WHAT: The LWOW Sprint is a 2 day in-person experiential learning “weekender” focused on innovation, collaboration, and transformation. Focusing on the elements that gave LWOW Original its power and leveraging key components of the legacy LWOW O KickOff and ConPosium, the LWOW Sprint is a short, high-impact and intensive LWOW in which participants learn design thinking principles and the 3-4-5 Method of Innovation. It is hands-on upskilling for practicing and aspiring legal professionals of all kinds who seek to enhance their cross-cultural, creative teaming, problem solving, and leadership skills while hacking on a real business challenge on a sponsored team alongside kindred spirits. Like in LWOW Original, the LWOW Sprint is a team based, multi-disciplinary, inclusive, cross-generational experience in which participants hack (attempt to solve) a real problem assigned to them by a sponsoring law firm, legal department or law company. In addition to creating an innovation, participants learn new ways to approach collaboration and culture change that can be applied in the future within the organizations in which they work. The intensive Sprint requires hard work and resilience, delivers personal and professional growth and, of course, celebrates the LWOW community.

HOW IT WORKS: LWOW Sprint concentrates on what we love most about LWOW: learning best practices for multicultural intergenerational teaming and new ways of approaching collaborative, creative problem solving while celebrating our community. As in past iterations, multidisciplinary sponsored teams made up of a mix of lawyers, business professionals, academics, and law/business school students from around the world will hack and solve a real-world legal-related business challenge selected by the sponsor. The difference from years past, however, is that instead of hacking for 4 months, we hack for 2 days. Thus, participants learn and apply design-thinking principles and a condensed version of the 3-4-5 Method of Innovation in order to co-create the foundation of a viable solution to a narrow assigned problem; enhance skills and mind-set development; and transform relationships for future-forward work together.

LWOW Sprint includes components of all three phases of LWOW O: 1) Kickoff; 2) Dynamic Teaming towards Problem Finding and Solving; and 3) ConPosium. Specifically, on the first morning, it starts with a short KickOff to build a foundation of trust for the intense teaming that comes next. We then turn to hacking in a more intensive way than at LWOW O KickOffs in the past, engaging in dynamic, teaming and design-thinking exercises centered around problem finding, consumer storytelling, ideation, and solution development. At the conclusion, there is a short ConPosium with ignite-style substantive presentations delivered by each team to a panel of judges who will provide feedback. Thus, it is like the LWOW O KickOff but with more intense learning; it is like the ConPosium, but the presentations will be shorter and likely not as baked. Although the level of viability will vary, all teams’ solutions will be “Projects of Worth” yielding substantive growth in problem-solving, skills, mindset training, networking and relationship building. Participants will have grown individually and learned collectively and will return to their places of work or study with a wealth of new tools for work and creative problem-solving. As Ursula K. Le Guin points out in her book, The Left Hand of Darkness: “It is good to have an end

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to journey towards; it is the journey that matters, in the end.” LWOW Sprint is not intended to serve as an end but instead as a charge of energy for the journey we have already begun to stay relevant and play an active part in the future of our profession. In that way, LWOW Sprint is fast but not light. Instead, it is a condensed, measured, and intense experience designed to have long lasting meaningful impact on participants individually and collectively.

TEAM MAKEUP AND ROLES: At the LWOW Sprint, everyone is put on a team. Each team is sponsored by a corporate legal department, law firm or law/legal tech company and assigned a narrow challenge identified by the sponsor. Each team will be comprised of no more than 8 people: 3 professionals selected by the sponsoring entity who serve as Lead Hackers, 3 students who serve as Student Hackers, 1 LWOW alumni (former LWOW participant selected by LWOW leadership team) and 1 LWOW academic who each serve as a Hacker Mentor. These 8 people make the core team. They are aided by two other people: 1) dedicated LWOW Project Manager (who is seasoned in LWOW and the 3-4-5 method of Innovation who helps assign/divvy up tasks to ensure that teams move from problem to solution efficiently and effectively over the two days); and, 2) an Innovation Coach (who has experience in leading teams on an innovation journey) who helps teams innovate successfully. The LWOW Project Manager and Innovation Coach will be selected by the LWOW leadership team. All Sprint teams will also have access to resident experts in business planning/pitching start-ups, technical engineering, branding/marketing, and deck development.

