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Expanding Methods
02/12/2021

Expanding Methods through Recipes and Remedies

Expanding methods: Through recipes and remedies

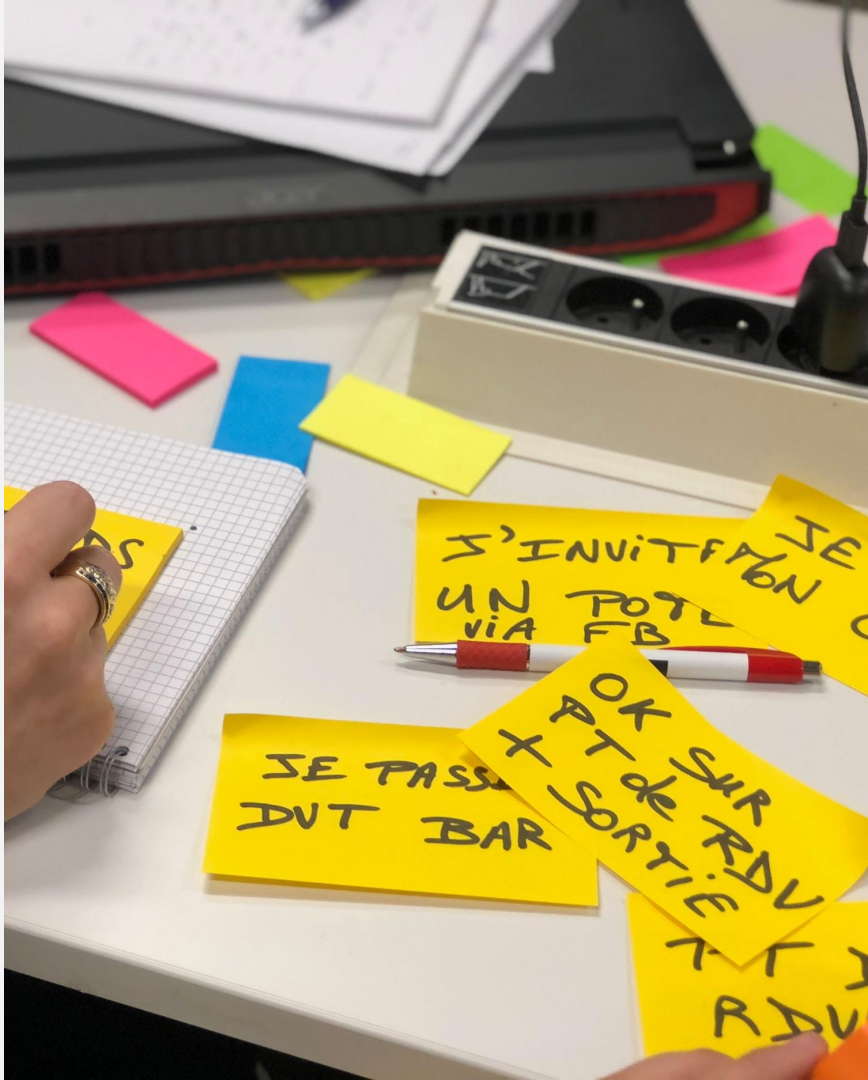
What is the customer problem you are solving?
How to keep design sprints and workshops fresh as more people run them more often.

Who is it for?
Anyone who runs sprints and wants new and fun alternatives

What is the solution you are offering and how does it solve the problem?

Recipes: Alternative exercises that might replace standard methods
Remedies: a few tips and tricks to help you do them well

The Taxonomy of a Sprint is a work in progress legend that can be used to identify potential new methods (recipes). This slide deck also contains an example of a remedy.



