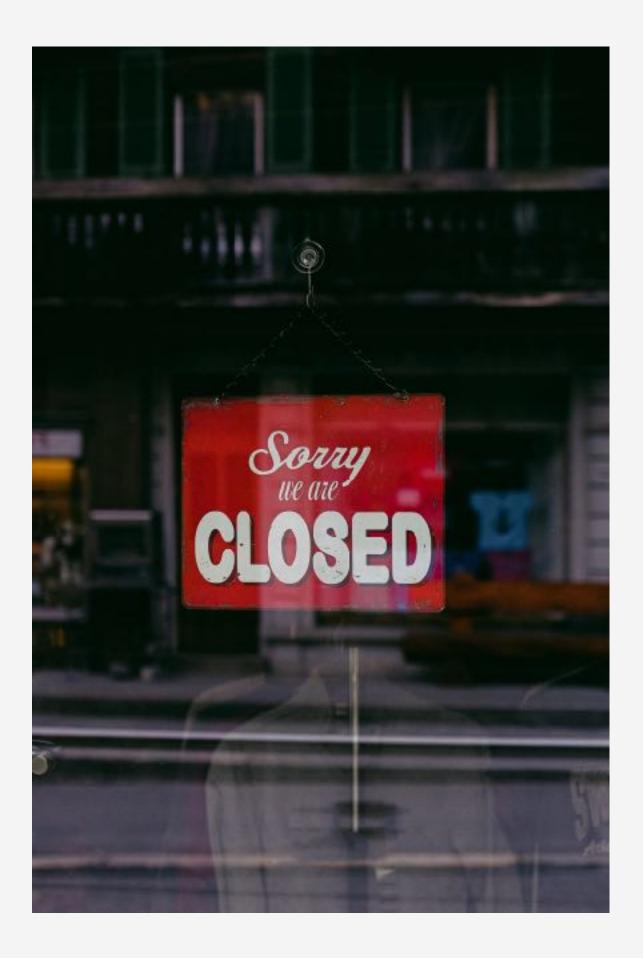
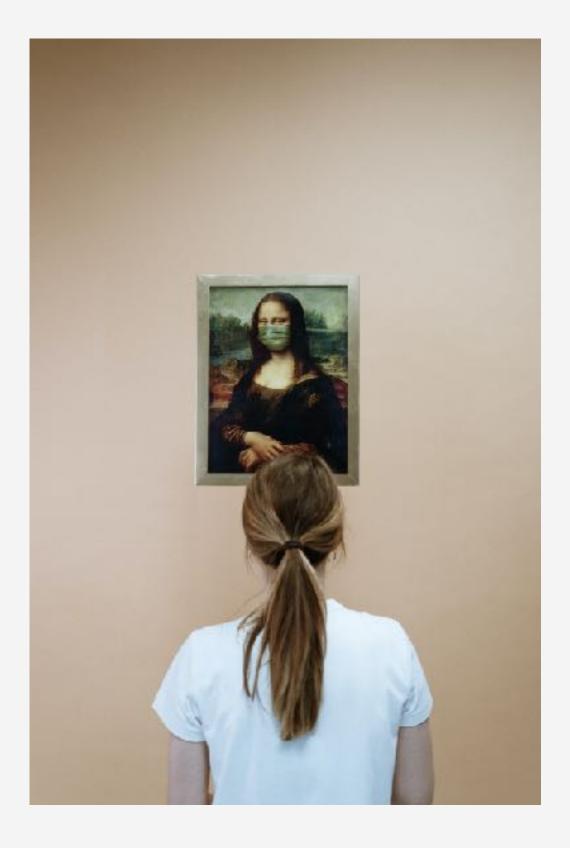


