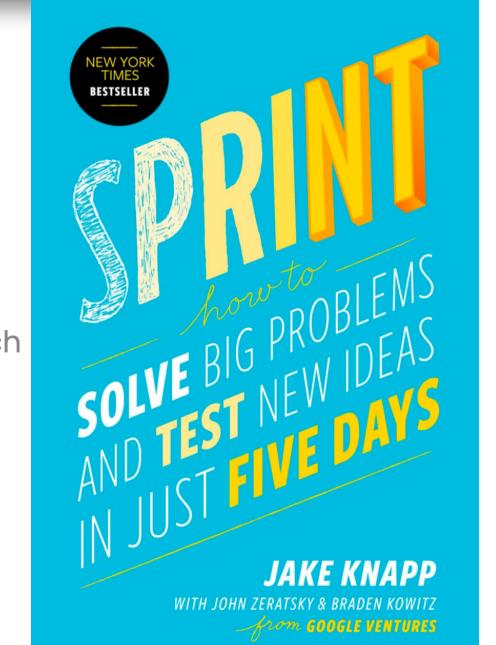














U CrAc Design Sprint







U CrAc Design Sprint





HUMAN CENTRIC APPROACH

Business Question

How do we design the

best MRI scanner?

80% of pediatric patients have to be sedated

Insight

Design Sprint question

How could one create a scanner experience that children would love?

Adventure Series Scanner

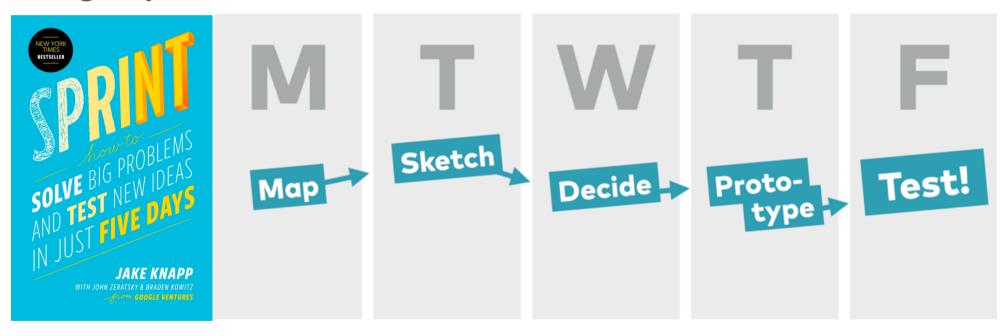
Sedation dropped from 80% to 1%

92% increase in patient satisfaction



Design Sprint

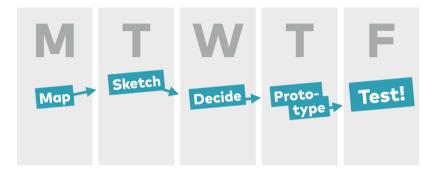
Design Sprint 1.0



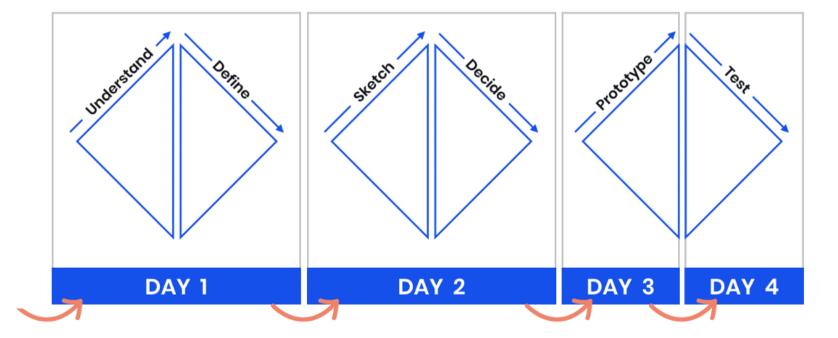


Design Sprint 1.0





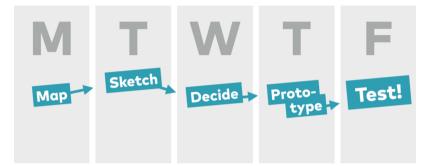
Design Sprint 3.0





Design Sprint 1.0



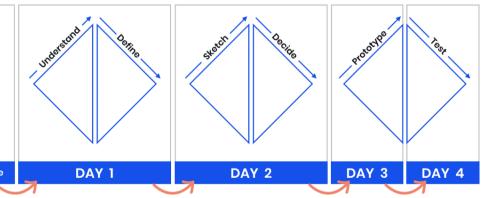


Design Sprint 3.0

Problem Framing 1 Justify the business need

- 2 Contextualize the problem
- 3 Understand the customer
- 4 Find the opportunity & commit

