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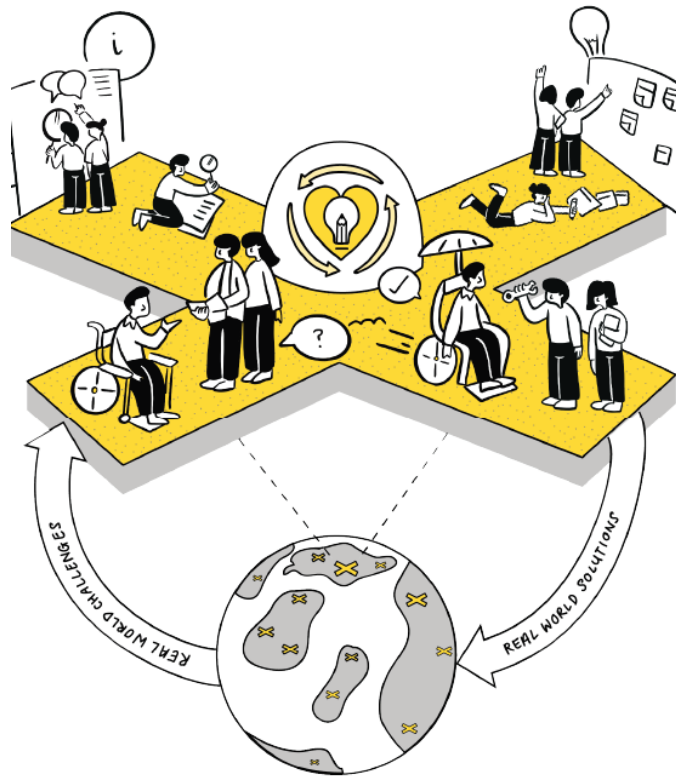
for Challenge Sponsors

INTRODUCING SCHOOL OF X

INTRODUCING THE SCHOOL OF X

**Empowering Citizens to be Agents of Change**

The School of X is a **classroom without walls**, established by DesignSingapore Council to **equip everyone from all walks of life with collaborative design skills and design-led creative thinking** to solve real-world social and business challenges, with lasting impact.

Participants, design experts, and challenge sponsors will work within a framework that includes tools, workshops and more with a network of partners from the industry and public sector.

