# Build a Start-up Using Design Thinking Game

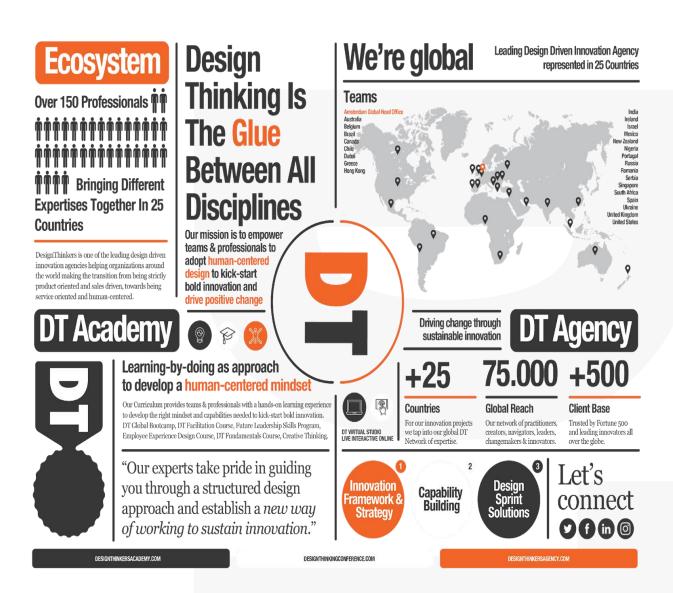
Use Design Thinking to move like a start-up and deliver like an enterprise.

design thinkers academy

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**Design Thinkers Academy, Amsterdam,** is one of the leading 'design-driven' Innovation Agencies.

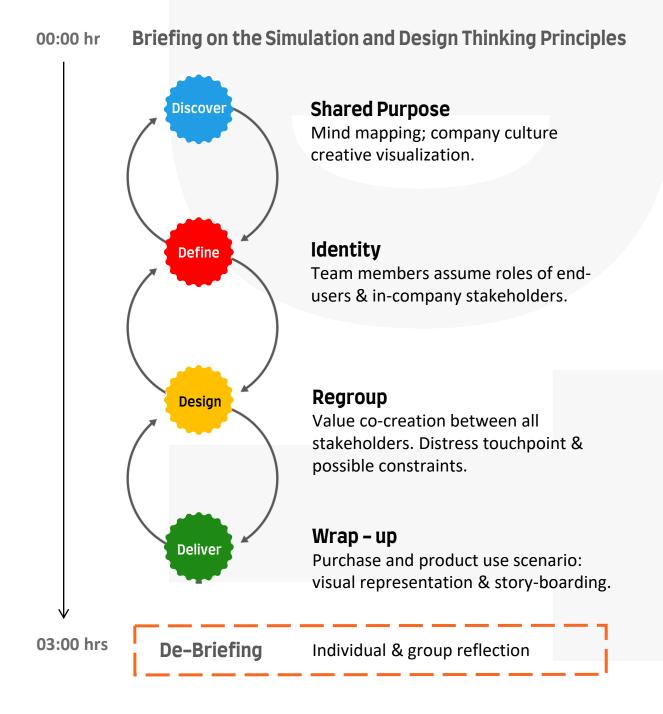
This "Build a Start-up Using Design Thinking" Game is under licence from Design Thinkers Academy, brought to you by QGLUE.

#### A Sneak Peak



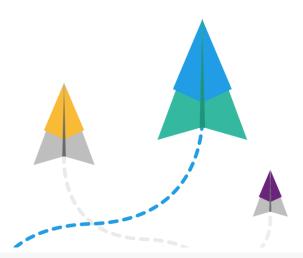


#### Experiencing Design Thinking through "Build a Start-up" Game





#### Summary



During this game, groups will work in an interactive to setup their own startup company by using the principles, tools and mindset of Design Thinking.

Participants will be challenged to think beyond their everyday routine, in order to come up with creative and innovative ways of designing a value driven organization. Teams will be created cross-functional, and each participant gets a specific role, e.g. time keeper, decision maker, CEO, client, marketing, sales. By carefully deciding who will get which role (e.g. senior leader becomes a marketeer, operational manager becomes CEO), we can promote interactivity amongst levels of seniority and between teams.



## **Steps of Game**

| 1 | Draw a Value<br>Map                          | Start mapping out the values on the Value Map. Position them on the radius according their importance (from the   |
|---|--|---|
|   |  | most important in the centre to the less important on the edge).  |
| 2 | Define a<br>Shared<br>Purpose                | Use the most important values you mentioned earlier to write down a mission statement. Visualize it statement in a quick sketch.  |
| 3 | Describe your<br>Company's<br>Culture        | Your group is starting a company. What kind of people<br>are you hiring? How do people behave? What do you<br>see and how does your workspace look like? Describe<br>your future company culture. |
| 4 | Plan out your<br>Organizational<br>Structure | Think 10 years ahead and choose the structure to organize your company and explain how this fits with your mission and the culture of your company.   |
| 5 | Define the                                   | Write down your challenge.  |
|   | Challenge                                    |   |
| 6 | Think of<br>Incentives                       | Translate your mission and values into monetary and<br>non-monetary incentives. How are you going to<br>motivate and empower your employees and<br>stakeholders?                                  |
| 7 | Analyse the<br>Business                      | Which Brands would you ideally like to have as stakeholders? Map them in the cloud.   |
|   | Environment                                  |   |

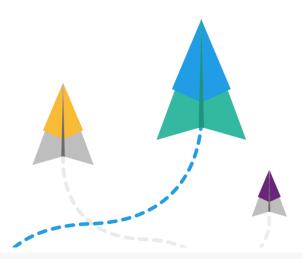


#### **Steps of Game**

| 8 ►  | Create<br>Customer<br>Persona                         | Sketch the persona who is going to be the target user<br>for your product/ service. Why would he/she use am<br>offering provided by this company? How does he/she<br>achieve his/her goals now? Through what service/<br>products/ organization? |
|------|---|--|
| 9 ►  | Design a<br>Value Map                                 | What should the company help the customer achieve?<br>Which value should the company create for the<br>customer? Place the values in the circle according to<br>their importance.  |
| 10 ► | Desired<br>Touchpoints                                | Name the touchpoints and channels you would like to have throughout the service experience. Explain your choice.   |
| 11 ► | Value<br>Co-creation                                  | The two groups join together to co-create the value<br>proposition.<br>How do you co-create value with your customers? In<br>other words: How do you help your customers reach<br>their goals?   |
| 12 ► | Design The<br>Service<br>Scenario                     | Visualize the use scenario of the service as a storyboard.<br>It is valuable to visualize the scenarios, therefore don't<br>be afraid of drawing all the different steps that describe<br>the service!   |
| 13 ► | Develop a<br>prototype of<br>your product/<br>service | Create the Minimum Viable Product prototype of your product or service that mimics your groups' proposition.   |



### The Outcomes



- A design-driven framework to build a sustainable value-driven MVP.
- Through the game, participants learn how to align values with organizational models, culture, propositions, business models and customer values and goals.
- Participants experience how to think and function like a startup founder (act fast, think creatively, and be iterative)
- Participants understand the value of team-work, high-paced decision making, designing with your end-user and learn creative thinking concepts.

In summary: Experience Design Thinking



# To buy your ticket to the game,

# Contact us!

Email: <u>customer\_relations@q-glue.com</u> Phone: <u>1800-103-4583</u>



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