DAY 0 2-3 weeks before



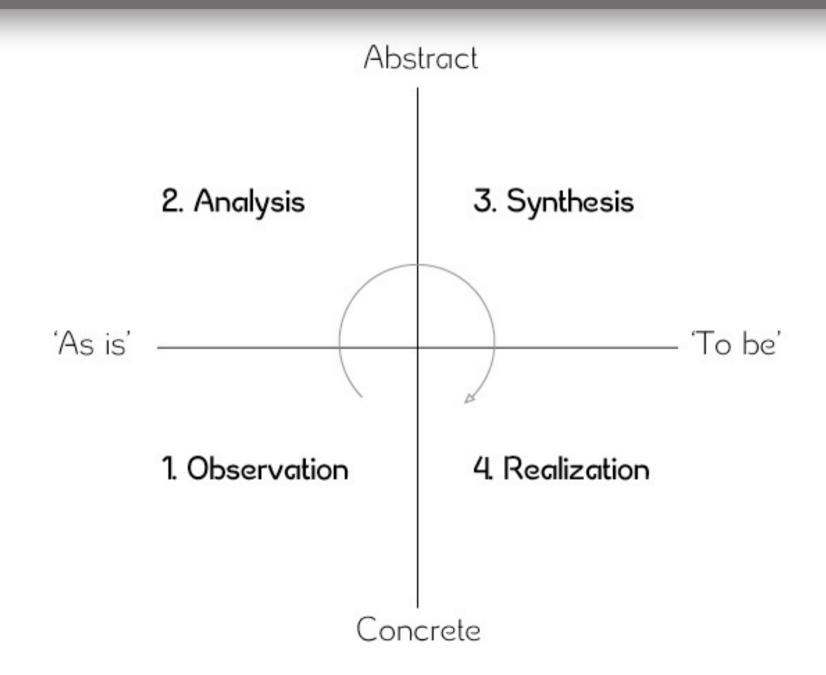
U-CrAc as an extended Design Sprint

Week 44
PROBLEM FRAMING





U CrAc Progression





U CrAc Progression



Abstract

3. Synthesis



'To be'

4. Realization

Concrete

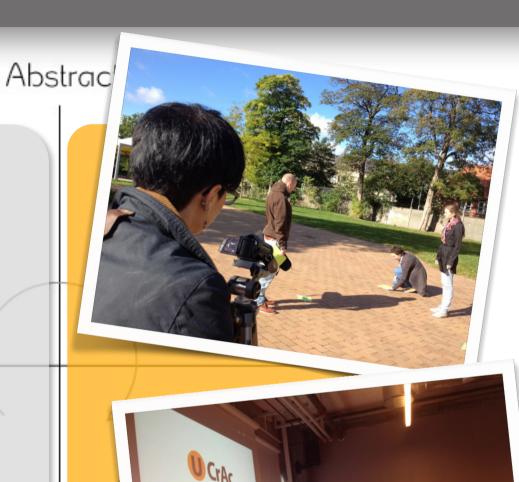


UCrAc Progression



'As is'





Concrete

U CrAc Progression

Maybe customer Silent brainstorm, journey mapping, body storming, brain empathy mapping, writting, rapid User portrait, mind ideation, etc. mapping etc. HMW questions (raising an innovative question) Case-partner meeting 2 Ideation (exploring solution space) (challenge the case & find conceptual direction) Maybe BMC, Core Design Video sketching Prototype in field, (develop ideas) personas, text (exploring conceptual direction) usability test, etc. mining, walk Prototyping (test and visualize concept) Affinity diagram along, field **Abstract** Material storytelling study in other (analysis & interpretation) but relevant Design Critique (feedback on concept) 3. Synthesis 2. Analysis contexts, best Field study, practice etc. interviews etc. 'As is To be Case-partner meeting 4. Realization **Finalizing** 1. Observation (understanding the case) Week 2 video sketch Week 1 (communicating the concept) Rip the brief to identify questions Concrete and relevant topics Case-partner meeting 3 (Presenting the conceptual solution at the virtual conference)