Find Rosenfeld Design at Scale June 8-10 | Virtual Lessons Learned

WITH Nicole Umphress **Education Designer**







EMERGENCY

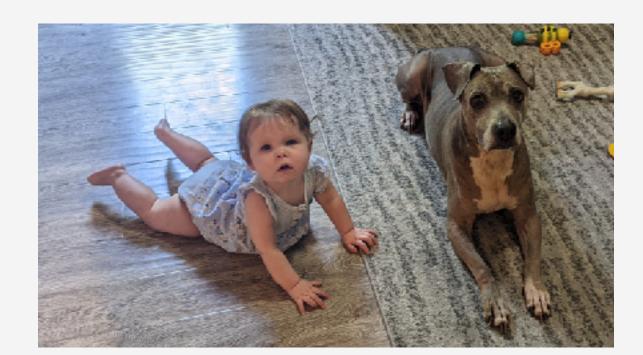
Coronavirus disease (COVID-19) outbreak





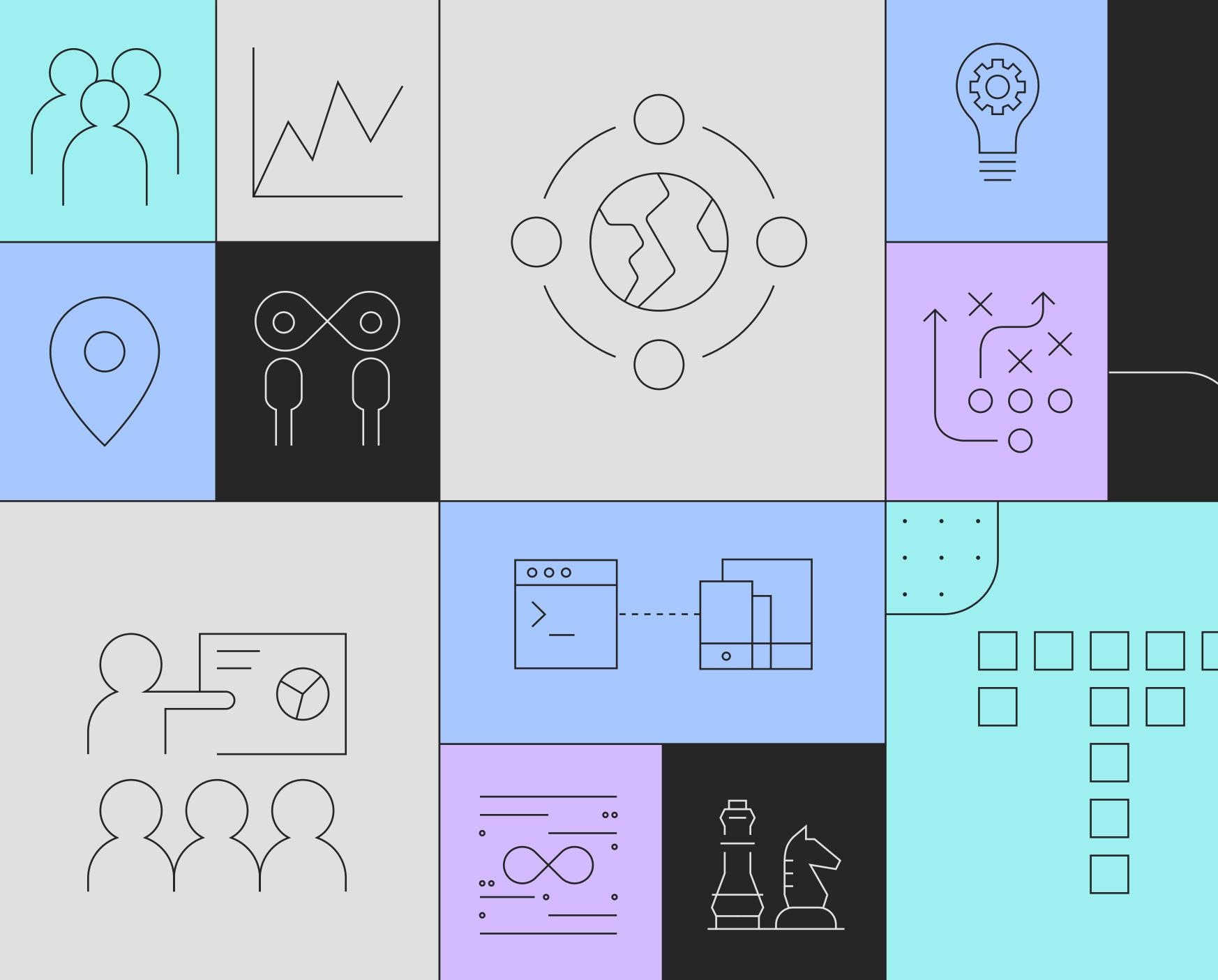




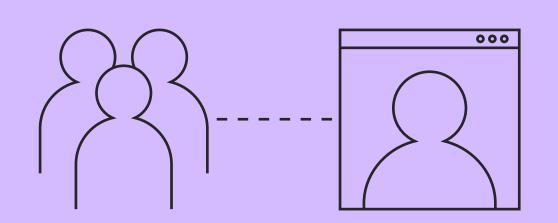




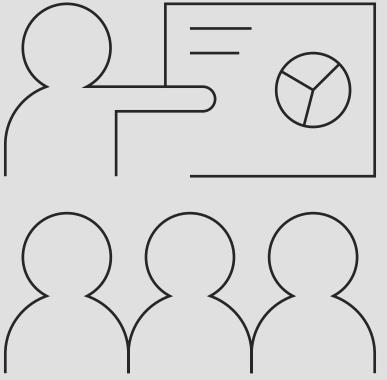




_Patterns









Before the pandemic we used to...

draw on whiteboards. sticky note all our ideas. host live education sessions. work late nights. share our hobbies + talents. play team games. order everyone cupcakes. organize happy hours.

be together.

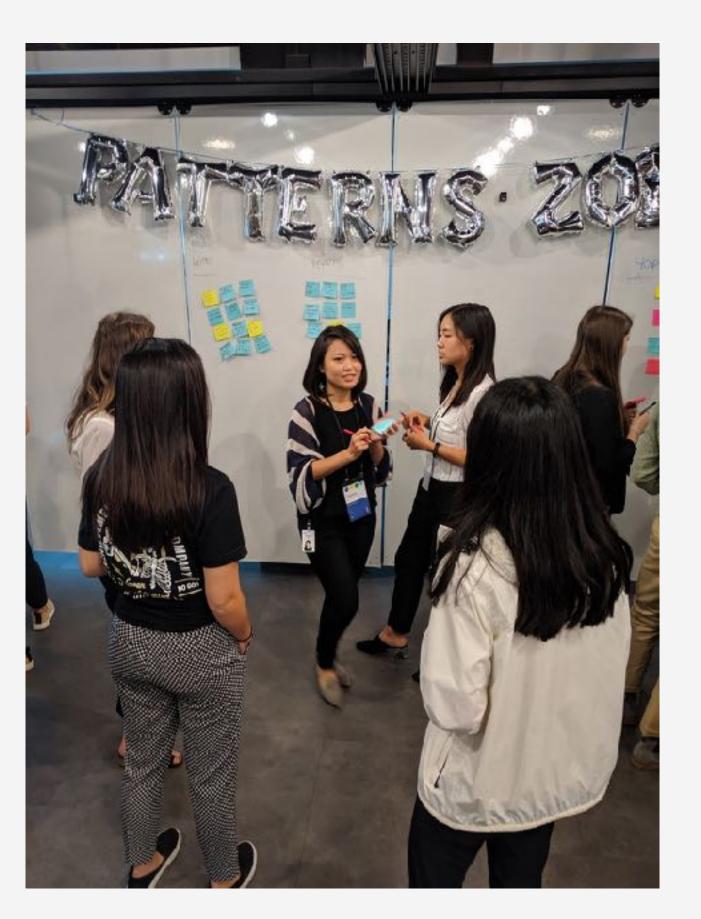












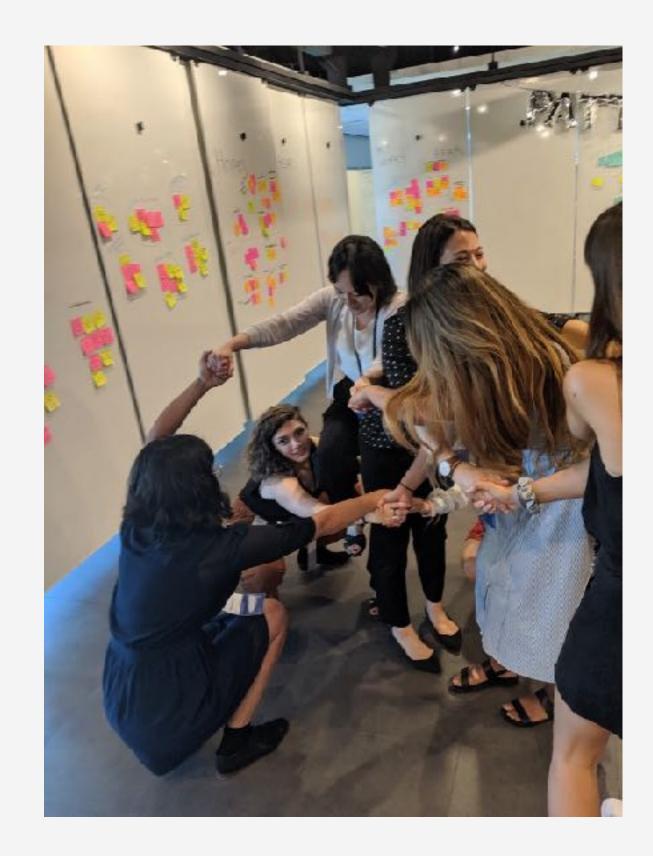












But in March 2020 the world changed...forever.