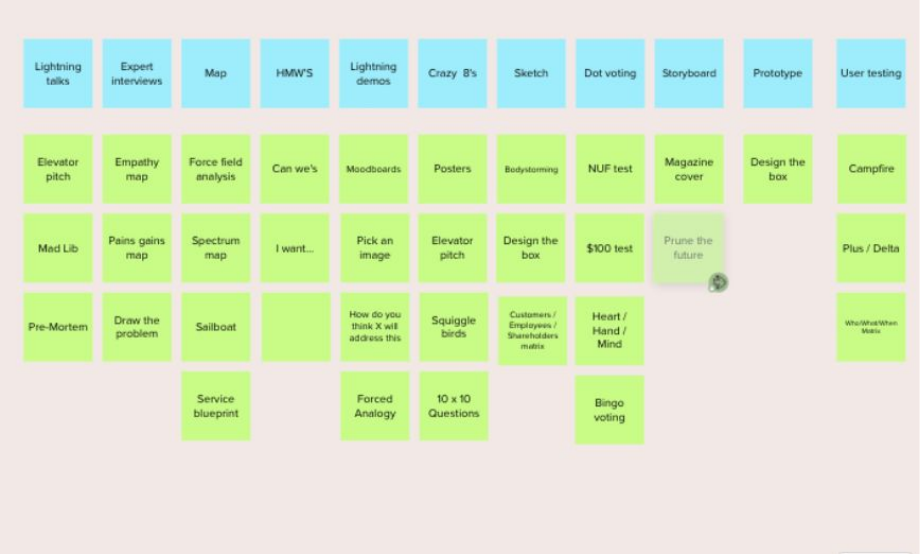
Recipes

The Taxonomy of a Sprint

Resource:
There are a lot of different sprint methodologies, but we find ourselves often using the same recipes

By Objective:
Methodologies are mapped by objective so it is easy to find ones that map to the situation you are in

Open Source:
Anyone can contribute and add from a variety of sources



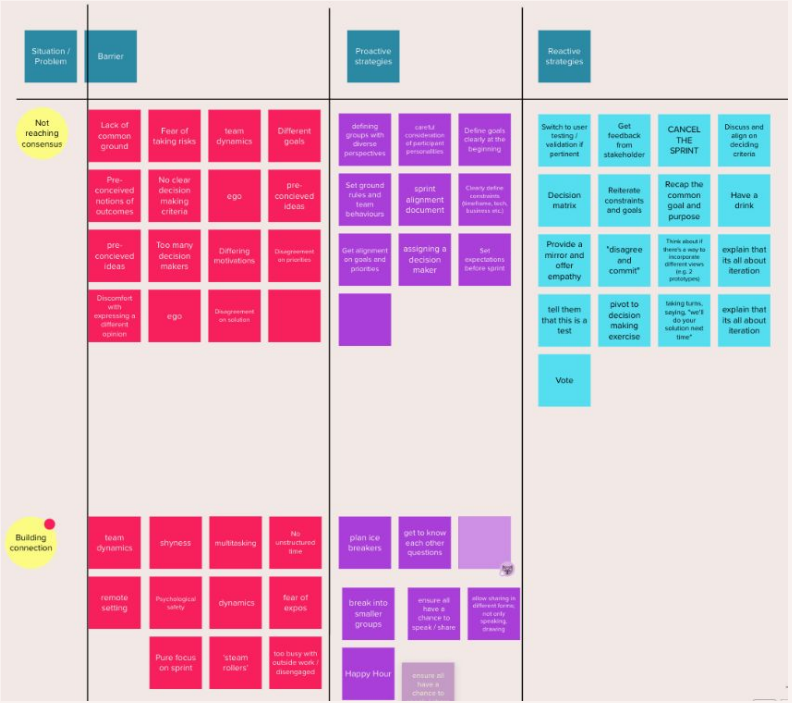
Remedies

For each problem in the taxonomy, create a remedy which consists of:

Barriers:
Highlights what to watch out for in this situation

Proactive remedies:
Methodologies or tips and tricks to keep in mind before the sprint or workshop begins

Reactive remedies:
In the moment what can you do? This is a quick reference of what you can do to work through the problem



Remedy example:

"Not reaching a consensus"

BARRIERS	Lack of common ground	Team dynamics	Different goals	Fear of taking risks
	Preconceived notions of outcomes	Disagreement on priorities	Discomfort expressing different opinions	Egos
PROACTIVE	Set expectations before sprint	Set ground rules and team behaviors	Clearly define constraints (timeframe, tech, business, etc)	Careful consideration of participant personalities
	Create groups with diverse perspectives	Assign a decision maker	Create alignment on goals and priorities	
REACTIVE	Discuss and align on deciding criteria	Decision matrix	Recap the common goal and purpose	Disagree and commit
	Provide, mirror and offer empathy	Emphasize iteration and move to user testing	Find ways to incorporate different views (ie variety of prototypes)	