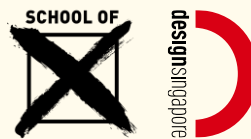


# INFO DECK

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for School of X Challenge Sponsors



# HOW DOES THE SCHOOL OF X WORK?

1. A **“Challenge Sponsor”** organisation engages School of X to help them solve one of their pressing challenges.

2. Experienced School of X **Design Facilitators** work with the Challenge Sponsor to help them solve their own challenge through training & coaching.

3. School of X brings together **participants** from different backgrounds to learn how to collaborate & design solutions for the challenge.

4. Our Design Facilitators coach the participants as they implement their design and **test their solutions in real-world settings**, for the Challenge Sponsor to take forward.



# THE SCHOOL OF X LEARNING EXPERIENCE

The School of X learning experience is experiential and practical. Participants will work through the following key phases of the design process, applying relevant tools and methods to their challenges along the way, during all School of X programmes.

## Understanding

Delving into our challenge from multiple perspectives.

Improving our understanding of the issues.

Synthesising insights.

Defining the problem we need to solve to create our desired impacts.



## Creating

Imagining new possibilities.

Flipping the approach to problem solving.

Generating innovative concepts.

Building mock-ups to better understand our ideas.



## Testing

Engaging users to validate and improve our designs.

Appreciating the role of failure in the design process.

Piloting solutions in real-world settings.

Communicating our proposals.



# SCHOOL OF X PROGRAMME TYPES

## DESIGN SPRINT

Our fast-paced, classroom-based introductory programme to applied design thinking.

- Half-day workshop



## DESIGN BOOTCAMP

A hands-on learning experience providing a quick & applied opportunity to understand design thinking in practice.

- 3 x 2.0-hours workshops
- 1.5-hour group session



## DESIGN FLOW

An intense programme to build understanding of design thinking and how to apply it to your challenges.

- 4 x half-day workshops



## DESIGN IMPACT

Our immersive signature programme for those wanting to experience implementing a design project, combining teaching, coaching and pitching.

- 6 x half-day workshops
- 5.0-hours group coaching
- Half-day pitch session



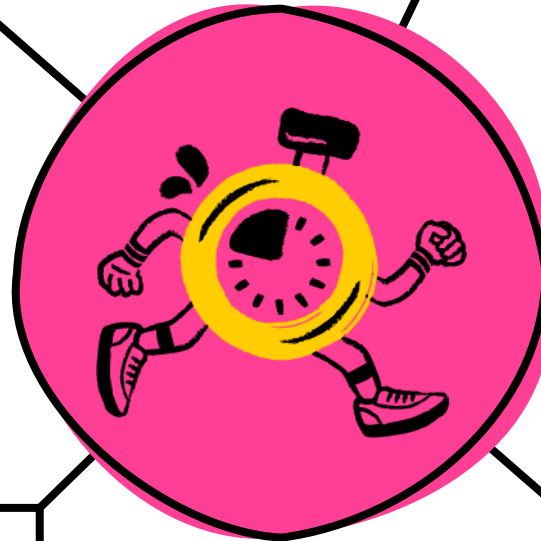
# PROGRAMME OVERVIEW – DESIGN SPRINT

## WHAT YOU EXPERIENCE

- 1 x fast-paced half-day workshop

## WHAT YOU LEARN

- Introduction to the Design Thinking cycle & tools
- Exposure to the way Design Thinking works in the real-world
- Application of key Design Thinking tools to tackle a real-world challenge



## WHAT WE PROVIDE

- Programme design & contextualisation
- Programme management & training operations support
- 1x half-day workshop facilitation session

### For all participants

- Certificate of Completion
- Digital badge for online resume
- Learning materials
- Membership of the School of X Community of Practice of global impact designers