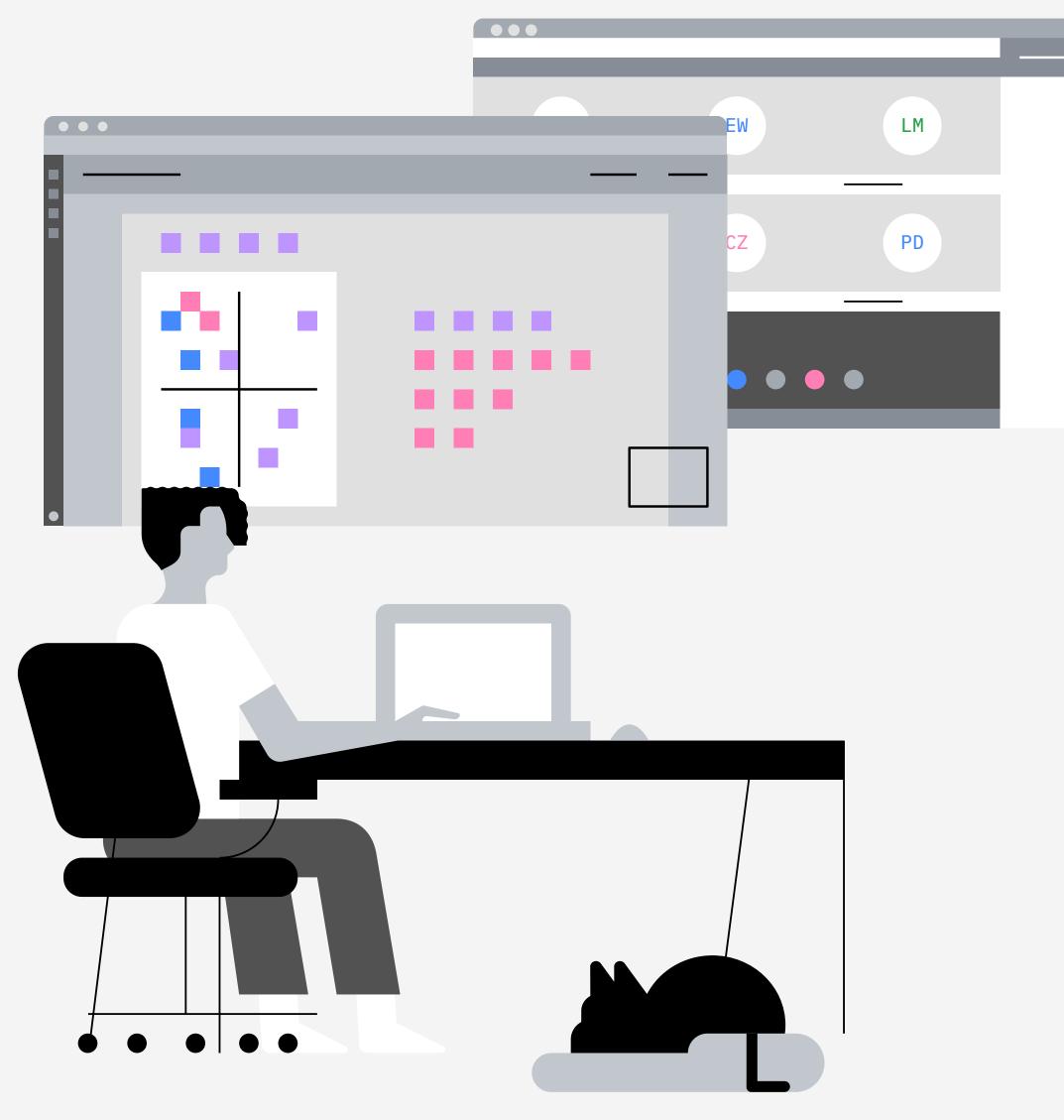






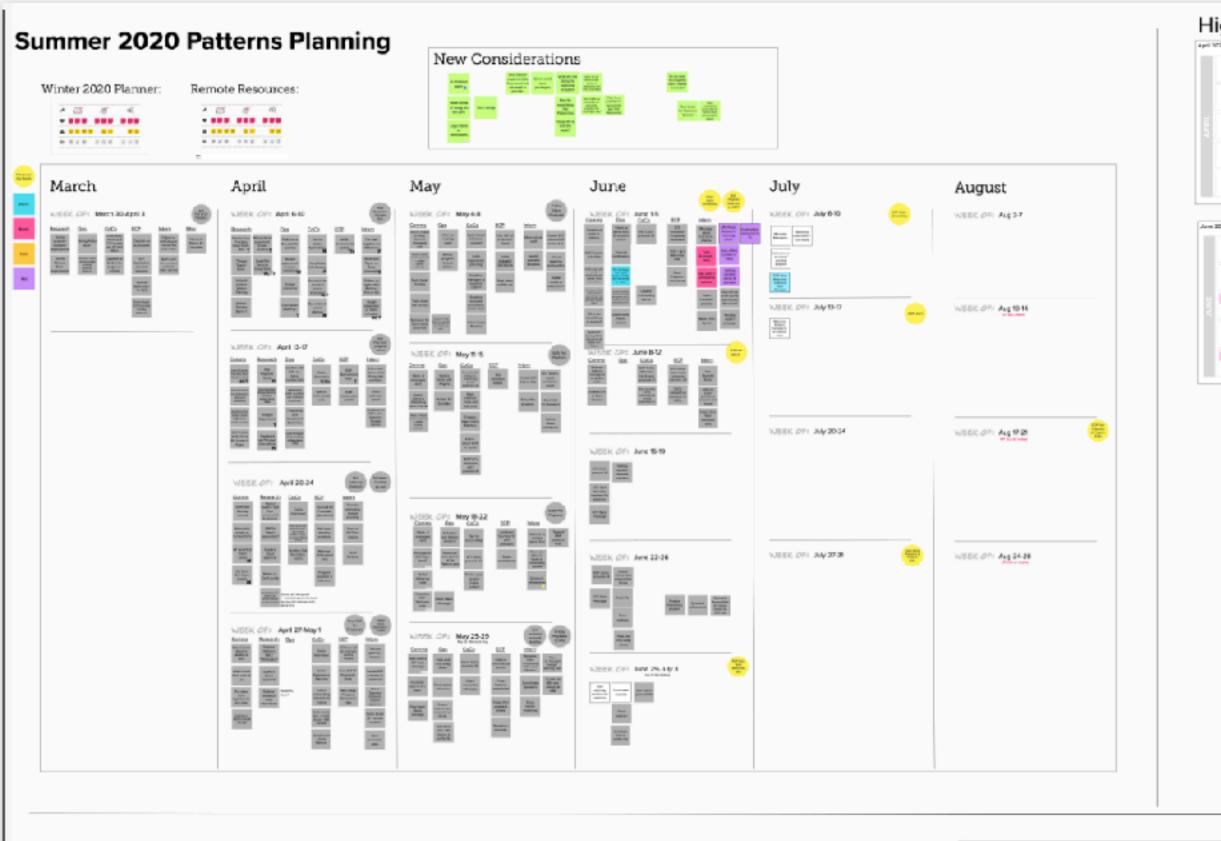


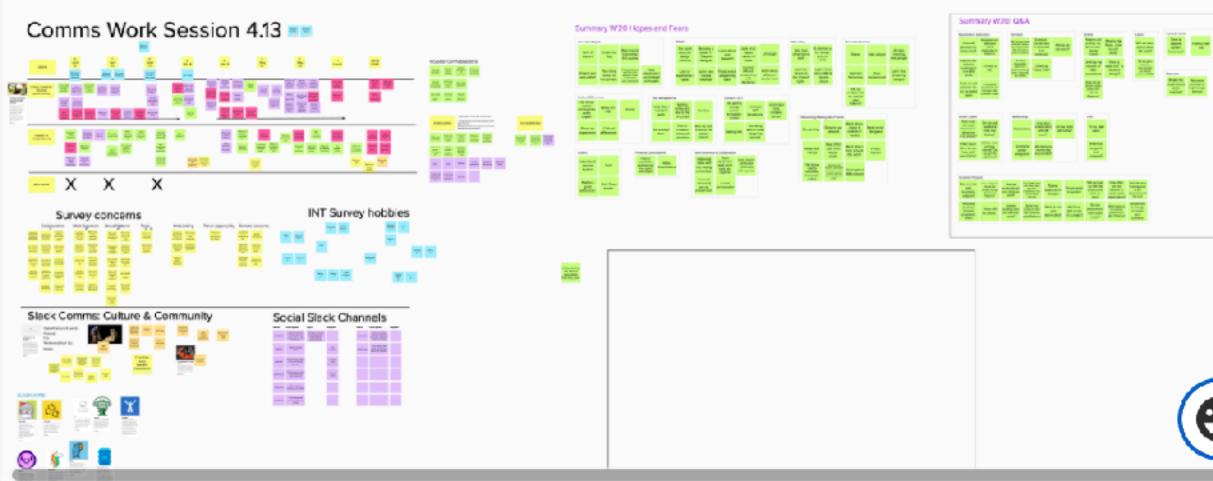
Research, research, and oh yeah—more research.





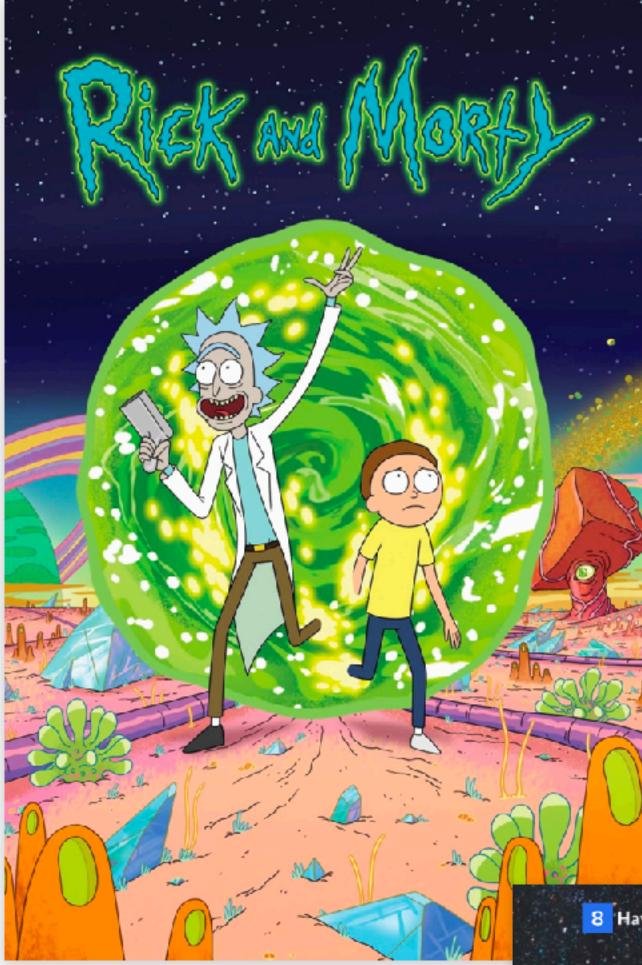
All the planning...





