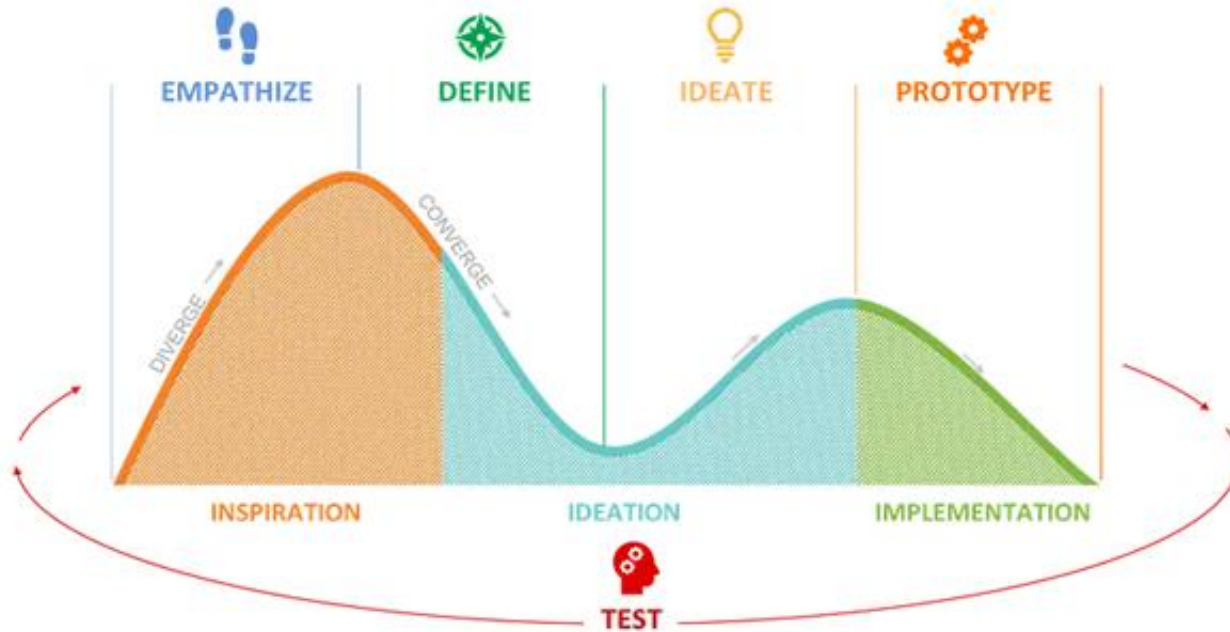


Innovation Sprint: Designing for Critical Issues in Online Learning

November 3, 2025
8 a.m.-12 p.m.

Design Thinking & Human-Centered Design



Innovative way to solve problems that considers the perspectives and needs of humans first

Using Human-Centered Design with Design Thinking

Activities

1.0 Rapid-Fire
Brainstorm

(15 Min)



2.0 Solution
Development

(20 Min)



3.0 Solution
Feedback

(30 Min)



4.0 Solution
Iteration

(20 Min)



5.0 Share Back

(40 Min)

Rules of Brainstorming



Defer Judgment



Encourage Wild Ideas



Build on the Ideas of Others



Stay Focused on the Topic



One Conversation at a Time



Be Visual



Go for Quantity

**Share Back: What is Your
Team's Top Idea?**

Minimum Viable Product (MVP)

Build the fastest, cheapest version of your idea



"buy a bus ticket for \$2 and start taking it tomorrow."

Solution Development

As you rejoin with your team talk about what the *fastest* and *cheapest* version of your idea could be. This is your Minimum Viable Product (MVP) solution!

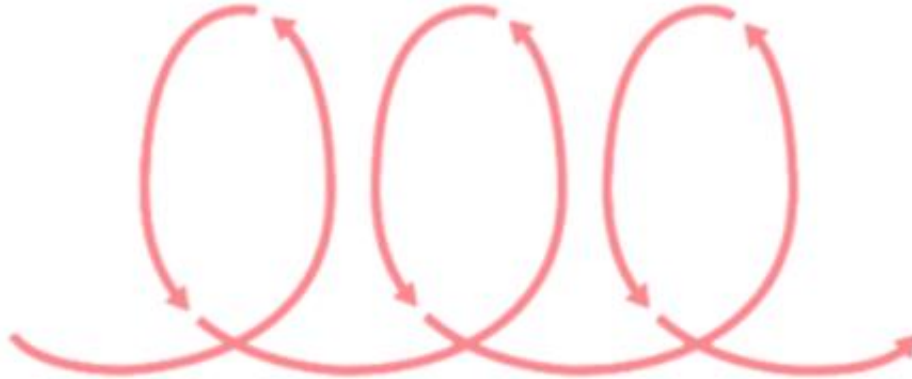
1. Use the Solutions Worksheet to guide your conversation as you talk through each section.
2. Elect one person to take notes in the Solutions Worksheet about the team's decisions in each section.
3. If you don't have a precise answer for one of the sections, that is OK! Take your best guess and note down where you made assumptions.

Minimum Viable Product (MVP)

Build the fastest, cheapest version of your idea
Feedback is key!

More insights into the problem=build a better solution

Build, learn, adjust=iteration



**Share Back: What is Your
Team's MVP
Solution?**

5 Building blocks to a great pitch

1. Start out strong and concise
2. State the problem
3. Describe your solution
4. Articulate the MVP and implementation
5. Wrap up and summarize

Rules

1. 5 mins exactly
2. Time for feedback
3. HAVE FUN!!!