THINKLABS 2011
Scenario-design for shaping
alternative visions and creative strategies

FreedomLab Future Studies

Step 3

Prototyping the solution space
SHAPING
Ideation of solution space

In this step of a ThinkLab the focus is on developing prototypes within the solution space that was defined in the previous step. This session is hosted around the principles of ideation (from design thinking) and uses various exercises and tools to develop prototypes . As part of the session a connection with the 'outside world' can be established to get the informed design more aligned with reality.

TIME	HOSTING	DESCRIPTION	HARVEST	INTERACTION	PROPS
08.30 - 09.00 *in pairs*	WALK-IN:	Meet your fellow Thinkers: core team discusses topic in pairs. Each person has responsibility to summarize ideas of partner on a paper. Coffee & Danish	Initial thoughts, ideas, and insights from participants on wall.	Have outsiders post their initial thoughts?	Sheets of paper, big markers
09.00 - 09.30 *plenary*	CHECK-IN:	Welcome & this is what we are going to do today, setting the context and reflecting on the ideas from the walk-in.		Listen/watch?	Beamer
09.30 - 10.00 *plenary*	INFORMING:	Informing the design by setting up the dilemma by 'protagonist' and antagonist'; Henry Hollywood style (THINKING), Lance East-Coast style (DOING) (10 -15 minute pitch)	Video of pitches and/or have a sketch artist visualize the argument	Listen/watch? Comment	
10.00 - 11.30 *small groups*	WORLD CAFE:	Small groups of 4/5 people discuss perspectives on change in light off the Wicked Problem in rounds of 30 mins. Each round is informed by a theme or question.	Insights from the groups visualized.	Have Skype/chat access every table Possibility to insert actors here	Different tables with big sheets of paper (or paper tablecloth) big markers
11.30 - 12.15 *plenary*	HARVEST:	Harvesters of the individual groups report back to the entire core-team	Have sketch artist visualize	Listen/watch?	
12.15 - 13.15 *small groups*	LUNCH	Empathy lunches with stakeholders to the wicked problem	Each group takes insights from lunch	Possibility to insert actors here	Paper, or table cloths to write on

				back to plenary room		
13.15 - 14.15 *separate groups*	OPEN SPACE:	Based on principles of Open Space Technology, the group starts building a reasoning for a possible future scenario. 2 rounds of 30 mins	Wheels of Reasoning filled out		Big print-outs of Wheels of Reasoning
14.15 - 15.00 *plenary*	HARVEST:	Harvesters report back to core-team and solution space is defined	Have sketch artist visualize	Listen/watch?	
15.00 - 16.00 *small groups*	YES…AND:	Using improv techniques 100+ ideas are generated within the defined solution space. Speedrounds of 10 minutes in groups of people, all the ideas are harvested in central room.	Ideas from groups are visualized.	Have Skype/chat access with every group. Possibility to insert actors.	Different corners with big sheets of paper and markers
16.00 - 16.20 *two groups*	REFLECTION:	What are the best ideas that we've come across?	Choosing process top-x of best ideas	Have outsiders vote as well	Sheets of paper to put final ideas on
16.20 - 16.30 plenary	HARVEST:	Both groups report back to the core-team with their ideas	Have a sketch artist visualize	Listen/watch?	
16.30 - 16.40 plenary	DESIGN	to come to a spec/briefing for the hackers two prototyping rounds are inserted: explanation of design principles and tie back to day.	Principles on the board	Listen/watch?	Sheet of paper and markers
16.40 - 17.10 small groups	PROTOTYPE1:	Different groups (based on decisions for best ideas) built a protype with lego's and/or other play stuff (whatever they can get their hands on)	Prototypes	Listen/watch	Playroom set-up with Lego's, Play-doh, crayons, boxes, finger paint
17.10 - 17.30 small groups	FEEDBACK:	The individual groups present their prototypes to a couple of hackers. They ask questions that will inform the improvement of the prototype.	Notes taken by groups that listen to feedback	Have outsiders comment of prototypes	
17.30 - 17.45 small groups	PROTOTYPE2:	Based on the feedback each group improves its design in a final round.	Prototypes	Listen/watch	Playroom set-up with Lego's, Play-doh, crayons, boxes, finger paint
17.45 - 18.15	PITCH:	Final pitch to everyone about the prototypes that have been created	Sketch artist visualizes	Listen/watch	
18.15 - 18.45	CHECK-OUT:	Feedback and next steps	The entire story told	Comment	
18.45 - 19.30	WALK-OUT:	Drinks & Snacks			