### Optional add-ons (cost available upon request)

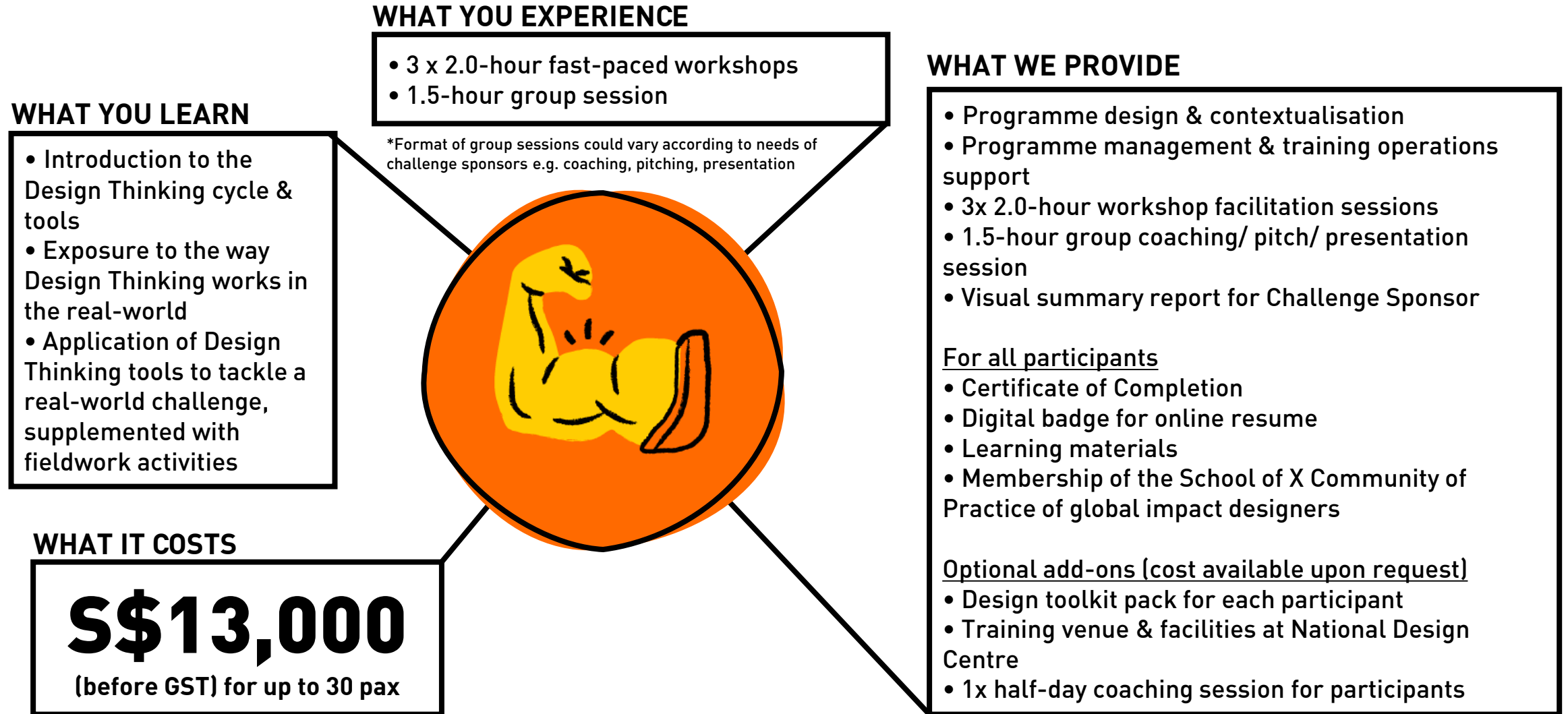
- Design toolkit pack for each participant
- Training venue & facilities at National Design Centre
- 1x half-day coaching session for participants

## WHAT IT COSTS

**\$\$6,000**

(before GST) for up to 30 pax

# PROGRAMME OVERVIEW – DESIGN BOOTCAMP



# PROGRAMME OVERVIEW – DESIGN FLOW

## WHAT YOU LEARN

- Introduction to the Design Thinking cycle & tools
- Exposure to the way Design Thinking works in the real-world
- Application of Design Thinking tools and methods to develop a human-centred action plan to tackle a real-world challenge