You will learn how to **turn problems into opportunities, craft new ideas to solve them and test your solutions out in the real world!**
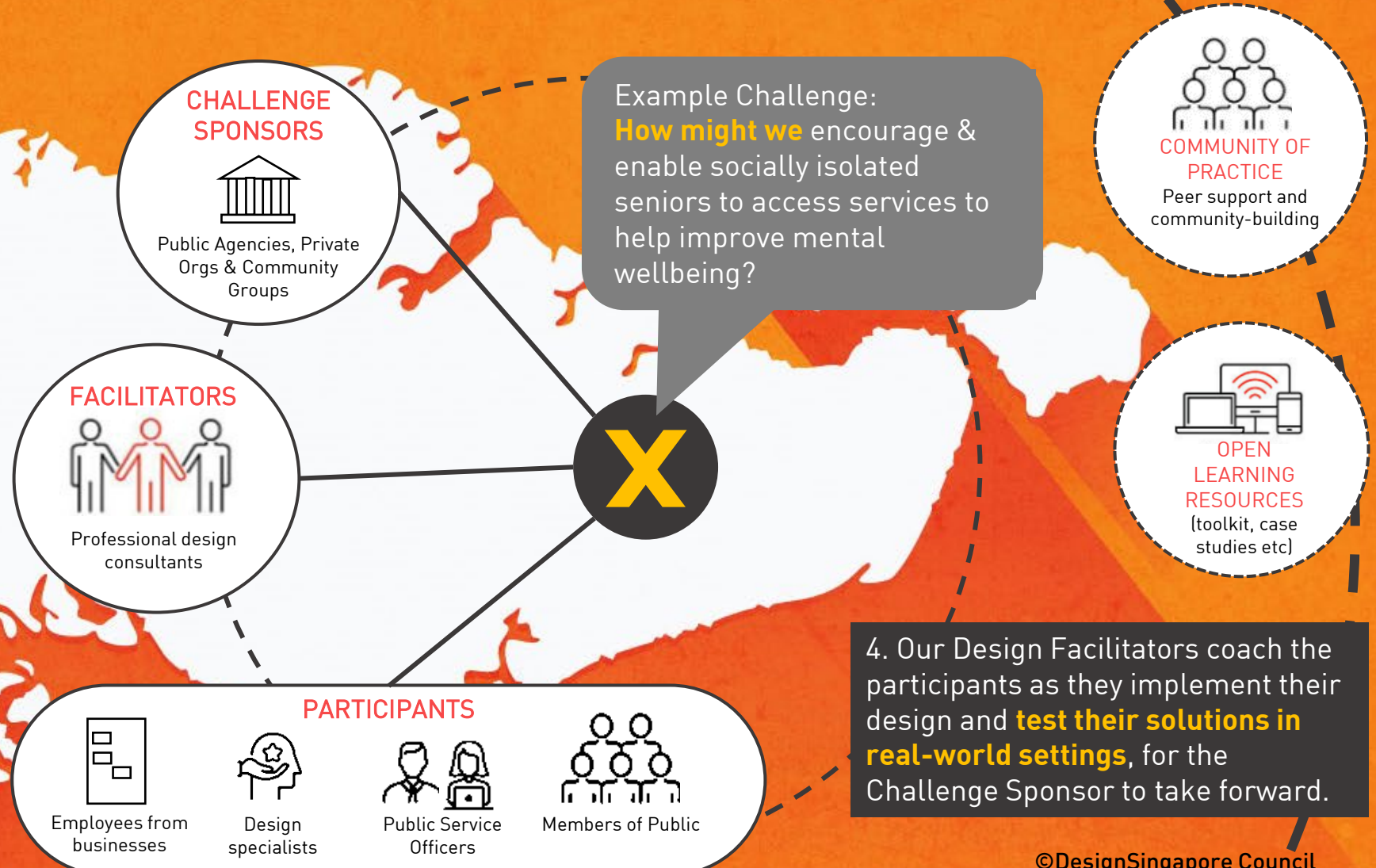
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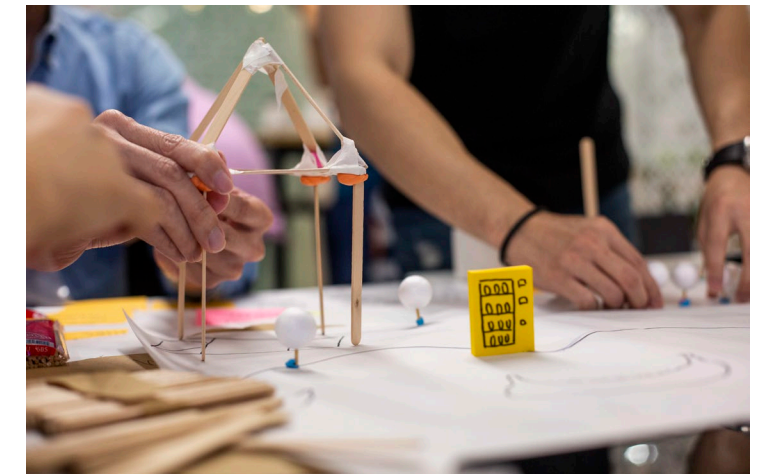
HOW DOES SCHOOL OF X WORK?

SCHOOL OF X

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.

CHALLENGE SPONSORS

Public Agencies, Private Orgs & Community Groups

FACILITATORS

Professional design consultants

X

Example Challenge:
How might we encourage & enable socially isolated seniors to access services to help improve mental wellbeing?

