PROBLEM SCOPE

- Identify key stakeholders affected by the problem
- Narrow the problem (Complete Reframe Worksheet with team)
- Identify your patient/target population

THE DECIDER

- Decider(s) selected
- Decider prepped on sprint method and role
- Decider scheduled to join certain parts of the sprint to vote and give direction

PARTICIPANTS

- Recruit participants (A sprint ideally has 7-15 people.)
- Prep participants before sprint
- Schedule and prep the experts (for Lightning Talks)
- Invite and schedule end-users to be available for testing on sprint Day 2

SPACE & SCHEDULING

- Book the room (Room should be double the size of attendees)
- □ Housekeeping (coffee/lunch/snacks/signage/audio-visual/parking/resources)
- Meeting invites to all participants and end-users

POST-SPRINT

- Schedule a follow-up meeting with Sprint team (1 week after sprint)
- Create a work plan, assign tasks and huddle at least once every 2 weeks.
- Continue to expand testing and iterate