The team sponsor selects 3 law or business professionals (from their organization and/or from clients) that desire to co-collaborate differently and learn new ways of creative problem solving. These 3 professionals serve as the lead hackers of the team during the weekender. Note: This

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2 LWOW Alumni includes former students, mentors, team leaders, topic experts etc.
is a deliberate shift from years past in which students were the lead hackers. Given the density of the LWOW Sprint and the complexity of the problems assigned, the lead hackers need to have a deep level of expertise related to the assigned problem. That said, the students are still very much at the core of the program (as displayed above). There are no walls in LWOW and we need/expect students to meaningfully participate (not just assist) in the real-life solution development. Student hackers will work alongside the lead hackers in everything from understanding the big picture and substance of the problem to idea generation, prototyping, deck development, and they present alongside the lead hackers at the conclusion of the Sprint. Additionally, they take the lead in writing up an overview of the 5 Steps to their Project of Worth (to be submitted after the Sprint) with the mentor and lead hackers’ support of course. LWOW has always been and still is intentionally designed for intergenerational, multicultural exchange. This is a critical (and celebrated) component to LWOW in general and specifically, to each team’s creative problem finding and solving. It wouldn’t be LWOW if students and sponsor participants did not learn from and support each other.

WHO PARTICIPATES AND WHY:
STUDENTS/ACADEMICS/SCHOOLS: Law/business school students from LWOW affiliated schools around the world who want to participate in LWOW Xed and who desire to enhance their cross-cultural, creative teaming and leadership skills while solving real business challenges alongside kindred spirits. (Note: student level of study includes bachelors, masters, and PhD degrees). In addition to substantive learning and development, the LWOW Sprint provides a unique career and network development opportunity unlike any other in law/business school.

TEAM SPONSORS: Corporate legal departments, law and legal tech companies/firms that want to 1) create culture and mindset change and new collaboration habits among a core group of professionals within the organization and/or with clients; and, 2) upskill rising leaders in their organization on how to lead multi-disciplinary, intergenerational teams in collaborative, creative problem solving; and 3) help solve a real problem facing their organization via a multidisciplinary multi-cultural approach. In addition, the LWOW Sprint is a tool for business and reputation development along with talent recruitment and retention.

INDIVIDUALS: Legal Professionals (or business professionals who work with lawyers) seeking to enhance their cross-cultural, creative teaming and leadership skills while solving real business challenges alongside kindred spirits and law/business school students from around the world. Participants will leverage their talents and practice leading diverse teams in a global context toward a solution to a current, real business of law challenge assigned by a sponsor. (Note: professionals in the legal field include lawyers, technologists, entrepreneurs, academics, law firm chief marketing officers, legal ops directors, legal engineers.). In addition to substantive learning and development, the LWOW Sprint provides access to a unique business and global network of professionals from all over the world across all generations. Participants will build long-lasting bonds with accomplished peers who come from different industries, functions, and countries.
WHEN AND WHERE: 17-18 April 2020, FRIDAY/SATURDAY University of Miami

- Schedule: arrive Thursday 16 April, depart Sunday 19 April
  - Thursday night 16 April: cocktail/dinner party for Sponsors only (optional)
  - Friday 17 April: Programming all day; includes breakfast, lunch, cocktails, and dinner. Note: working dinner for teams at the event space.
  - Saturday 18 April: Programming all day ending with presentations to judges
  - Saturday night 18 April: Closing Cocktail Celebration/Party

COSTS & CREDITS FOR SCHOOLS: (approx. 45 students; 14 academics)

- $700 per student (excluding travel and lodging costs)
  - Note: Students participating in the LWOW Sprint must participate in LWOW Xed and this fee includes participation in LWOW Xed.
  - After the LWOW Sprint, each team provides a 2-3 page overview of the 5-Steps to their Project of Worth.
  - One academic from each participating school can attend the LWOW Sprint (serving as a Hacker Mentor)

- Application process for students is similar to years past (more details to follow)
- Credit: For Students, LWOW Sprint participation is equivalent to a 4 credit course in the U.S: 1 credit from the LWOW Sprint weekender and 3 credits from LWOW Xed.
- For non-students, we will seek (but cannot promise) to provide Continuing Legal Education and/or ProBono credits