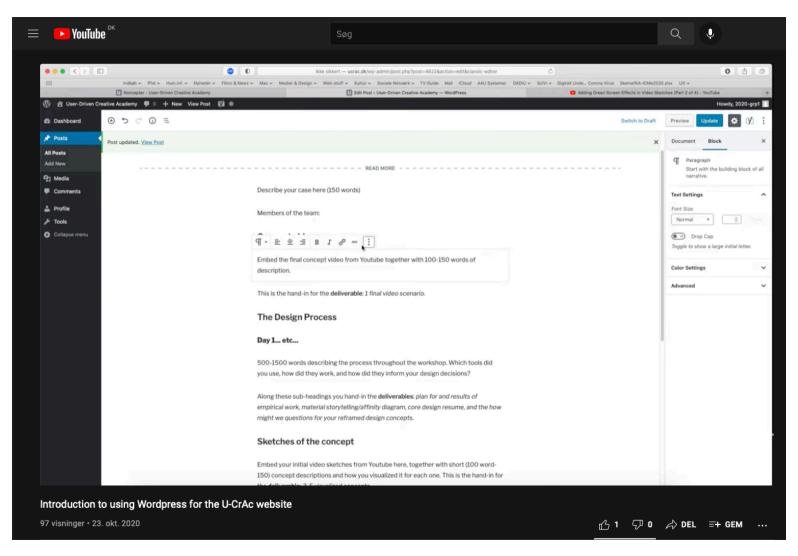
U CrAc Program: Week 44

Monday 1/11	Tuesday 2/11	Wednesday 3/11	Thursday 4/11	Friday 5/11
9:00-9:45 Introduction to the workshop	9:00-9:30 Frameworks for involvement		9:00 – 9:45 Interpretation of ethnographic data	9:00-9:45 Coredesign
10:00-10:20 Lecture on sustainability	9:45-10:15 Jobs To Be Done			10:00-13:50 Group work
10:30 – 11:00 Introduction to Cases	Group 7-15			
11:00-11:30 Meet and greet		9:00-15:30 Field Studies/Group work	Group work/Workshop	
11:30-13:30 Preparation to meet Case partners	10:30 – 17:30 Field Studies/Group work			14:00 – 15:30 Case partner meetings
Group 1-6 13:30-14:45 Case partner meeting				
15:00-15:30 Debrief			Deliverable: Affinity diagram or similar resume [uploaded to website]	Deliverable: Core Design resume [uploaded to website]

U CrAc Program: Week 45

Monday 8/11	Tuesday 9/11	Wednesday 10/11	Thursday 11/11	Friday 12/11
9:00-9:30 Introduction to solution week	9:00-9:30 Prototyping		9:00-9:30 Introduction to design critique	9:00-10:00 Group work Final rehearses
9:45-10:15 Design sprint ideation	9:45-10:15 Sustainable Cli-fi		9:30-11:00 Design critique sessions	
	10:30-11:30 Video as design tool	9:00-15:30 Making prototypes and video-sketches		
				10:15-12:30 Conference with case partners
10:30-15:30 Group work - Design sprint ideation	11:30-15:30 Group work Starting up prototyping and video-sketching process		11:15-15:30 Finalizing your prototype and video-sketch	12:30-13:00 Sandwich and coffee with case partners
Deliverable:		Deliverable:	Deliverable:	
HMW question & Ideation framework [uploaded to website]		3-5 initial concepts visualized via video / animation [uploaded to website]	1 final concept video / animation with scenario + intro text [uploaded to website]	13.00-14:00 Debrief

U CrAc Deliverables at website









USER-DRIVEN CREATIVE ACADEMY

Innovation workshop at Aalborg University

U-CrAc Workshoppen v

Koncepter

Forskning

Case-samarbejdspartner v

Student Ressources

Contakt



18. OCTOBER 2021 BY 2021-GRP15

Group 15 – 2021

≥ 2021, ALLE ÅRGANGE

PREVIOUS

← Group 14 - 2021

VIS KONCEPTER FRA:

200820092010

2011

2012

2014

2015

2016

2017

2019

low fidelity



User-Driven Creative Academy 2017

www.ucrac.dk







medium fidelity



high fidelity

RESEARCHING THE USE
OF A **TV**BY LOOKING AT THE USER

PREPARATION TILL TUESDAY NEXT WEEK

MANDATORY TO BE ABLE TO STEP RIGHT INTO VIDEO SKETCHING TUESDAY

- Download Adobe Premiere CC (7-day trial or subscribe for 1 month)
- Watch this 15 minute guide to setup Premiere for sketching: https://youtu.be/qiH-XJ5TjcA
- Download these exercise files to create your first video sketch: http://www.ucrac.dk/Guides/
 <u>Videosketching2018.zip</u>
- Watch this 1 hour guide to learn to make a video sketch https://youtu.be/lmEhlkDaV1Q

