





**Before**  
the Sprint



# Pre-sprint programme

Validate the Sprint challenge and frame your problem in advance.



## Client pre-sprint survey

The survey helps us to understand your challenge by asking the most important questions upfront.



## Decider and participants pre-sprint interviews

The interviews allow us to dive deep into the challenges and into the vital Sprint areas as early as possible.



## Client onboarding template

Before the Sprint we introduce you and your team to tools and services so you learn the concept and process of a Sprint.



Sprint  
**facilitation**



### Two expert Sprint facilitators

We run our Discovery Sprints as teams of two, a facilitator and host as well as a co-host who provides support in all areas and guides Sprint participants when they need individual assistance.



### Client summary report

A particular strength of each sprint is that the documentation is determined by the design of the sprint and past visualisations, decisions and ideas can be revisited at any time. At the end of each sprint there is a complete documentation for our clients.



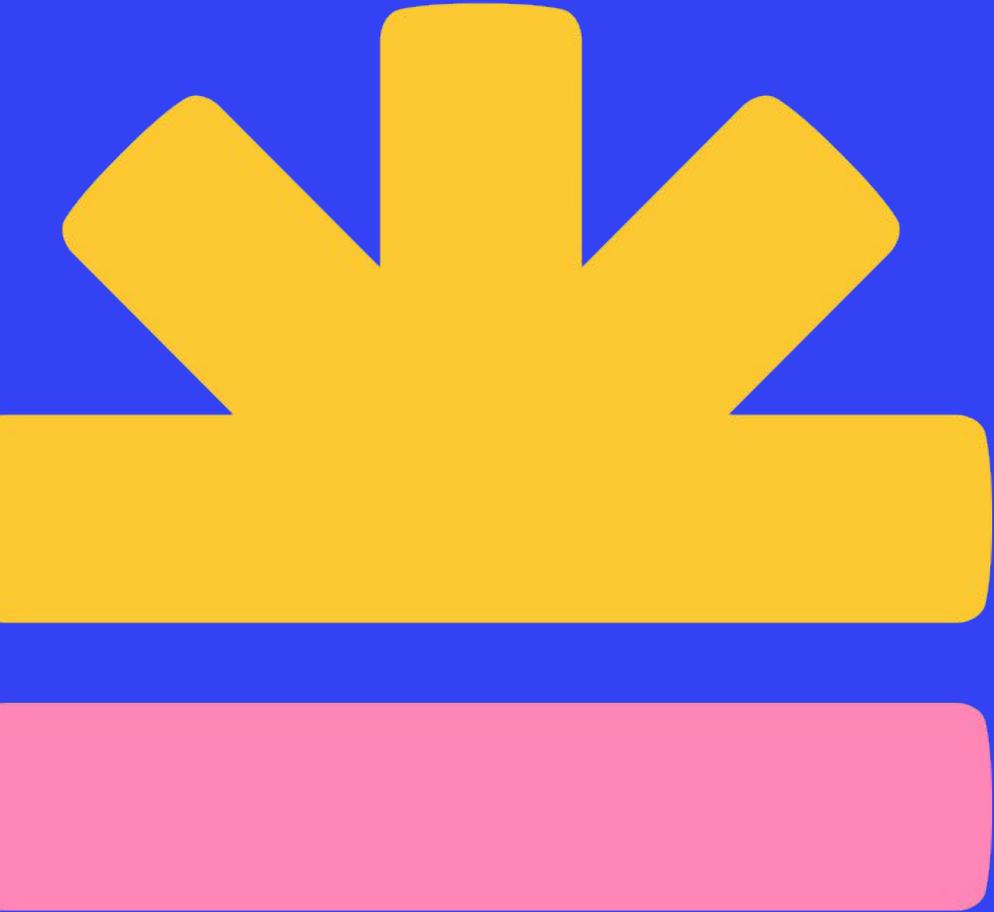
### Sprint analysis

User testing of the prototype takes place under real conditions in a realistic test scenario. The results are then intensively examined and analyzed.



### Recommendation for further steps

When a sprint is completed, the results are clear and the next steps are defined. If the sprint has shown that the prototype solution is heading in the right direction, there is an overall concept for further development. Regardless of whether this is to be implemented with us, in-house or with another service provider.



Sprint  
**contents**



Make your product, service or project discovery a **Sprint**.



### 01 Problem framing

Each sprint starts with exploring the challenges of the experts, teams and the decision maker involved in the project. To understand the underlying difficulties we need to listen to the users, participants and stakeholders involved.



### 02 Alignment

The purpose of any Sprint is to work as an aligned team towards a clearly defined goal. In this workshop, we set the focus, define the scope and point out the key issues that need to be addressed during the Sprint.



### 03 Solution Development

time to work out possible solutions and design a common picture for all sprint participants involved. These visualisations form the basis for further development and creation of the upcoming prototype.



Make your product, service or project discovery a **Sprint**.



#### **04 Decision Making**

It is time to make final decisions and choose a solution to prototype. You cannot develop several solutions in parallel, but must choose the most promising version.



#### **05 Prototyping**

Sit back, we're in: our pixel-perfect designer creates a clickable prototype based on the storyboard, which is tested by 5 real users



#### **06 User Testing and Evaluation**

We don't ask, we show users what could be, and get the most important and immediate feedback when we develop new products or challenge existing services with our high-fidelity prototypes.

The Sprint  
**toolbox**





# Tools

The tools help us keep sprints running smoothly and keep the team's energy high.

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M 😊 😊 d

The FigJam logo, featuring the word "FigJam" in a bold black sans-serif font with a small pencil icon to the right, all set against a light grey dotted background.

**FigJam** ✎

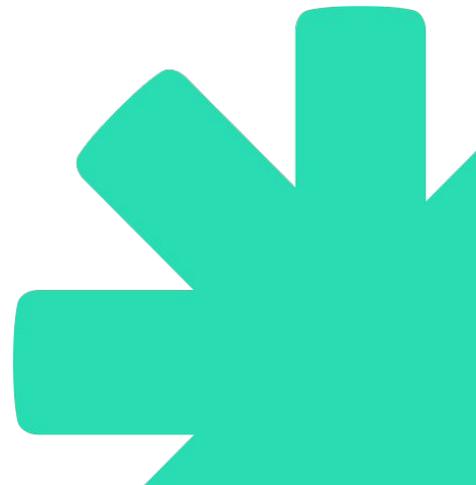
Timer

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**Energy Package**



**Make your development a **Sprint**.**



# Imprint



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## Commercial register

Register court: Lübeck local court  
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