Redesigning Training for Translational Scientists

Our deep dive into Design Thinking to solve difficult and unstructured problems
TRUST THE PROCESS
Warm Up
• Fail is **not** a four letter *F* word. It’s how to learn quickly

• Go ahead and try something new with an **open mind**

• Champion others’ ideas – it’s even more fun than winning!
Innovation Process

- **Empathize**: How do I approach the challenge?
- **Define**: How do I interpret my findings?
- **Ideate**: What do we create?
- **Prototype**: How do I build my idea?
- **Test**: How do I prove and improve the idea?

Number of Possibilities
Why Ideate/Brainstorm

• Exploring solutions

• Step beyond obvious solutions to increase the innovation potential of your solution set

• Harness the collective perspectives and strengths of your team

• Uncover unexpected areas of exploration
Why Ideate/Brainstorm

• Exploring solutions

• Step beyond obvious solutions to increase the innovation potential of your solution set

• Harness the collective perspectives and strengths of your team

• Uncover unexpected areas of exploration
How to Ideate - Brainstorm

BRAINSTORMING

Headliner!
Stand Up
One convo at a time
Post-its + Sharpies
Be visual
Build on others’ ideas
No judgment
How to Ideate - Brainstorm

BRAINSTORMING

Yes, And...
Grab a pack of sticky notes and pen
Join a team
Read your game changing opportunity
Start ideating!

You have 7 minutes!
Changing perspectives – add your resources brainstorm to encourage more ideas

You have 5 minutes!
Select an Idea to test
Voting

Silver – Favorite
Blue – Most likely to thrill user
Red – Most radical

You have 5 minutes!
Our big idea is to......
Prototype

• Create a rough mock-up of your idea

• Make it so your user can interact and experience it

• You can build and you can act it out – make believe a scene and walk through the user experience

<table>
<thead>
<tr>
<th>SCENE OF THE EXPERIENCE</th>
<th>PROPS IN THE EXPERIENCE</th>
<th>ROLES INVOLVED IN THE EXPERIENCE</th>
</tr>
</thead>
<tbody>
<tr>
<td>How do you make where you are feel like the “real” setting/context?</td>
<td>What are the rough versions of the key physical things that people in this scene will be interacting with?</td>
<td>What roles should each of us (on the team) play? What role will the “tester” play?</td>
</tr>
</tbody>
</table>
Prototype

- Create a rough mock-up of your idea
- Make it so your user can interact and experience it
- You can build and you can improvise – make a scene and act it out

You will have 4 minutes to show us
Start with planning what you need

**SCENE OF THE EXPERIENCE**
How do you make where you are feel like the “real” setting/context?

**PROPS IN THE EXPERIENCE**
What are the rough versions of the key physical things that people in this scene will be interacting with?

**ROLES INVOLVED IN THE EXPERIENCE**
What roles should each of us (on the team) play? What role will the “tester” play?
Prototype

• Create a rough mock-up of your idea

• Make it so your user can interact and experience it

• You can build and you can improvise – make a scene and act it out.

You have 15 minutes to design – GO!