DESIGN LABS
Collectively Improving Ideas

SETUP
• Tables for 4 with template, markers, post-it notes, and table number
• A real issue of concern Marketplace wall for posting projects from callers

INTRODUCTION
► Host welcomes the participants. If small enough group, have everyone introduce themselves
► Purpose of Design Lab

A Design Lab is an opportunity to use collective wisdom in the design of a project. While other processes, such as World Café and Open Space, are helpful for generating thoughts and ideas about a subject, a Design Lab is most helpful in moving an idea or project toward action.

Walk through the template (see next page)

► Structure of Design Lab

Marketplace - Individuals with a project (caller) should write their projects on a sheet of paper, announce it to the group and post it on the marketplace wall (10 minutes) - Note: number of projects to be discussed determined by number of participants, based on groups of 3-4.

► Round 1 - 3-4 participants are asked to join each of the callers. For round one, the caller briefly provides more details on the project. The caller and participants then talk about the items on the template. There is no particular order for the items on the template; it is not linear; Participants should move in the direction of the template items for which there is energy. (35 minutes with 3-5 minutes between rounds)

► Round 2 - The caller stays at the table and non-caller participants each go to different tables. Their assignment is to help the caller at their new table, while also learning ideas to bring back to the original caller/table for round three. (20 minutes with 3-5 minutes between rounds)

► Round 3 - Participants go back to their round one table and help their original caller finalize work on the template. (20 minutes with 3-5 minutes to gather for harvest)

► Harvest – Host brings everyone back together and asks callers to express gratitude and share one or two ideas that will help them move forward. (10-15 minutes)