**Participating in a CU SPRINT: What to Expect**

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 **Background:**

The five-day CU SPRINT is a rapid prototyping exercise based on the [Google Ventures (GV) Sprint](http://www.gv.com/sprint/) methodology. The [five-day CU SPRINT](http://flipped.coventry.ac.uk/five-day-sprint/#1522145860564-aebb74ac-4df2) is designed specifically for accelerated design, development, and viability testing of Higher Education degree programs. Starting with the ideal graduate and working backwards, by the end of the process the course development approval and review (CDAR) paperwork should be complete, with the design ‘tested’ by current students and key stakeholders.

 **What’s Needed From You:**

The purpose of the SPRINT is to rapidly develop your ideas. This means each participant must be willing to follow a common set of guidelines designed to make the process as efficient and effective as possible.

* **Willingness to compromise**. There will be spaces in which you disagree with some of the ideas proposed. We encourage you to argue your point, however compromise will usually be inevitable at some point in the process.
* **Attendance**. The SPRINT runs over five solid days. Each day focuses on a different element, and in order to get the most out of the process you need to be involved in the full five days.
* **Focus** - Focus on the problem in hand and remove any distractions from the space. This includes a no email rule, and if you must make a phone call, leave the space to do so. SPRINT is a compressed problem solving model, and relies on a laser focus by all participants.
* **Time** - The five-day process is challenging and tiring. Ensure you have time to unwind and clear your mind at the end of each day.
* **Contribution** - All ideas are equal. Regardless of hierarchy in the workplace, SPRINT is about teasing out the best ideas from all involved. If you have a good idea, don’t be afraid to share it. Bringing different perspectives from different levels of responsibility is core to ensuring an end product which works for all involved.
* **Don’t be Precious** - If you have an idea which will take longer to explore, note it down and come back to it later. The SPRINT is about the creation of a Minimum Viable Product (MVP). Time is of the essence, and as such there won’t be time to deep-dive every idea discussed, but that doesn’t mean these ideas are not worth exploring at a later date.

 **Overview:**

Each of the five days in the CU SPRINT focus on a different element of the course design process. Combined, these elements form the basis of a well-constructed course which will work for all stakeholders involved within its management, marketing, administration, and delivery.

**Day One: Mapping Monday**

Day one focuses on exploring the product you want to produce. You will work backwards from the end goal, breaking down the reasons why we currently do things the way we do as you go. You will then start mapping your ideas into a visual diagram, creating an initial structure to your course design ideas.

**Day Two: Development Tuesday**

Day two builds on the initial ideas developed in the previous day. Your structure will become more complex, mapping additional detail as you go. This is an opportunity to collectively design key elements of the course, from modules, to themes, to assessment types.

**Day Three: Prototyping Wednesday**

Day three explores the market viability of the course. Collectively, you will create a mock website or prospectus, and during the process consider what the unique selling point of your product is and how you can communicate it to prospective students. You will also start working on the course documentation paperwork, producing the introduction and ethos based on the last few days work.

**Day Four: Type-up Thursday**

Day four is centered around the formal documentation required for course approval. In real time, you’ll collaboratively fill out the documentation, referring back to your initial ideas and the visual diagrams around the room. This is about communicating the ethos of your ideas to both the University and the wider public.

**Day Five: Testing Friday**

Day five user-tests the product you have developed. Stakeholders from a range of backgrounds and experiences will pick apart your course design. Don’t be disheartened by this. It’s better to build in the feed-forward this provides to ensure the course design is solid and relevant when it goes to market.