1. Enjoy your time and have fun - no one will judge you.
2. It's all about content...
3. Take care of others and using your own to move to whatever place you can best contribute and/or learn.
Focused on big ideas, not arts...

Rich created from a mix of handwriting, drawings, shapes & visual elements.

Talks/panels/experiences...

Visual map
Building a map

Keys to listening

Focus your attention

Eliminate distractions. Immerse in the topic

Improve memory

Coding, verbal & visuals
Basic Elements

+1
HIERARCHY

• MAIN
  HEADLINE
  ADD DETAILS TO
  DESCRIPTIVE TEXT
  BULLETTS

TO PIC
  SET THE CONTEXT
  BOLD
  ALLCAPS
  1. 2. 3. NUMBERS
  * * * → ! ? ICONS
  HUMOR

FLOW

HAVE FUN!
Visualization Patterns...

- Linear
- Radial
- Vertical
- Journey
- Modular
- Library
- Pop-Corn
Arrows

Dividers
Containers/Boxes/Frames
**Body'N'Faces**

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Diagram showing various face and body expressions.
YOU GOT YOUR VISUAL BOX!

BALLOONS
THE FRIDGE

VISUALIZE YOUR DESK
ARALDICA... WHO I AM

THE WAY I SEE MYSELF
HOW THE OTHERS SEE ME

EXPECTATIONS

THE WAY I'M GOOD AT
THINGS I COULD IMPROVE

IN MY POCKETS

WHAT I WANT TO PUT IN MY...

WHAT I BRING WITH ME ALREADY HAVE

KNOWING

#TSWDUBLIN
PEOPLE I'D LIKE TO MEET/KNOW

ACQUAINTANCES

COLLEAGUES

FRIENDS

FAMILY

PERSONAL NETWORK
*SYNTH VISUAL*

TRAINER’S TOOLBelt...

OPEN
SUPERHERO TRAINER

IF YOU HAD A POWER... WHAT WOULD IT BE??

APPLICATION:

WHAT GIVES YOU SUSTAINABILITY?

WHAT'S YOUR BACKGROUND...

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*Synth-visualize*

*Tool of your work*
PAST CHALLENGE

PROBLEM!

WHO WAS INVOLVED?

HOW DID YOU SOLVE IT?

RESOURCES USED...
THAT'S HOW I ALWAYS DID IT...

EVEN IN HIGHSCHOOL...

...THINGS I'D LIKE TO CHANGE...
If this competence was a...

? Why? 

? Speed? 

Where we want to go?
DREAMING YOUR PERFECT TRAINING

WHERE

TOPIC

WITH WHO
Reflections Template

Create a Modular GR:

- Good
- Bad
- Could be better
- Learning checkpoint

What I will never forget:
- Things that I learnt
- Benefits I took with me
- How I feel
- What wasteност

Interests:
- What did not satisfy me

---
Design Thinking for trainers.
The DT Toolkit
This toolkit can help you create solutions for everyday challenges.

You can use DT to approach any challenge.

- MINDSET
- HUMAN CENTERED
- COLLABORATIVE
- OPTIMISTIC
- EXPERIMENTAL

- IT'S
- DEEP EMPATHY & UNDERSTANDING NEEDS
- DIFFERENCE IS POWER!
- WE CAN CREATE CHANGE
- FAIL, FAIL AGAIN, FAIL BETTER...FLY

- SPACES
- PROCESSES
- TOOLS
- SYSTEMS
The DT Process
It's a structured approach to generating and evolving ideas.
You're a designer! Listen to your audience... design for them!

Embrace your beginner's experiment... no right answer!

Break your routine!

Stepping out of your zone of comfort = learning!

Use the globe = problems are opportunities.

Collaborate = believe... what if...

Open mind = move... look...
What will DT get me?

- More Fun
- Improved Collaboration
- Solution that fits my topic!
- Getting Unstuck
- Effective ways to engage participants
- More creative confidence
DEFINE THE PROBLEM

- List topics
- Keep it simple

DEFINE GOALS

WRITE A BRIEF

FRAME THE PROBLEM

CREATE A PROJECT PLAN

SUCCESS
Discover

Define what you don't know

Define your audience

Share what you know

Refine plan

Prevent your fieldwork

Prepare your equipments

Immerse in the context

Explore

Take notes

List activities

Seek inspiration

Think of extremes

Pay attention to the environment

Learn from others

Create trusted atmosphere

Continuous feedback
Tell 'n Share
Inspiring Stories
Actively Listening
Document Your Thoughts
Capture Info in Small Pieces
Make Insights Actionable!

Interpretation
Search 4 Meanings
Dig Deeper

Find Headlines
Look for Links Between Topic
Get Input from Outside

Create a Visual Reminder

Define Insight Related Information
Clusterizing Themes

Develop "How Might We" Questions
3. Ideation: Well Defined Topic!

Brainstorming:
- Facilitator
- Diversity: Welcome!
- Select a Facilitator

Spaces
- Appropriate
- Tools

Materials
- Expand
- Redefine Ideas
- Check & Validate
- Brainstorm
- New Solution

Collect Feedback
- Evolve
- Capture Visually
- Summarize
- Describe
- Team

Select Ideas and Sketch to Expand!
BRAINSTORMING TIPS

- **Defer judgement.**
  There are no bad ideas at this point. There will be plenty of time to narrow them down later.

- **Encourage wild ideas.**
  Even if an idea doesn’t seem realistic, it may spark a great idea for someone else.

- **Build on the ideas of others.**
  Think “and” rather than “but.”

- **Stay focused on topic.**
  To get more out of your session, keep your brainstorm question in sight.

- **One conversation at a time.**
  All ideas need to be heard, so that they may be built upon.

- **Be visual.**
  Draw your ideas, as opposed to just writing them down. Stick figures and simple sketches can say more than many words.

- **Go for quantity.**
  Set an outrageous goal—then surpass it. The best way to find one good idea is to come up with lots of ideas.
MAKE EXAMPLES...

GET FEEDBACK

HONESTY

SHARE IMPRESSIONS

OPENNES

ROLE PLAY

MODEL

MOCK UP

CREATE STORYBOARD

CREATE A STORY!

ADV

CREATE

PROVIDE MULTIPLE PROTOTYPES

STAY NEUTRAL

CLUSTER FEEDBACK

ITERATE YOUR PROTOTYPE
INTEGRATE
IDENTIFY WHAT'S NEEDED...

ASK & COLLECT FEEDBACKS

CALCULATE FUNDS

ESTIMATE TIMEFRAMES

IDENTIFY PEOPLE & PARTNERS

CHOOSE A PLAN OF ACTION
5. Evolution

Define CELEBRATE SUCCESS

WHAT'S GOOD

Identify indicators for success

Track what happen

Track signs of changes

Document progress

Discuss effect
Plan NetX

Engage others

- List tasks
- Plan check-ins
- Timeline

Know your audience

Build a narrative

Communicate value

Highlight the potential

Encourage contribution

Communicate heart

Plan X
BUILD PARTNERSHIPS
identify partners
structure the collaboration
learn from each other
collect memories

SHARE ’N SPREAD YOUR STORY
spread create materials that help communicate your story
short description

SPECIFY YOUR NEEDS

BUID A COMMUNITY
create new network