A storied approach

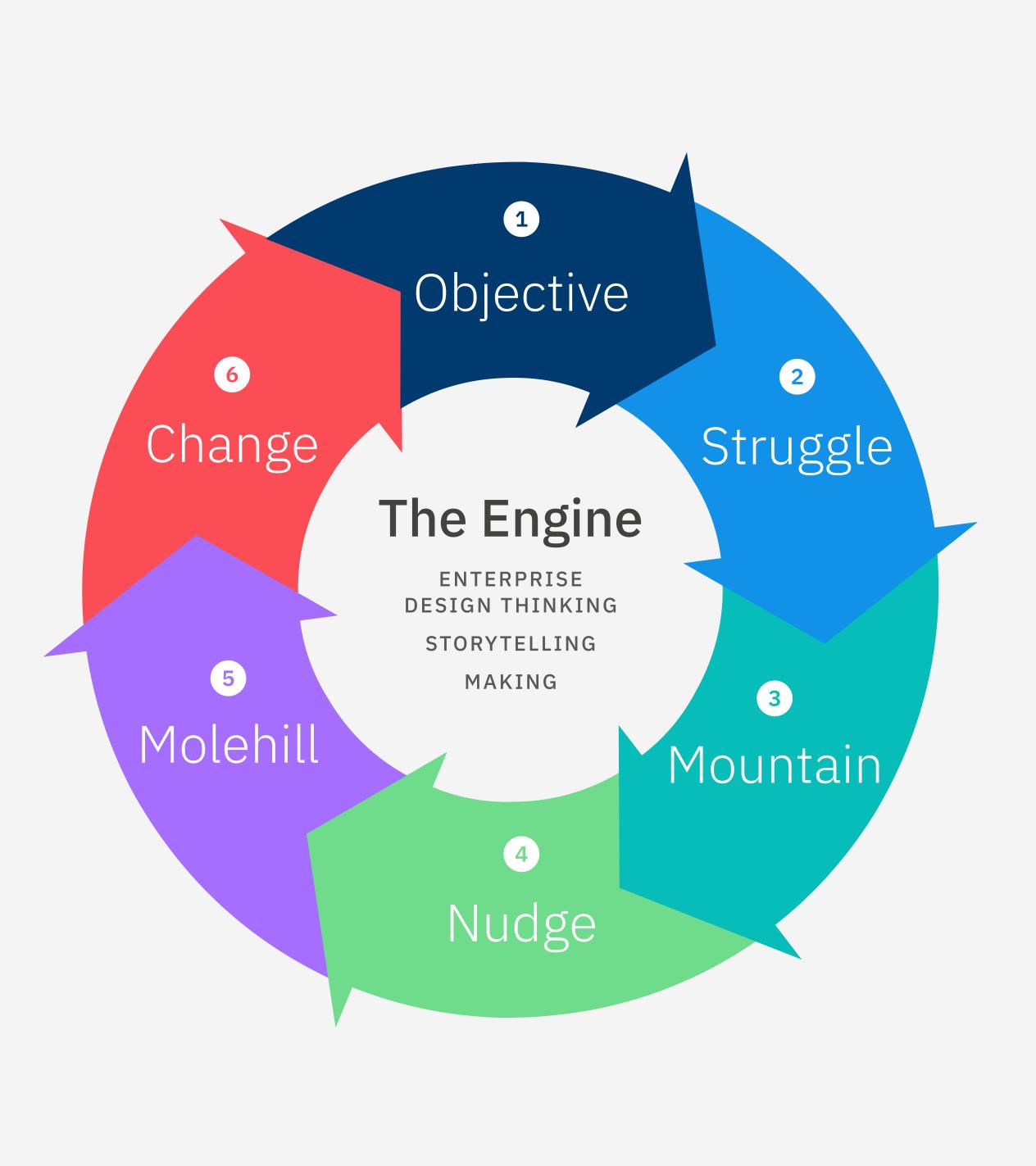
- 1. You: a character you can identify with
- 2. Need: have some need/wish
- 3. Go: cross a threshold; story changes direction
- 4. Search: go through trials
- 5. Find: locate it
- 6. Take: it kicks their ass
- 7. Return: come back to world they started in
- 8. Change: they're no longer the same