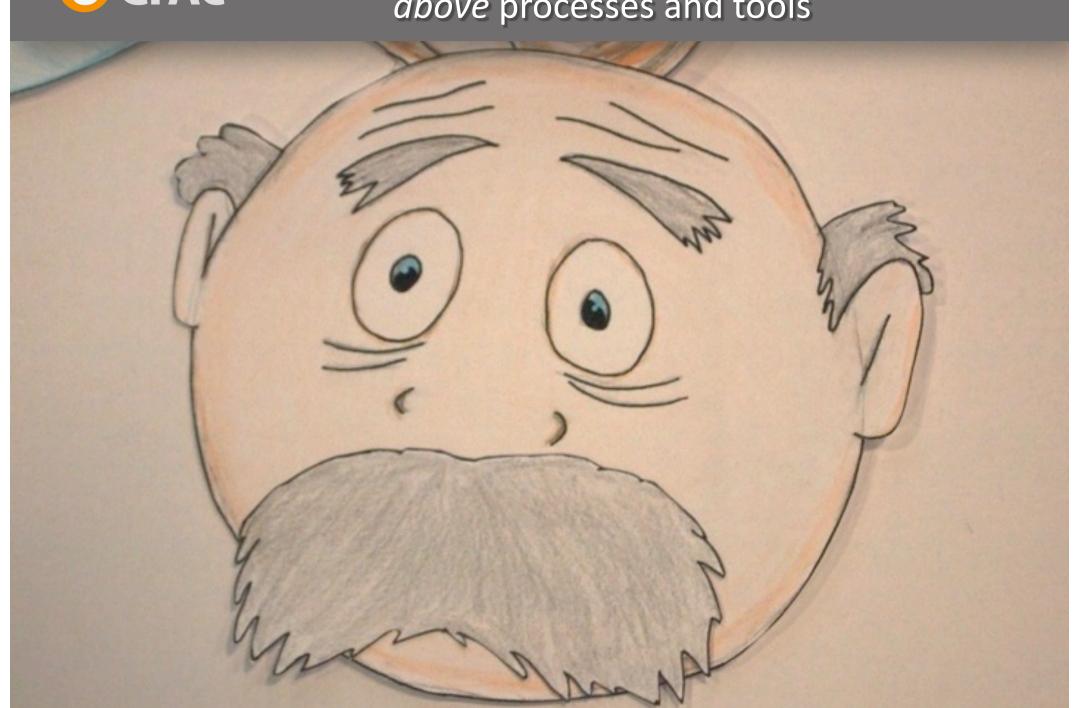
OPTIONAL SHORT 15-20 MINUTE INTRODUCTIONS FOR SPECIFIC EFFECTS FOR FURTHER REFERENCE

- Part 1: Setting up Adobe Premiere CC to be used for sketching
- Part 2: Using Green Screen effects in Adobe Premiere
- Part 3: Using Green Screen and Keyframed animation
- Part 4: Using Stop Motion and timing controls

