# PROJECT LOG

## Design Sprint



Use this log to record your evidence

# PRE-SPRINT

## Investigate Relevant Conventions

Show evidence of

* investigating and applying relevant conventions

### Basic Web Conventions

### Visual Hierarchy

### 

### 

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### Design Style

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# Design Sprint

## Phase 1 - Understand

Show evidence of

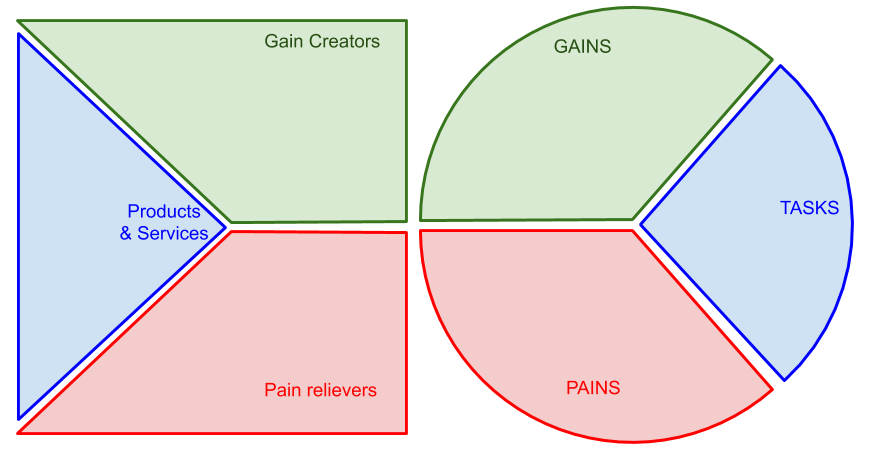
* describing the purpose of the outcome and the requirements of the end users

### Unpack

Attach images, notes or recordings of the unpacking activities you choose to carry out

### Value Proposition Canvas

Attach your completed Value Proposition Canvas here

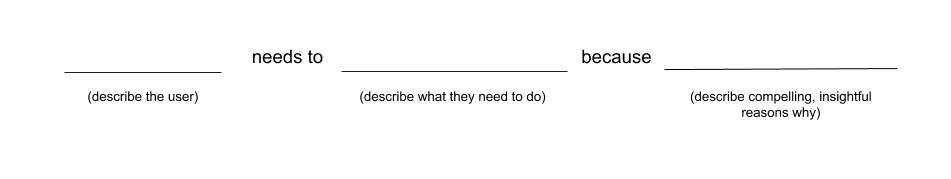


### 

### 

### Problem Statement (POV - Point of View)

Attach your completed POV statement here



## Phase 2 - Ideate

Show evidence of

* generating and modelling a range of design ideas

### 1 - Identify the conventions you will apply (20 min)

Record the 3 convention ideas you want to try

Attach images or links of the kinds of designs you want to try

Record any group discussion you had

### 2 - Doodle Ideas (20 min)

Attach images of the doodles you created. Include upvotes, stickers or comments from the group

### 3 - Crazy 8s (8 min)

Attach your **EIGHT** crazy-8 designs

### 4 - Solution Sketches (30+ min)

Attach your **THREE** wireframe sketches (drawn by hand or using a wireframing tool)

Make sure you **label conventions** you applied

## Phase 3 - Decide

Show evidence of

* explaining relevant implications
* selecting a design for the purpose of the outcome and explaining the appropriateness of the design
* explaining how the chosen design uses appropriate conventions (Merit)
* justifying how the chosen design addresses implications, end-user considerations, and uses appropriate conventions (Excellence)

### 1 - Relevant Implications

|  |  |  |
| --- | --- | --- |
| **Implication** | **How relevant is it?** | **Explain** what the implication is and what it means  **Why** is it **relevant** to **your design?**  **How** will it affect your design? |
| social |  |  |
| cultural |  |  |
| legal |  |  |
| ethical |  |  |
| intellectual property |  |  |
| privacy |  |  |
| accessibility |  |  |
| usability |  |  |
| functionality |  |  |
| aesthetics |  |  |
| sustainability and future proofing |  |  |
| end-user considerations |  |  |
| health and safety implications |  |  |

### 2 - Make a decision

#### **Team Discussion**

Attach notes or audio recording of your team meeting here

Make sure every member of the team has contributed

#### Decision

Record what your team decided here. This should include the design(s) chosen

### 3 - Explain and justify your decision

As an individual **explain and justify** (give reasons and evidence for) your team decision

You should refer to the team discussion above for evidence

|  |
| --- |
| **Explain** why your chosen design was the most **appropriate** for the purpose and end user |
|  |
| **Explain** how your chosen design **addresses the most relevant implications** |
|  |
| Justify (give reasons and evidence) how the chosen design **addresses implications**, **end-user considerations**, and uses **appropriate conventions** |
|  |

## Phase 4 - Prototype

Show evidence of

* Applying relevant conventions
* Modelling design ideas

### 1 - Generate a prototype

Attach your ‘prototype’ design here

It should be functional enough to allow users to give feedback on all aspects of the design

Where possible label your design to **explain how you used relevant implications** and **what conventions you are applying**.

## Phase 5 - Test and Refine

In this section you need to show evidence that you

* **used feedback** gained from modelling to **improve the design** (Merit)
* developed an informed design (Merit)
* developed a refined design (Excellence)

### 1 - Get Feedback

Record all feedback you received here.

Attach audio files or screencasts, written feedback or annotated images (pictures labelled with feedback)

**Add a comment next to any feedback that informs changes to your design**

### 2 - Research

Attach links and screenshots of relevant research here

Make a note of **how this informs your design**

### 3 - Refine

Attach the **new, informed version** of your prototype here

(Changes can be shown by annotation, notes and scribbles as well as by actually changing the prototype)

Make sure you show evidence of how you **improved your design in response to feedback**

### 4 - Explain changes

|  |  |
| --- | --- |
| Change(s) made | Link to feedback that informed the change  How change helps to address relevant implications, end-user considerations or use of conventions |
|  |  |
|  |  |
|  |  |
|  |  |

Add rows as appropriate

# POST-SPRINT

## Design Sprint Review

This is your last opportunity to show evidence of you

* Using feedback to improve the design
* explaining relevant implications.
* explaining how the chosen design uses appropriate conventions
* justifying how the chosen design addresses implications, end-user considerations, and uses appropriate conventions.

Attach your interview notes or audio here