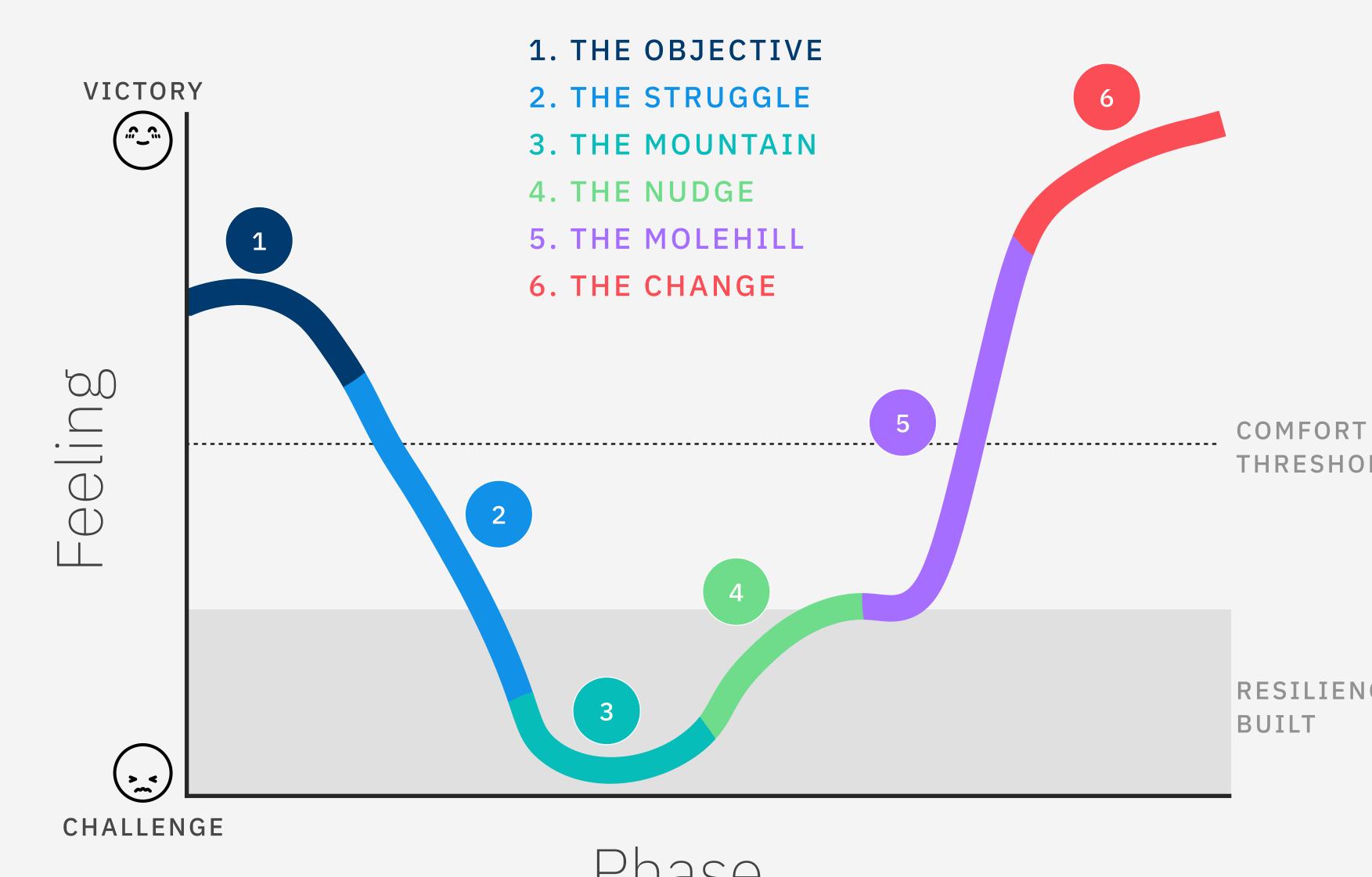


A storied approach

- 1. Objective: Define what the hero needs to learn
- 2. Struggle: The hero faces a difficult or unfamiliar situation to navigate with familiar techniques.
- 3. Mountain: The hero is given an intimidating challenge they're destined to perform poorly at.
- 4. Nudge: The hero is guided to a new and better way to approach the problem.
- 5. Molehill: The hero faces an equally formidable challenge they now perceive to be less daunting.
- 6. Change: The hero looks back on what they've learned and self-reflect on their growth.



The emotional journey



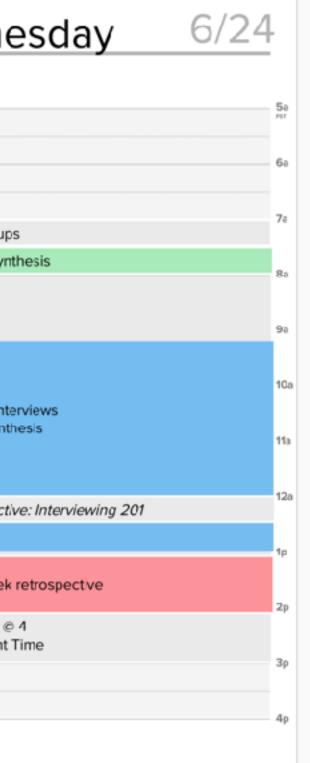
Delivering Design Education During a Global Pandemic

Phase

THRESHOLD

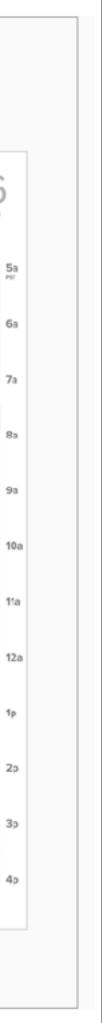
RESILIENCE

HE CTIVE THE STRUGGLE THE NUDGE THE NUDGE THE CHANGE		
1onday 6/22 Tuesday 6/	/23	Wedne
5a 7a est cst	5a PST	7a cer
6a 8a	6a	8a
7a 9a Elective: A Guide to Daily Standups		9a Daily Standups
What's my team? + Let's talk expectations 8a Making to gauge your understanding	8a	Research Synt
Sponsors + Patternites: Welcome to Incubator! Team breakouts 9a 11a	9a	11a
Elective: How to Build Domain Knowledge 10a Team Time	10a	12p
11a 1p	11a	Finish user inte Research synth
Build Domain Knowledge 12a 2p Archetypes, Empathy Maps, & As-Is Scenarios	12a	2p Electiv
Questions & Assumptions Ready or not, make a research plan! 1p 3p	1p	3р
2p 4p	2p	3-4 Mid-week
ECD Recap @ 4 Independent Time 3p 5p	3р	EOD Recap @ Independent 1
	4p	6p

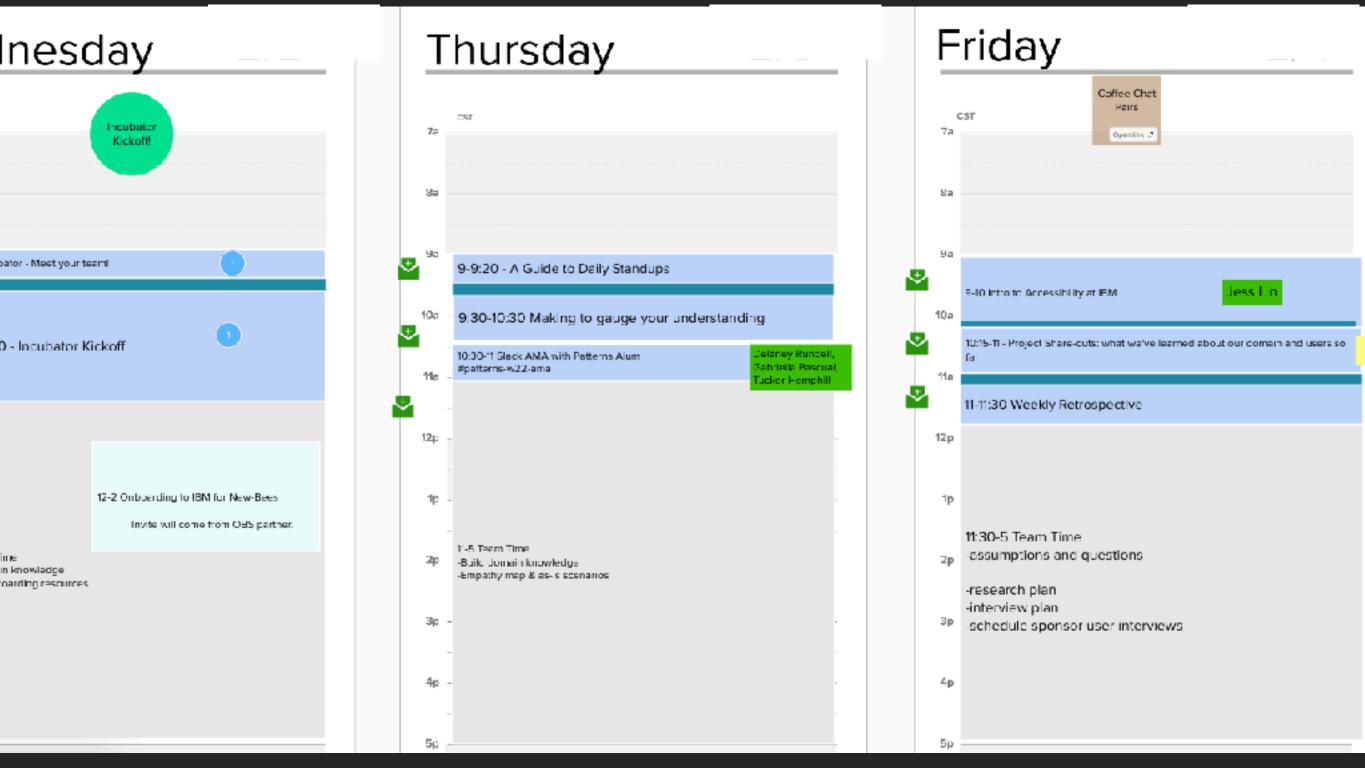


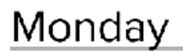
Ţ	hursday 6/25	5
7a cst		5a PST
Ba		6a
9a	Daily Standups	7a
1Da	Playbacks & Best Practices (any PB-4 tips?)	8a
	Make research documentation plan (offline)	
11a	Research findings: Analyze + Visualize	9a
12p		10a
1p	Team time: Research Synthesis	11a
2p		12a
	Draft PB-4	
3p		1p
4p		2p
	EOD Recap @ 4 Independent Time	
5p		3p
6p		4p