U Crac DOGMAS



People and communication above processes and tools





Reality *above* labs





Interdisciplinarity above specialization





Change course according to new insights *above* following the plan





Apply your body *above* analyzing

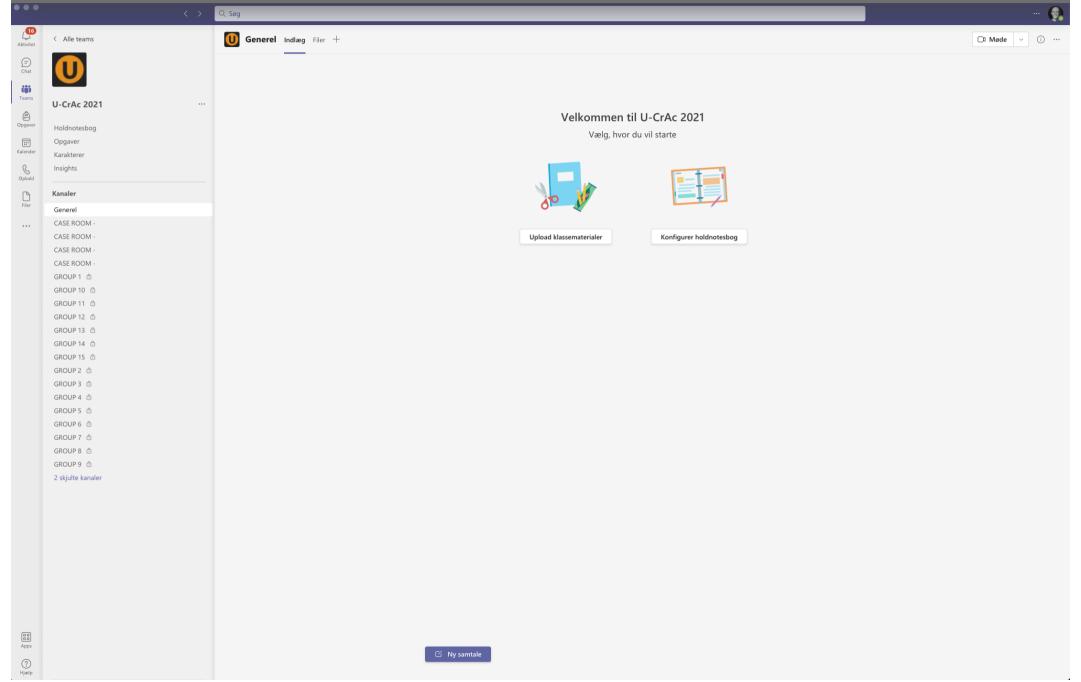


U CrAc Videosketches above planned storyboards



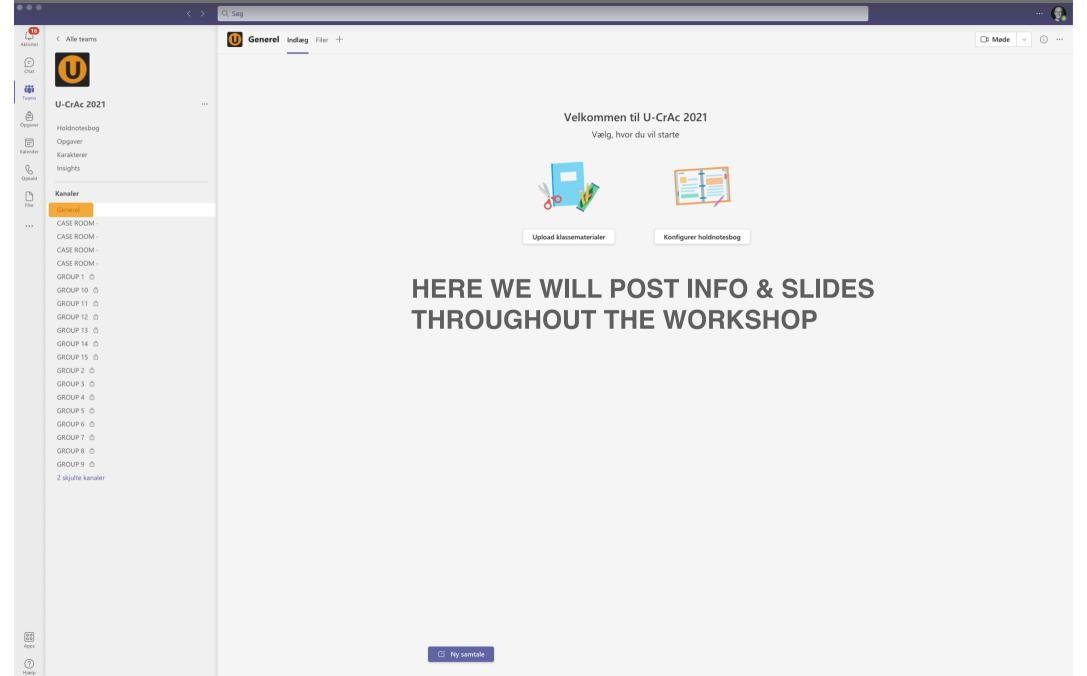


GROUP COLLABORATION VIA TEAMS & INFO FLOW FROM TEACHERS





GROUP COLLABORATION VIA TEAMS & INFO FLOW FROM TEACHERS



U Crac GROUP COLLABORATION VIA TEAMS & INFO FLOW FROM TEACHERS

