

Post-Design Sprint Sessions

Note:

The outlines and agendas below are written to take place following the design sprint. Keep in mind that you may decide to hold the design sprint at a different point in the process. As a result, you will want to think about how the pieces fit together so that teens have strong relationships, understand the basics of VR, and are comfortable talking about mental health.

The sessions following the design sprint are organized into three main areas:

- Exploring more about VR interactions and experiences
- Co-design activity
- VR build engagement and feedback

Throughout the process following the design sprint the project team will work closely with the VR developers to integrate ideas generated in each session into the VR build. The project team will work to organize the ideas from each session into concrete concepts for the VR developers to jump off of. See the sample Miro board that highlights how to move from design session ideas to concrete VR interactions. This sample Miro board organizes the broader ideas generated in design sessions 7 and 8.

Virtual vs In-Person

The number of iterations (we recommend a minimum of 5) on the VR experience that you are able to facilitate will have an impact on the number of sessions held following the design sprint. You may need to consolidate sessions and if that is the case we suggest consolidating sessions 7 & 8 and sessions 10 & 11.

Session structures will vary based on whether or not the co-designers meet virtually or face-to-face. If in a virtual setting you will need to set aside portions of two sessions for preparing headsets for testing the VR builds. If facilitated face-to-face, the adult co-designers should prepare headsets for VR build testing. The pre-setup will minimize the setup time required during co-design sessions. Where necessary the agendas below point out where there are variations based on whether or not the co-design takes place in a face-to-face or virtual setting.