F	riday 6/26
7a cs:	
8a	
9a 10a	Daily Standups Social Contracts
11a	MBTI & Team Roles
12p 1p	Team Time: Playback Prep
2р Зр	Playback -4 Time Block
4p	Post-Playback Debrief & Retrospective
5p	Independent Time
6p	

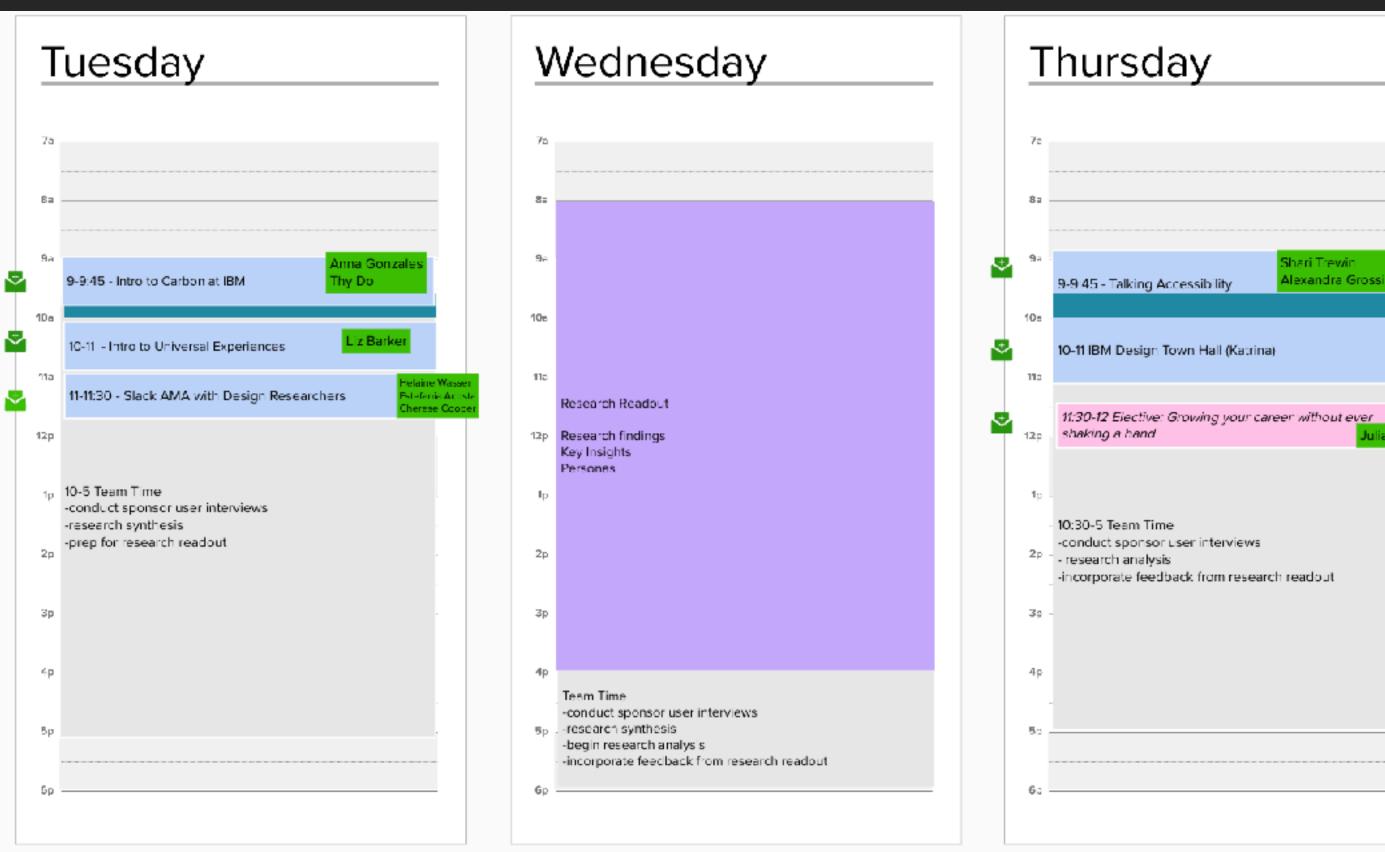


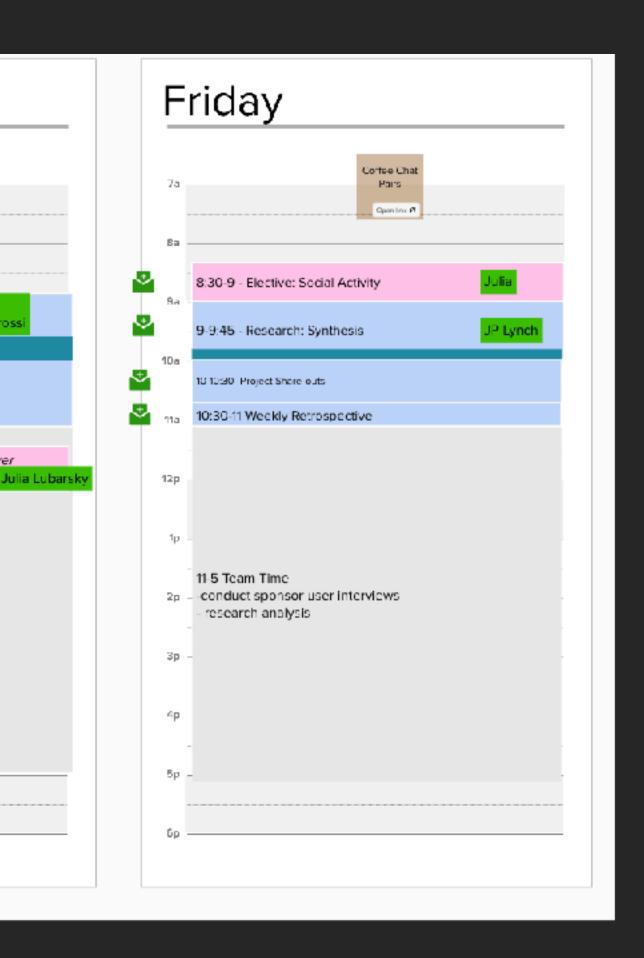
	N	londay		Ţ	uesday			V	Ved
	7a	CST		77	SET.			7a	CST.
	8a			89				Rt	
.⇒ ₹	9a	8 30-9 - Welcome to IBMI (for New-Bees) 9 9:45 Welcome to Patterns		93	9-9:00 - Patlerns Welcomes Che			→ 90	9-9:20 Incuba
÷	10a 11a	10-10:45 Patterns Welcome with Katrina Alcorn			9.30-10.15- Imposter syncrome 10:30-11:15: History of Design 원 I	.guess what you work with a bunch of frauds Si IBM Mirko	acey	10c -	9:30-11:30
Ţ	11a 12p	11-11:15 Intro to Incubator 11.15 Group Photo David		12p				12p	
	1p			112		12-2 Onboarding to IBM for New-Bees Invite will come from OBS partner.		ηp	
	2p	11:30 - 5 Self-Directed Time. Laptop setup for New-Rees		Ζp	1130 5 Sell' Di ected Time			Zp	12-5 Team Tim -Build domain -Review oncos
	Зр			30				Зр∙	
	4р 5р			4р 5р				4p Sp	





