

SOLVING COMPLEX PROBLEMS WITH DESIGN SPRINTS

"Rapidly Ideate, Prototype, and Test Solutions to Unlock Innovation"

Schedule

Date	Venue	Fees (Face-to-Face)
01 - 03 Sep 2026	Manama - Bahrain	USD 2495 per delegate

► **Available delivery methods:** Face-to-Face & Online Training

Introduction

When traditional problem-solving methods fall short, the Design Sprint offers a structured, high-speed alternative for teams to solve big challenges and test ideas in just days. Developed at Google Ventures, the Design Sprint methodology compresses months of work into focused, collaborative sessions—delivering fast, data-backed insights.

This intensive 3-day course equips professionals with the skills to plan, run, and facilitate successful Design Sprints. Participants will gain hands-on experience in mapping problems, generating ideas, building prototypes, and testing with real users—transforming vague challenges into validated solutions.

Objectives

By the end of this course, participants will be able to:

- Understand the full 5-phase Design Sprint process and its applications
- Facilitate and contribute effectively to time-boxed sprint workshops
- Translate complex problems into actionable sprint challenges
- Prototype rapidly using low-fidelity tools and techniques
- Conduct user testing to gather feedback and refine solutions

Why Attend

- Learn a globally proven method to innovate and de-risk decisions
- Solve challenges faster with more collaboration and fewer meetings
- Improve customer-centricity by testing ideas with real users
- Gain confidence to lead innovation projects with clear structure
- Walk away with templates, tools, and experience to apply immediately

Target Audience

This program is designed for:

- Product owners, team leaders, and innovation champions
- UX/UI designers, researchers, and developers
- Project managers and business analysts
- Anyone responsible for solving problems or improving user experience

Individual Benefits

Key competencies that will be developed include:

- Creative problem framing and ideation
- Team facilitation and design sprint leadership
- Prototyping with speed and intent
- User interview and feedback interpretation
- Rapid experimentation and iteration

Organizational Benefits

Upon completing the training course, participants will demonstrate:

- Accelerated problem-solving and innovation cycles
- Reduced time-to-market for new products or features
- Stronger user-centered design practices
- Cross-functional alignment and better team collaboration
- Lower innovation risk through real-world testing

Instructional Methodology

The course follows a blended learning approach combining theory with practice:

- Strategy Briefings - Core principles of Design Sprints and when to apply them
- Case Studies - Sprint success stories from leading organizations
- Workshops - Full-cycle simulations of sprint phases with live facilitation
- Peer Exchange - Team-based ideation and prototype development
- Tools - Templates for mapping, sketching, prototyping, and testing

Course Outline

DETAILED 3-DAY COURSE OUTLINE

Training Hours: 7:30 AM – 3:30 PM **Daily Format:** 3–4 Learning Modules | Coffee breaks: 09:30 & 11:15 | Lunch Buffet: 01:00 – 02:00

Day 1: Setting the Stage & Mapping the Problem

- Module 1: Introduction to Design Sprints (07:30 – 09:30) • Origins and purpose of the Design Sprint • The 5-day sprint model overview • When and why to use Design Sprints
- Module 2: Understand & Define (09:45 – 11:15) • Stakeholder alignment and long-term goals • Mapping the challenge • Defining sprint questions and target outcomes
- Module 3: Sketching Solutions (11:30 – 01:00) • Lightning demos and inspiration • Individual ideation using sketching techniques • Storyboarding the best ideas
- Module 4: Workshop – Problem Mapping & Sketching (02:00 – 03:30) • Practice mapping challenges and generating solution sketches

Day 2: Deciding & Prototyping

- Module 1: Decision-Making Techniques (07:30 – 09:30) • Structured voting and critique • Creating a solution storyboard • Aligning the team on what to prototype
- Module 2: Rapid Prototyping (09:45 – 11:15) • Choosing the right prototype format • Tools and materials for low-fidelity builds • Dividing tasks and managing time effectively
- Module 3: Building the Prototype (11:30 – 01:00) • Crafting user flows and interfaces • Consistency, clarity, and function over polish • Testing the prototype internally
- Module 4: Workshop – Full Sprint Simulation (02:00 – 03:30) • Teams execute a prototype build based on Day 1 output

Day 3: User Testing & Sprint Wrap-Up

- Module 1: Planning User Testing (07:30 – 09:30) • Recruiting and preparing test users • Writing interview guides and test questions • Setting up the testing environment
- Module 2: Conducting User Interviews (09:45 – 11:15) • Interviewing and note-taking best practices • Observing patterns and behaviors • Capturing direct feedback
- Module 3: Synthesizing Feedback (11:30 – 01:00) • Mapping user reactions • Identifying what worked and what didn't • Deciding on next steps: iterate, pivot, or proceed
- Module 4: Final Presentations & Implementation Planning (02:00 – 03:30) • Sprint review presentations • Personal action planning for future sprint leadership • Closing discussion and takeaways

Certification

Participants will receive a Certificate of Completion in Solving Complex Problems with Design Sprints, validating their ability to lead and participate in high-impact, time-boxed sprints that solve real business challenges and deliver validated solutions quickly.

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