

# Goal: Moving from Design Sprint Ideas to a VR Experience - Pt. 2

## Session 8

### 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:

- [CoSpaces.edu](https://www.cospaces.edu)
- [Zoom](https://zoom.us)
- [Miro](#) and [Session Example](#)

You will facilitate session 8 if co-designers came up with more than one core idea during the design sprint. The session provides a second chance to consider what the VR experience will look and feel like related to this second idea.

**Note: Before the session** have teens create a CoSpace account and join the class you set up ahead of time. Prior to the session you will need to create a class and create assignments that the co-designers will go to.



**Everyone was really excited seeing the ideas now in VR, and provided a lot of great feedback.”** – *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
<b>Start the meeting</b>	Welcome everyone to the session.	Zoom Miro	
<b>Open with the QotD</b> 10 MINS	For this session's QotD you can ask something related to the emotion of happiness. For example, "What is something that brings a smile to your face?"	Zoom Miro	<b>M E S</b>
<b>Review the agenda</b> 5 MINS	Go over the agenda and see if there are any questions before getting started.	Zoom Miro	
<b>CoSpaces Edu</b> 30 MINS	Do a short - approximately 5 minute - demonstration of CoSpaces. Then have the co-designers create a space using CoSpaces, then look at each other's spaces. Follow the CoSpaces show and tell with a reflection on the way the VR app works, what they like about it and what they would like to have been different.	CoSpaces	<b>M P E S</b>
<b>Design Sprint Core Ideas - Part 2</b> 5 MINS	<p>Explain that you are going to go through a process similar to the last session and this time the co-designers will consider a second core idea from the design sprint.</p> <p>Have the co-designers review the sketches from the design sprint related to this second core idea.</p>	Zoom Miro	<b>M E S</b>
<b>What will it look/feel like?</b> 15 MINS	<p>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 give co-designers the chance to use the knowledge gained in previous co-design sessions about how VR works and what VR environments look like and include. Sample questions are:</p> <ul style="list-style-type: none"> <li>• What interactions should the experience include?</li> <li>• What would the environment look like?</li> <li>• What is the end result of the experience?</li> </ul> <p>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.</p>	Zoom Miro	<b>M E S</b>

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<b>What it will look like voting</b> <b>5 MINS</b>	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	<b>M E S</b>
<b>VR Build Review</b> <b>20 MINS</b>	<p>The VR developers will “present” the second iteration of the experience they are working on. Co-designers will watch a video of the iteration and have the opportunity to answer a series of questions about the current build. Sample questions are:</p> <ul style="list-style-type: none"> <li>• How easy was it to understand the mechanics of the experience?</li> <li>• What did you think was fun about the most recent test build?</li> <li>• What other interactions or features would you like to see in the experience now that you’ve seen the current build?</li> </ul>	Zoom Miro	<b>M E S</b>
<b>Reflection</b> <b>5 MINS</b>	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	<b>M E S</b>
<b>Closing</b> <b>5 MINS</b>	Thank the designers for joining and participating in the session and let them know what’s coming next.	Zoom Miro	