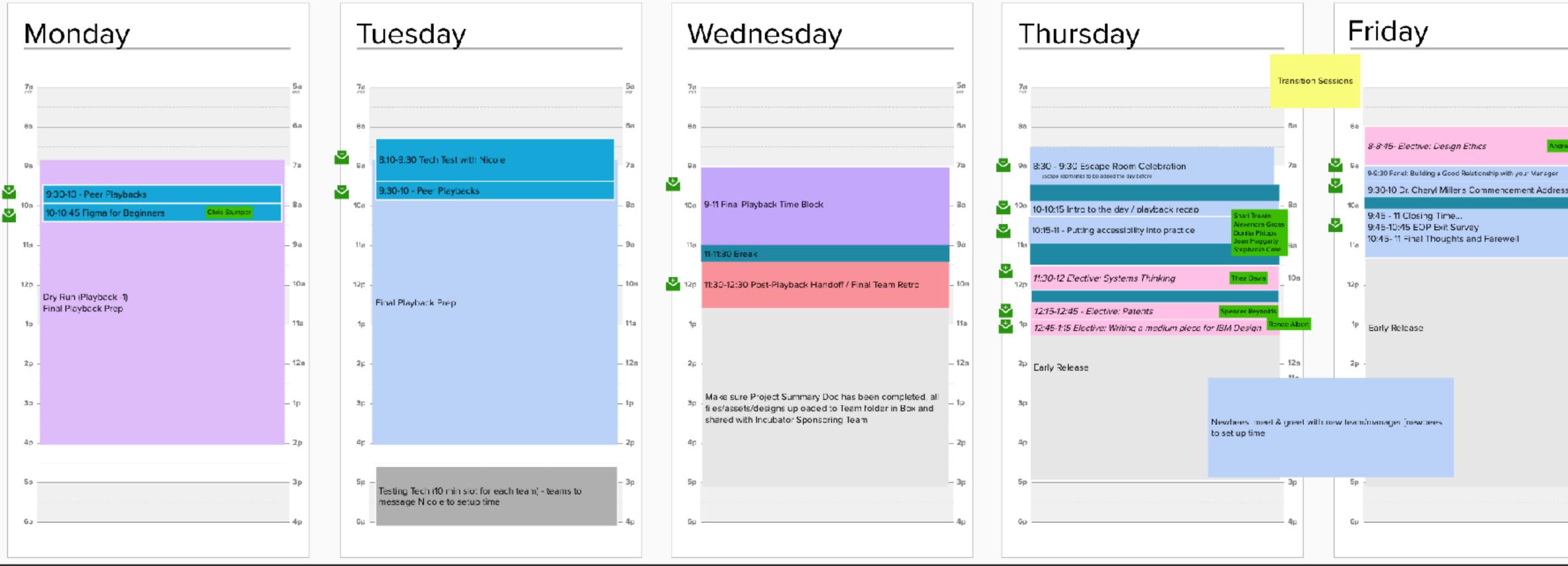






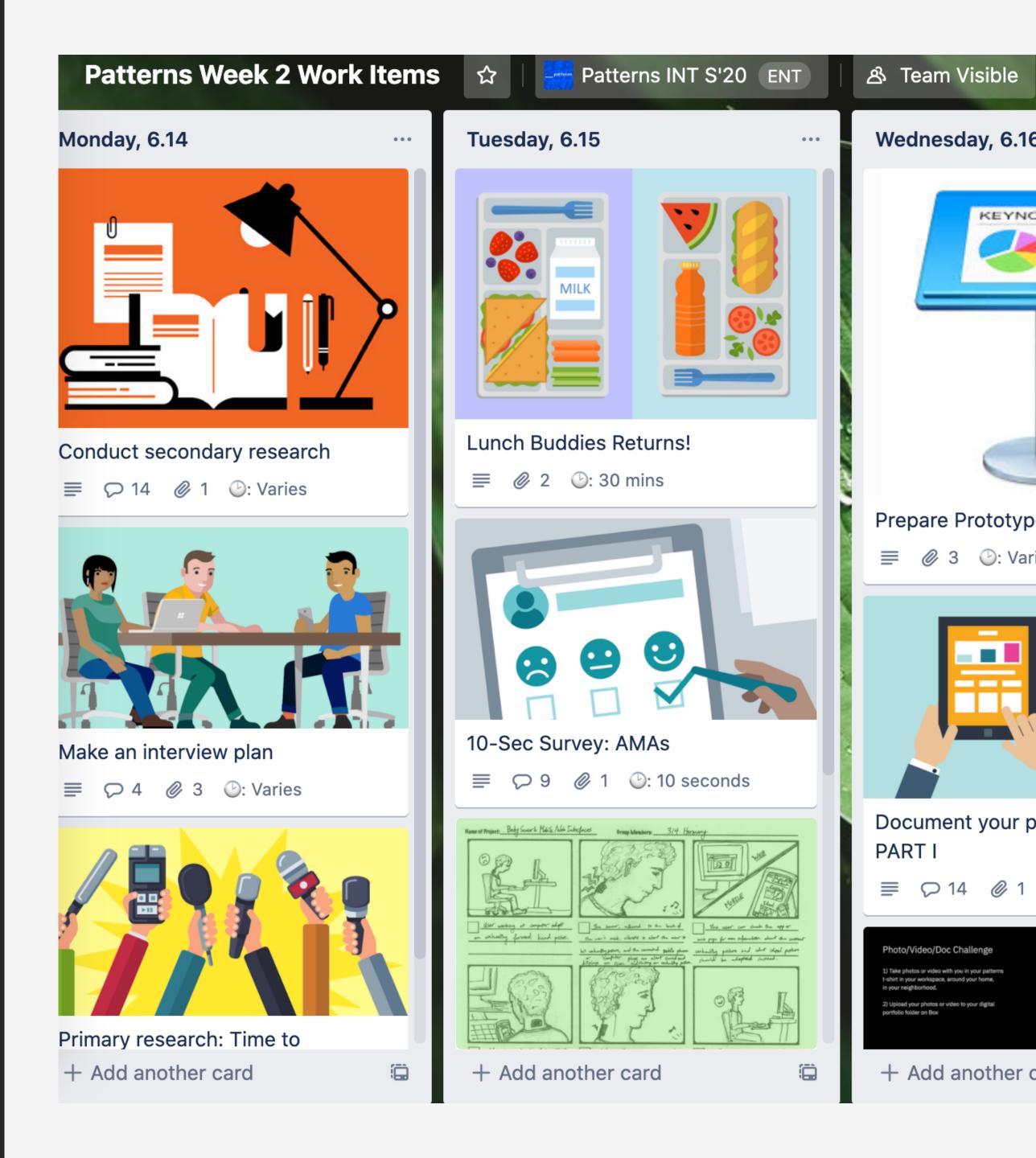
Mexandra Gross



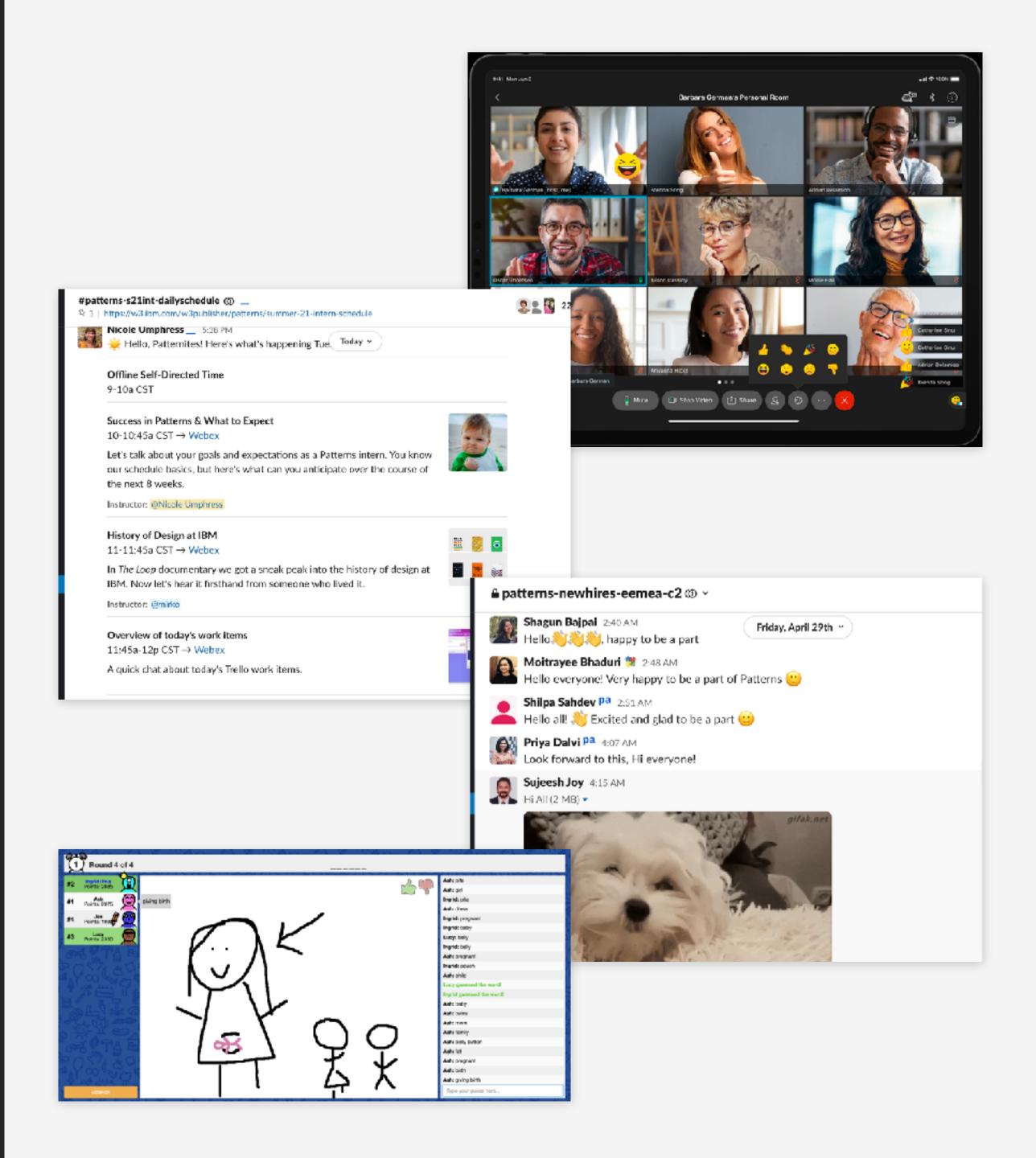


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Transforming our content



Creating an online community

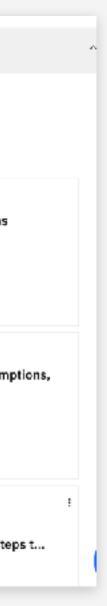


Transforming our content

0	Pre-Work 2 of 13 complete	Week 1 1 of 23 complete	Week 2 0 of 16 complete	Week 3 0 of 19 complete
•			Week 5 0 of 8 complete	Week 4 O of 11 complete
About this b This learning pla learning tasks ar	Start tracking progress Actions			

Week 1			
Complete 23 required About this section To complete during Week 1 of Patterns_New H	lires.		
Task Complete video consent form 2 mins	Task Read Documenting Your Process PDF 10 mins Optional	Task Record a "Note to self" video message 10 mins	Task Behind the screens 5 mins
Task Read the 3 Pervasive Excellence blog posts 16 mins	Task Scheduling weekly playbacks 5 mins	Task Make a Team Logo! 30 mins	Task Questions & Assum Step 1 30 mins
Video : Assumptions & Questions EDT Exercise 3 mins	Task Record your next "Note to Self" video message 5 mins	Task Building domain knowledge 25 mins	Document Take the Time to Understand: Six Ste 15 mins