## WHAT YOU EXPERIENCE

- 4 x half-day classroom-based workshops



## WHAT WE PROVIDE

- Programme design & contextualisation
- Programme management & training operations support
- 4x half-day workshop facilitation sessions
- Visual summary report for Challenge Sponsor

### For all participants

- Certificate of Completion
- Digital badge for online resume
- Learning materials
- Membership of the School of X Community of Practice of global impact designers

### Optional add-ons (cost available upon request)

- Design toolkit pack for each participant
- Training venue & facilities at National Design Centre
- 1x half-day coaching session for participants

## WHAT IT COSTS

**\$\$20,000**

(before GST) for up to 30 pax

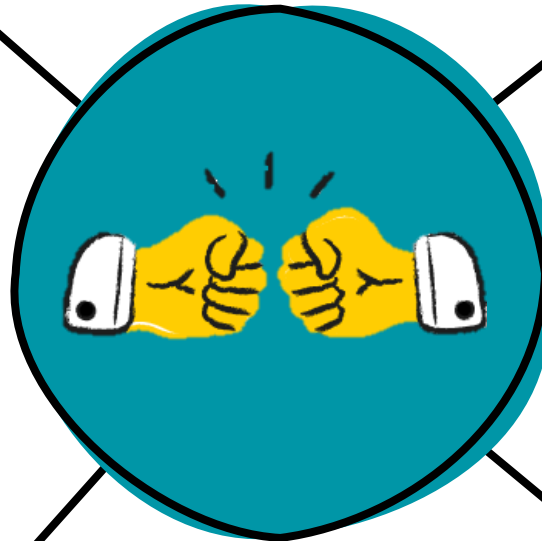
# PROGRAMME OVERVIEW – DESIGN IMPACT

## WHAT YOU LEARN

- In-depth understanding of the Design Thinking process, methodology & tools
- Application of Design Thinking tools and methods to tackle a real-world challenge, powered by extended fieldwork activities
- Understanding of how to design solutions to complex challenges, and experience of implementing pilot projects to test concepts
- Development of validated and actionable solution concepts
- Understanding of empathy in problem solving
- Ability to reframe challenges into opportunities
- Communicating solutions for buy-in

## WHAT YOU EXPERIENCE

- 6 x half-day hands-on workshops
- Piloting of concepts with 5x 1.0-hour group coaching sessions to guide the process
- 1x half-day pitch session



## WHAT WE PROVIDE

- Programme design & contextualisation
- Programme management & training operations support
- 6x half-day workshop facilitation sessions
- Up to 5x 1.0-hr group coaching sessions
- 1x half-day facilitated pitch session
- Insights & Actions report for Challenge Sponsor

### For all participants

- Certificate of Completion
- Digital badge for online resume
- Learning materials
- Membership of the School of X Community of Practice of global impact designers

### Optional add-ons (cost available upon request)

- Design toolkit pack for each participant
- Training venue & facilities at National Design Centre

## WHAT IT COSTS

**\$\$\$30,000**

(before GST) for up to 30 pax



# SCHOOL OF X OUTCOMES

All School of X programmes are designed to support the following outcomes. However, it is important to note that the longer and more applied programmes enable stronger outcomes to be achieved across all categories.

## Pragmatic Solutions Tested Quickly

- i. Grounds-up identification of issues
- ii. Potential solutions explored, concepts designed & tested
- iii. User insights inform live iterations



PROJECT OUTCOMES

## Equip participants with Design Thinking skills

- i. Understanding of Design Thinking process
- ii. Empathy
- iii. Insight Discovery & Defining Challenges
- iv. Prototype & Test



LEARNING OUTCOMES

## Build mindsets for resilience & innovation

- i. Creative Confidence
- ii. Critical Thinking
- iii. Collaboration
- iv. Experimentation
- v. Reframing & Agility



MINDSET SHIFT

**WE COACH PEOPLE TO CO-DESIGN SOLUTIONS  
TO PROBLEMS THEY CARE ABOUT,  
AND BECOME MORE CONFIDENT  
#AGENTSOFCHANGE**

## Contact Us to Find Out More

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**SCHOOL OF**

By DesignSingapore Council