COMMUNITY OF PRACTICE
Peer support and community-building

OPEN LEARNING RESOURCES
(toolkit, case studies etc)

PARTICIPANTS

Employees from businesses

Design specialists

Public Service Officers

Members of Public

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THE SCHOOL OF X LEARNING EXPERIENCE

SCHOOL OF X

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.

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THE 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

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SCHOOL OF X

PROGRAMME OVERVIEW

SCHOOL OF X PROGRAMMES

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 coaching/pitch 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 hours group coaching
• Half-day pitch session

PROGRAMME OVERVIEW - DESIGN SPRINT

WHAT YOU EXPERIENCE

- 1 x fast-paced half-day workshop

WHAT WE PROVIDE

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

For all participants
- Certificate of Completion
- Learning materials
- Membership of the School of X Community of Practice of global impact designers

Optional add-ons
- Physical Design Toolkit for each participant
- 1x half-day coaching session for participants

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
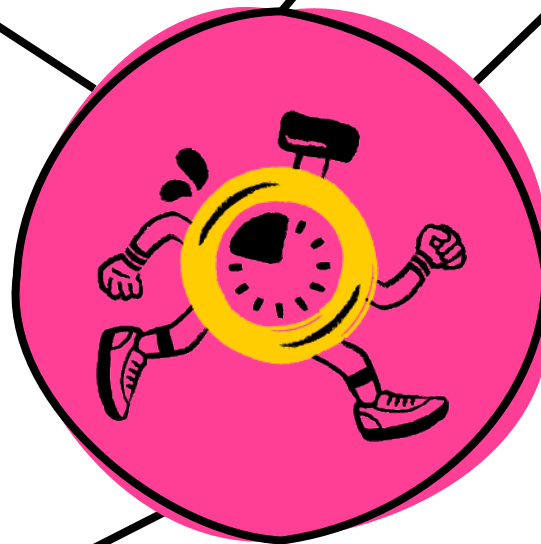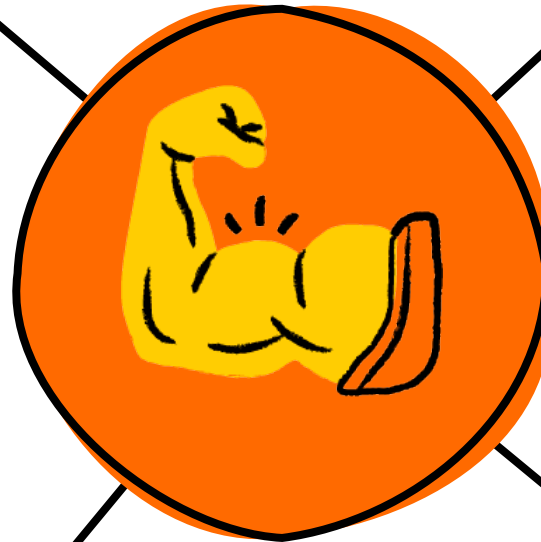
WHAT IT COSTS

S$6,000

(before GST) for up to 30 pax*, cap at 6 teams

* Notes:
All rates quoted will not be pro-rated downwards, should any of the scenarios occur:
- Final team allocation is less than the maximum allowable cap per workshop; or
- Allocated workshop/coaching hours were not utilised by the participants

PROGRAMME OVERVIEW – DESIGN BOOTCAMP

WHAT YOU EXPERIENCE

- 3 x 2.0-hour fast-paced workshops
- 1.5-hour group session

*Format of group sessions could vary according to needs of challenge sponsors e.g. coaching, pitching, presentation

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 to tackle a real-world challenge, supplemented with fieldwork activities

WHAT WE PROVIDE

- Programme design & contextualisation
- Programme management & training operations support
- 3x 2.0-hour workshop facilitation sessions
- 1.5-hour group session (e.g. coaching/pitching)
- Visual summary report for Challenge Sponsor

For all participants
- Certificate of Completion
- Learning materials
- Membership of the School of X Community of Practice of global impact designers