"Being virtual actually gave me more confidence in my own opinion. This was my first training and being virtual allowed me to let my guard down and see people in their natural life."



"It's been some time since I turned on the machine in the morning and positive, organized, buoyant people [laid out detailed assets] with such specificity. I also really liked the social opportunities to just play and interface to offset the remote fatigue and isolation."



"The program exceeded expectations—it was great! I thought that I would get fatigued, but the program was very interactive + engaging thus I got lost in my own world when on the computer."

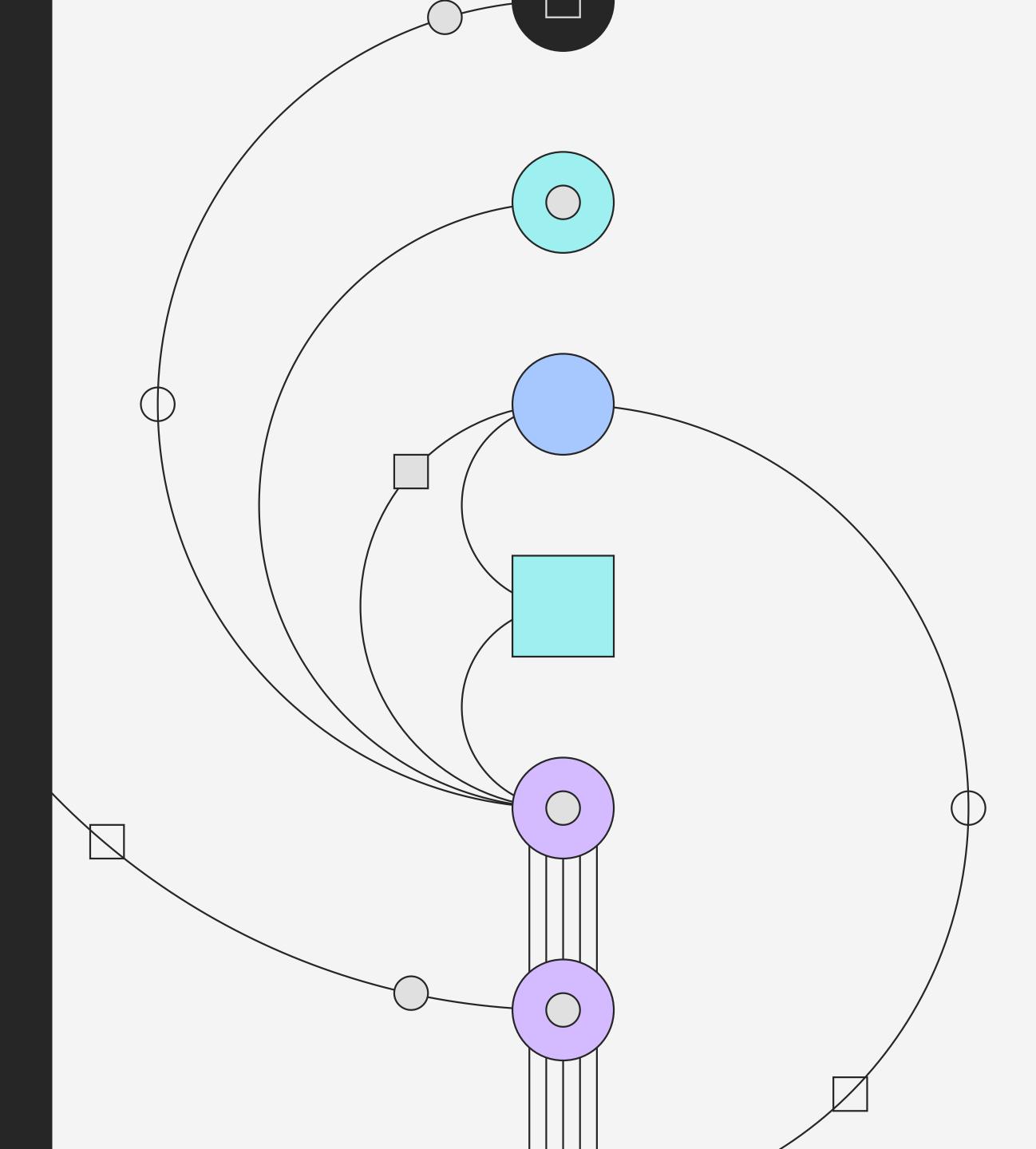
Developed proof of concept in virtual training

Delivering Design Education During a Global Pandemic

Improved global consideration + remote engagement

Discovered natural rigor built into the storytelling model

Why does this matter to you?



Thank you.

Delivering Design Education During a Global Pandemic

Connect with me: linkedin.com/in/nicoleumphress



Nicole Umphress, Education Designer, IBM Design

