Watch the guide on our 'Teams and Tools' page.

www.evalhack.org

Post your progress and write your team name, project title, and members.
Task of the day

Give your project a NAME

write it on your evalhack.org page
share your impressions on your social media channels!

#EvalHack
577 participants from 114 countries!
Gender

- Female: 51.8%
- I do not want to: 0.7%

Experience in evaluation

- Less than 5: 44.0%
- 10 to 16 years: 17.0%
- 5 to 9 years: 26.2%
- More than 15: 6.8%
- None: 5.9%
- Other: 0.3%
7c: Think efficiency

Zeina from Lebanon
Alladari from Burkina Faso
Adeola from Nigeria
Hanan from South Africa
Hiswaty from Indonesia
Alena from Italy
Eloisa from Austria
Questions for this session?

Write on Slack #0_Design_Thinking or Zoom Chat
DAY 3

IPDET
EVALUATION
HACKATHON

in cooperation with

EvalYOUTH
Design Thinking Process

- Problem Framing
- Need Finding
- Ideation
- Prototyping
- Testing

Day 3
Call – It makes more fun!
Overall Design Thinking Tips

Collect First.

Evaluate Second.
Overall Design Thinking Tips

Do time tracking
The Pareto-Principle

“AHHH ... I don’t have enough time!”

“YES you do! 80% of ideas are created in 20% of the time.”
Phase III - Ideation

What
Find ideas as solutions for your Challenge Definition
Quantity before Quality: Collect first, evaluate second
Build on the ideas of others!

Result
... At the end: pick one idea!

2 Methods
Phase III - Brainwriting

Assignment

1. Be inspired by the key insights and your challenge definition
2. Work alone and develop **as many ideas as possible** (max. 5 Min.)
3. Collect the ideas in your document

Handout

Use a document were everyone can have a look and write on (e.g. google spreadsheet)
Phase III – Idea refinement

**Assignment**

1. Choose one of your ideas and present it to your teammates in 1 sentence (1 min.)
2. The rest of the team generates at least 3 ideas on how to develop this idea further. Write them down in your document (max. 5 min per idea)
3. Switch, so everyone in the team had the chance to present at least one idea.

**Handout**

*Use your own document*

*Your own document*
Phase III – Hero method

Assignment

1. Choose one superhero all of you know (max. 5 min.)
2. Now ask yourself: How would this super hero solve your challenge? Write down as many ideas you can think of (max. 5 min)
3. If you like continue with a new hero
4. Put the ideas in your document

Handout

Use your own document
Phase III – Use the community

**Assignment**

1. Post your challenge definition on Slack #0_ask_me_anythink and ask for ideas.

2. Post your favourite 2 Ideas and ask the community at Slack #0_ask_me_anythink to develop the idea further.

**Handout**
Phase III – Narrowing down

Assignment

1. Have a look at all ideas on your document (max. 10 min)
2. Choose your favourite idea and develop it further, f.e. make it more specific give it a special twist, etc. (max. 5 min)
3. Present your teammates your idea (max. 2 min)
4. Now everyone must add at least 2 more ideas on this idea on how to develop it further
5. Switch, so everyone in the team had the chance to present his/her idea

Handout

Use your own document
Phase III – Ideal selection

Assignment

1. It is time to make a choice. Form the ideas presented in the round before, you need to **choose one idea**.
2. Discuss and see if you can come up with a group selection (max. 10 min.)
3. It not, vote! Everyone has one vote. The idea with the most votes wins. And you can not vote for your own idea.

Handout

Use your own document
Phase I - Recommendation

And again - the Design Thinking Process is **YOUR** process, so choose the method you think fits the best to your challenge. The recommendation would be:

- **Hero Method**
- **Brain Writing**
- **Ask Community**
- **Idea Refinement**

**Narrowing down**

- At least 3

**Idea selection**

- All
Thank you and good luck!
You need more information?

Marlene Hennicke
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- More than 10 years consulting experience; focus on social innovation and organizational development
- More than 10 years of employment history in the social sector as f.e. Ashoka, UNDP and Landesjugendring NRW
- Experience abroad in USA, Netherlands, Mexico, Ecuador, Netherlands and Belgium
- Master of Art in Economics - Bachelor in Rural Development and Innovation