Optional add-ons
- Design toolkit pack for each participant
- 1x half-day coaching session for participants

WHAT IT COSTS

S$13,000

(before GST) for up to 30 pax*, cap at 6 teams

* Notes:
All rates quoted will not be pro-rated downwards, should any of the scenarios occur:
- Final team allocation is less than the maximum allowable cap per workshop; or
- Allocated workshop/coaching hours were not utilised by the participants

PROGRAMME OVERVIEW – DESIGN FLOW

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

<u>For all participants</u>
- Certificate of Completion
- Learning materials
- Membership of the School of X Community of Practice of global impact designers

<u>Optional add-ons</u>
- Physical Design Toolkit for each participant
- 1x half-day coaching session for participants

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 IT COSTS

S$20,000

(before GST) for up to 30 pax*, cap at 6 teams

* Notes:
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- Final team allocation is less than the maximum allowable cap per workshop; or
- Allocated workshop/coaching hours were not utilised by the participants

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PROGRAMME OVERVIEW – DESIGN IMPACT

SCHOOL OF X

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
- Delivery of your own pilot project with 5x 1.0-hour group coaching sessions to guide you
- 1x half-day pitch session
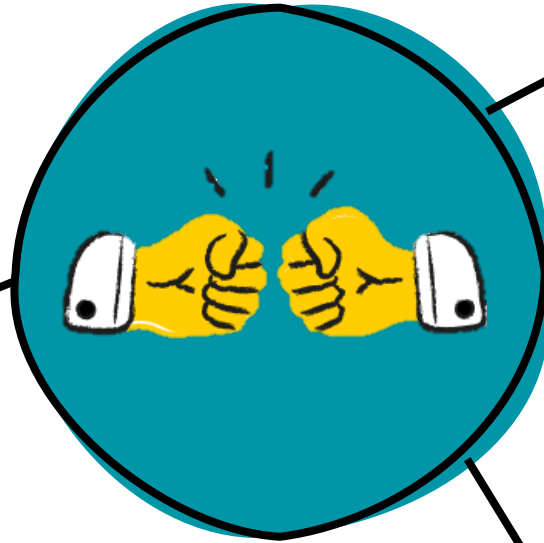
WHAT WE PROVIDE

- Programme design & contextualisation
- Programme management & Training operations support
- Facilitation of 6x half-day workshop sessions
- 5x 1.0-hr group coaching sessions
- Facilitation of 1x half-day pitch session
- Insights & Actions report for Challenge Sponsor

For all participants
- Certificate of Completion
- Learning materials
- Membership of the School of X Community of Practice of global impact designers

Optional add-ons
- Physical Design Toolkit for each participant

WHAT IT COSTS

S$30,000

(before GST) for up to 30 pax*, cap at 6 teams

* Notes:
All rates quoted will not be pro-rated downwards, should any of the scenarios occur:
- Final team allocation is less than the maximum allowable cap per workshop; or
- Allocated workshop/coaching hours were not utilised by the participants

OPTIONAL ADD-ON – COACHING CLINICS

S$3,000
(before GST) for up to 30 pax, cap at 6 teams

This costing includes:

i. 1x 3-hr group coaching session

All rates quoted will not be pro-rated downwards, should any of the scenarios occur:
- Final team allocation is less than the maximum allowable cap per workshop; or
- Allocated coaching hours were not utilised by the participants

Coaching format may be in one of the following formats, or as per mutually agreed during programme planning discussions:
- Even distribution of coaching duration across the number of teams; or
- Large group coaching based on common areas of support identified

Coaching clinics must be purchased together with an existing SoX programme, as an add-on option, for effective outcomes

Contact Us
to Find Out More

DesignSingapore Council
111 Middle Road
National Design Centre
Singapore 188969

schoolofx@designsingapore.org

🌐 www.sox.sg

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📷 schoolofx.sg

SCHOOL OF X
By DesignSingapore Council