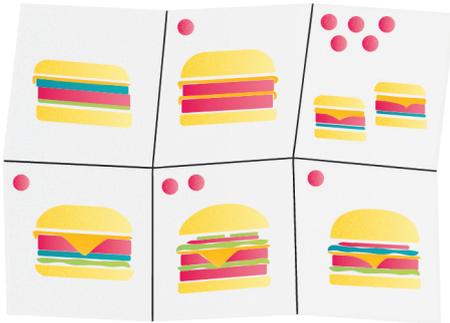


Design & test

6' up

The 6'Up (or 6 to 1) is a design methodology which allows rapid sketching in order to explore possible solutions to a problem. Each participant (limited to 8 in order to keep the discussion concise) has a short amount of time to sketch the storyboard of a potential solution in a 6 sections template. Then, participants explain their solutions and get feedback, they later use to create another iteration. After 2 to 3 iterations, most of the issues have surfaced and the solutions explored can be used as a starting point.

PEOPLE	PREP. TIME	TIME	DIFFICULTY LEVEL
4 - 6	30 - 60 min	60 - 90 min	● ○ ○



USE THIS METHOD / TECHNIQUE TO

This methodology is particularly beneficial to solve a complex problem without knowing where to start. It works on helping participant generate, develop, refine and select ideas. It is also a really good way to build trust in your cross-functional team.

THIS IS WHY YOU NEED IT

The 6'Up is a quick and simple way to generate solutions to a problem. And by working with cross functional teams you are guaranteed that the solutions generated will have the consensus of all the stakeholder. On top of that the participant will become evangelists of the solution with the rest of their team.

MATERIALS

- Blank template
- Markers
- Timer
- Blu-Tac

WHO SHOULD BE INVOLVED

- UX designer
- Cross-functional Stakeholder

Briefing

Before the start of the 6'Up the designer defines what is the problem he looks to solve. He also gathers along relevant data, such as surveys, usage data, user testing, group discussion and so forth. He is trying to gather everything necessary to comprehend the problem in its totality.



STEP 1 - Brief (15 - 45 min)

The designer introduces each team member, and why everyone has its place in the meeting. He introduces the issue backed up by the data he collected and he starts a discussion about potential hypothesis, personas and constraints. The length of this discussion may vary in function of the size of the issue, but it must stay concise, the idea here is to align everyone's view on the problem and tickle their imagination. Finally the designer spends a quick 5 minutes to explain the 6'up steps.

STEP 2 - Drawing (5min)

From this initial conversation, each participant starts sketching what he sees as the best solution, without too much detail as the objective is really to get a first glimpse of a solution. The stakeholder must fill the 6 blocks of the template as a 6 step solution. Yet nothing forbids them to sketch 2 squares for the offline workflow and the rest for the digital interface. Participants might also be tempted to turn to word instead of drawing, don't let them, sketching helps them move away from their first idea towards a better solution.

STEP 3 - Presentation (6x3 min)

After this first 5 minutes sketched each participant pin their wireframe to the wall and in 3 minutes explain their sketches and gather feedback. During their time they must explain which persona they had chosen and what are their hypothesis behind the solution. Each feedback should help clarify the intention for this solution and empower the participant to go beyond their initial idea.

STEP 4 - Drawing bis (5min)

From the feedback they received, each participant creates a new or improved version of their design with the objective to answer the most of the feedback they received.

STEP 5 - Find the standout ideas (15 min)

When in most of the case 2 to 3 iterations are enough to construct some solid solutions, it is up to the designer to define how many sketch + feedback loop is needed. After these few iterations the goal is to find the standout ideas. What are the similar idea ideas your team has been working on? The standouts are generally one or two 6'Up your team has been working on.

STEP 6 - Conclusion (5min)

Finally, takes a few minutes to summarize the meeting, start from the problem and hypothesis and draw back your path to the standout ideas. Ideally you'd keep a written summarize of the meeting, and gather feedback on the methodology itself.



How to use the template?

Print this template in A3 format for each participant. For each of the participants you will need between 2 and 3 templates in function of the number of iterations. This template is only used for drawing, no writing allowed. This rule exists to make sure the participant will exit its comfort zone and start exploring new ideas.