

Goal: Moving from Design Sprint Ideas to a VR Experience

Session 7

LEARNING OBJECTIVES

- Teens gain critical thinking and analysis skills
- Teens build confidence in decision making

Teen well-being concepts are noted using the following key:

M = Mental well-being **P** = Physical well-being **E** = Emotional well-being **S** = Spiritual well-being

Software used in this session:

- [Discord](#)
- [Zoom](#)
- [Gravity Sketch](#)
- [Miro](#) and [Session Example](#)

The first session that follows the design sprint is a chance to talk with teens about the ideas generated during the sprint and make more decisions about what the VR experience will look and feel like.

Note: Before the session teens will need to be informed to download Gravity Sketch onto their VR devices prior to the start of the session.



We are using zoom now which doesn't seem to be a problem and has less technical problems than discord. Discord continues to be used for messages and communication about meetings, technical support and requests such as installing Gravity Sketch for example."

- Field Notes

Reminder:

It is key to have a good demo of the VR tool that will be used. The demo should be concise and provide key elements regarding interface, interactivity, and how to use the platform effectively so everyone is able to contribute without too many technology related barriers

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ACTIVITY	FACILITATION	TECH	MENTALHEALTH & WELL BEING
Start the meeting	Welcome everyone to the session.	Zoom Miro	
Open with the QotD 10 MINS	As this is the first session following the design sprint, the QotD is a chance to talk about that experience. For example, “What was your favorite part of the design sprint?”	Zoom Miro	M E S
Review the agenda 5 MINS	Go over the agenda and see if there are any questions before getting started.	Zoom Miro	S
Gravity Sketch 15 MINS	Begin with an opportunity to deepen their understanding of how VR works and what the options for a VR experience are. While in the large group each co-designer tests out Gravity Sketch individually. Then after about five minutes bring the group back together to talk about what stood out to them about the experience. Keep in mind this is a chance for the co-designers to talk about new ideas and questions about VR through using Gravity Sketch.	Zoom Gravity Sketch	M E S
Design Sprint Debrief 5 MINS	Thank everyone for their work on the design sprint. Give the co-designers a chance to review the wild 8s and the storyboards from the design sprint. Spend about two minutes first on the wild 8s and then 2 minutes on the storyboards.	Zoom Miro	M E S
Design Sprint Core Ideas 5 MINS	After reviewing the materials from the design sprint begin a conversation about what it was possible to extract from those as the core ideas. Explain what the ideas are and how they are displayed on the storyboard and/or wild 8s.	Zoom Miro	M E S
What will it look/feel like? 10 MINS	Select one of the core ideas and ask co-designers to answer a series of questions about how, within the VR experience, the core idea will come to life. The questions should leverage co-designers’ knowledge and understanding of VR experiences from previous co-design sessions; how VR works and what VR environments look like and include. Sample questions are: <ul style="list-style-type: none"> • What interactions should the experience include? • What would the environment look like? • What is the end result of the experience? 	Zoom Miro	M E S

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What will it look/feel like? (Cont.)	Ask each question separately and give the co-designers about five minutes to place post its on the Miro board space for each question. As you move from question to question, briefly mention what you notice on the post its.	Zoom Miro	M E S
What it will look like voting 5 MINS	Once the co-designers add their ideas to the prompts, give them time to vote on their favorite ideas for each question. Co-designers have three sticky dots for each question, and have 3 minutes to vote on their favorites for each question.	Zoom Miro	M E S
VR Build Review 20 MINS	The VR developers will “present” the first iteration of the experience they are working on. Co-designers will watch a video of the iteration and have the opportunity to talk about what’s been developed so far, how the build connects to the core ideas, and also ask questions about next steps for the development.	Zoom	M E S
Reflection 5 MINS	Give the co-designers a chance to reflect on the design session activities and write comments about their experience in the session. Co-designers can reflect on the difficulty of each of the parts of the design session.	Zoom Miro	M E S
Closing 5 MINS	Thank the designers for joining and participating in the session and let them know what’s coming next.	Zoom Miro	

