

Event	Date & Time	Content
Team Ice-Breaker and Collaboration Platform Tutorial	4 – 6 Oct, 1 hr <i>(Exact date and time to be scheduled with facilitator and buddy)</i>	<ul style="list-style-type: none"> • Meet your Design4Impact team mates! • Learn how to use Miro, an online collaboration platform. • Take note of key event dates and details.
Plenary 1: Starting our Design4Impact Journey	7 Oct, 12pm to 2pm	<ul style="list-style-type: none"> • Official Launch of Design4Impact 2 • Introduction to Design Challenges • Brief on event format and key dates • Introduction to Design Thinking
Team Session 1: Starting our Design4Impact Journey	7 Oct – 13 Oct, 1 hr <i>(Exact date and time to be scheduled with facilitator and buddy)</i>	<ul style="list-style-type: none"> • Scope initial challenge(s), user(s) and impact(s) • Level set team’s understanding of their challenge topic • Engaging Content Resource Personnel • Planning and conducting desk research
Plenary 2: Understanding the Needs of our Users	14 Oct, 12pm to 2pm	<ul style="list-style-type: none"> • Introduction to Empathy phase of Design Thinking • Understand the importance and how to conduct field ethnographic research
Team Session 2: Understanding the Needs of our Users	14 – 20 Oct, 1 hr <i>(Exact date and time to be scheduled with facilitator and buddy)</i>	<ul style="list-style-type: none"> • Stakeholder Mapping • Planning and conducting field research • Team to share and discuss research findings and cluster them into themes
Plenary 3: Synthesize insights an refine challenge	21 Oct, 12pm to 2pm	<ul style="list-style-type: none"> • Introduction to Define phase of Design Thinking • Synthesize insights using design approaches and tools • How to frame and re-frame a design challenge
Team Session 3: Synthesize insights an refine challenge	21 – 27 Oct, 2 hrs <i>(Exact date and time to be scheduled with facilitator and buddy)</i>	<ul style="list-style-type: none"> • Clustering research findings • Creating personas and journey maps • Crafting a “how might we?” question

Plenary 4: Designing and Testing our Solution	28 Oct, 12pm to 2pm	<ul style="list-style-type: none"> • Introduction to Ideation and Prototype phases of Design Thinking • Introduction to prototyping methods and resources • Tips on how to conduct user testing
Team Session 4: Generating Ideas and Concepts	28 Oct – 3 Nov, 2hrs <i>(Exact date and time to be scheduled with facilitator and buddy)</i>	<ul style="list-style-type: none"> • Ideation workshop conducted by the Facilitator • Selecting and prioritizing concepts to be prototyped • Discuss how to prototype the chosen solution
Team Session 5: Testing Prototypes with Users	4 – 10 Nov, 2hrs <i>(Exact date and time to be scheduled with facilitator and buddy)</i>	<ul style="list-style-type: none"> • Team review prototype with their Team Facilitator • Discuss how to conduct user testing • Conduct user testing, collate feedbacks for solution iteration
Plenary 5: Viability of Solution & Pitching	11 Nov, 12pm to 2pm	<ul style="list-style-type: none"> • How to define and communicate a solution's value proposition • Introduction to design tools that help create viable solutions • Tips on how to pitch your ideas to an evaluation panel
Team Session 6: Viability of Solution & Pitching	11 – 19 Nov, 2hrs <i>(Exact date and time to be scheduled with facilitator and buddy)</i>	<ul style="list-style-type: none"> • Define and refine solution value proposition • Completing a Business Model Canvas (optional) • Creating a solution poster and start working on a pitch
Submission of Solution Posters	22 Nov, 12pm	<ul style="list-style-type: none"> • Solutions Posters to be completed and submitted by 22 Nov at 12pm. • 9 teams will be selected by the organizers to present their solution at the Design4Impact Pitch Event, based on the Design4Impact judging criteria.

Announcement of Pitch Teams	25 Nov, 12pm	<ul style="list-style-type: none">• Announcement of the 9 teams that will be moving forward to the present their solution at the Design4Impact Pitch Event.
Presentation to Advisors	29 Nov, TBC	<ul style="list-style-type: none">• Sharing of pitch with a panel of advisors that could help teams polish up their solution and presentation.
Design4Impact Pitch Event	3 Dec, TBC	<ul style="list-style-type: none">• Pitching of solutions to a panel of esteemed judges where 3 winning teams will be offered seed funding, network and support to bring their ideas to fruition.