

Hack & Hone

Harnessing the design thinking process



Overview

To 'hack' is to roughly form into shape. To 'hone' is to continually refine. Together, we use these terms to refer to the exploratory problem solving process of divergent and convergent thinking. Often referred to as a 'hackathon', these are events that utilise design thinking activities and collaborative rapid prototyping tools to solve defined problems.

Not for the faint-hearted - by solving, we mean *actually* implementing a working real-world solution by the end of our time together. Hackathons require committed, unencumbered focus for the duration, which can be intense... but we're here to support your team to enjoy the exploration.

Your team are the experts; you already have all you need to design appropriate solutions. Our role in this environment is not to provide the answers, but to facilitate and enable your teams' own big thinking.



Format

- Preliminary discovery (by correspondence prior to event)
- Hack & Hone event (at least one full day)
- One-on-one review sessions (phone check-in to each participant)
- Suitable for between 3-100 participants (enquire about larger teams)

Empathise	discovery of the users and their needs
Define	qualitative data and hard research to select a problem
Ideate	generate a number of solutions
Prototype	create real-world, low-fidelity prototypes
Test	use real user feedback to understand efficacy of solutions



Requirements

Space to accommodate the team in open floor space and around tables. Blank vertical surfaces and whiteboards. Break-out areas such as additional rooms or outdoor space is a bonus! Our workshops utilise plenty of loose parts to explore ideas, so we require enough space to get a little messy.



Outcomes

- Utilising a empathy-first solution process to undertake agile problem solving, decision making, and abductive reasoning.
- Facilitating solutions in a team environment using a range of mindsets, tools, and techniques.
- Creating strong team cohesion through collaboration.
- A real-world prototype of a solution.
- Post Event Findings Report.



Duration

Hackathons can occur over a period of days, depending on the nature of the design challenge.



Pricing

\$2,500.00/day, plus \$50.00 per person for groups over 10.

Ex GST. In-person delivery. Minimum one day required. Inclusive of materials. Travel incurs additional costs. Catering not included, but can be provided at an additional cost or BYO. Ask us about community pricing



Contact

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