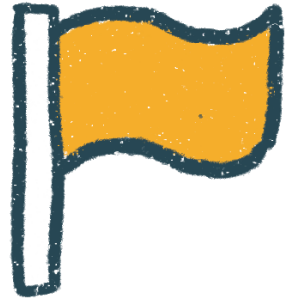




10 MINUTES

1. Introduction

Introduction to today's workshop agenda, project purpose and the benefits of prototyping.

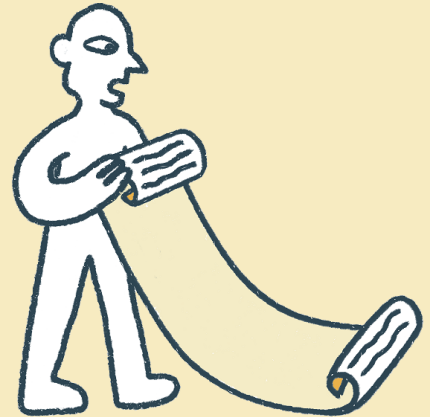


Agenda

1. Project and play introductions
2. Identify the problem
3. Define the problem
4. [Optional: Knowledge gaps and problem validation]
5. Wrap up



*Workshop duration:
1 hour and 40 mins
including a break*



Goal

The goal of today is to ***understand and define*** the problem, not to solve it.



Today's focus

Challenge

Context

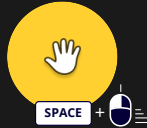
Miro is like big digital whiteboard. Here are some handy tool tips:

Zoom in and out



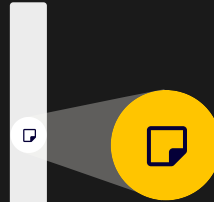
Use the **plus** and **minus** keys on your keyboard

Move around



Hold **spacebar** then click and drag to move around

Sticky notes



Left toolbar- click on the icon and then the board to place a sticky note



Alternatively, use the **scroll wheel** on a mouse or **pinch** on a trackpad.



Alternatively, press the **N** key and click on the board to add a new sticky note.

Any questions before we start?

All questions are welcome!

If you have ***tech issues***, let us know by speaking up or writing to us in the Teams chat.

If you need to have ***information repeated or shared in a different way***, let us know so that we can make this session as smooth and enjoyable as possible for everyone.

