

GUIDE TO PHASE 5: Community testing, round 1



WHAT DO YOU NEED?

- Your REMODEL tools (pens + scissors)
- The following printed canvases:
 - 5.1 Hackathon Boardgame (A1) + persona cards, pitch card & question cards (A4)
 - 5.2 Stakeholder Interview Prep (A4)
- Print of picture of your recent System Map + selected materials for your mentor
- 4 hours of designated time
- All of the work team attending for the full duration of the exercise.

TIPS AND TRICKS

When you fill the templates, make sure to write clearly and in big letters, so it is easy to read for your colleagues .

WHAT IS THE PURPOSE OF THIS EXERCISE?

In this and the next 2 phases you will dive into engaging with what can become your community of co-creators. In this phase you will organize a hackathon (in a simulation) to collect feedback and revise your System Map, Open-o-Meter(s) and Pitch based on that feedback. Lastly, you will send your materials to your mentor for review and commenting.

SETUP

1. Clear a large table.
2. Choose one person in your group to be the “time-boss”. This person makes sure to keep pace and the designed time frame.

PREPARE

3. Take your old materials and keep them ready.
4. If you haven’t done so, print the picture of your most recent System Map.
5. **[15 mins]** Watch the video: “REMODEL Toolkit Phase 5 Instructions”
 - <https://vimeo.com/283390299>

START THE WORK

You are now ready to start the work of this phase.

6. **[90 mins]** Take the 5.1 Hackathon Boardgame canvas (+ pieces), and a print of the picture of your most recent System Map (from Phase 4).
 - a. Exercise: One way to get early feedback and begin to build a community of co-creators is to organize a “hackathon”. Learn more: <https://en.wikipedia.org/wiki/Hackathon>. A hackathon is normally an event, but in this exercise we will simulate one via a boardgame. Place the print of the System Map and question cards on the designed spaces.
 - b. Next, see which people (participations) “show up” for your hackathon by drawing 5 persona cards. Place them around the “table” on the board. They will give you feedback.
 - c. Now take the Pitch card and transfer your most recent pitch onto it (feel free to revise). Take a phone and record

a 2 minute video recording of you doing the pitch (as you would do to the participants in a live event).

- d. Next, start the hackathon by taking a question card (this simulates input and critique from your participants. Discuss and answer the question. Then take the next question and so on. You can do as many as you want (but a minimum of 10), as long as you keep the time
- e. Choose the 5 questions which have challenged you the most and place them in the designated bottom fields.

7. **[15 mins]** Take a break, get coffee!

8. **[90 mins]** Take your System Map, your old System Map pieces and your new ones. Take also the 5 hackathon questions
 - a. Exercise: Re-build your System Map, and revise it based on the 5 questions with critical feedback from your hackathon.
 - b. Now, record a video in which you present the System Map in detail (so outsiders will be able to understand it fully).

9. **[20 mins]** You are reaching a mature level for your new open product idea, and you are now ready to discuss with your mentor (next time). To prepare, collect the following materials:

- | | |
|--------------------------------|--------------------------------|
| 1.3 Choose Product | 2.1 Openness Discussion |
| 3.1 Storyboard | 3.1 Key Elements |
| 4.1 Stakeholder Mapping | 4.3 Open-o-meter(s) |
- +Phase 5: **System Map + video, Pitch card & Pitch video**

Send all these materials to your mentor(s) for them to give feedback on.

HOMEWORK: PREPARE MENTOR CALL AND STAKEHOLDER INTERVIEWS FOR NEXT TIME

10. **[10 mins]** Next time you will also do a stakeholder interview. This needs to be scheduled in advance, so please take the 5.2 Stakeholder Interview Prep canvas and follow instructions.
11. If you havent already done so, please **schedule a skypecall with your mentor**, taking place during your next work session.