

SOCIAL LAB CYCLE OVERVIEW

Preconditions 6-12 MONTHS

Cycle Delivery 4-5 MONTHS

Inter-Cycle Period 1-2 MONTHS

PHASE I : DEFINE THE CHALLENGE AND ASSESS LAB READINESS

Lab Challenge is defined along with preconditions: Resources/Finance, People/Partners & Strategic Direction. Convening Team roles are established and initial Delivery Team roles begin.

PHASE II: STRUCTURAL DESIGN AND RESOURCE PREPARATION

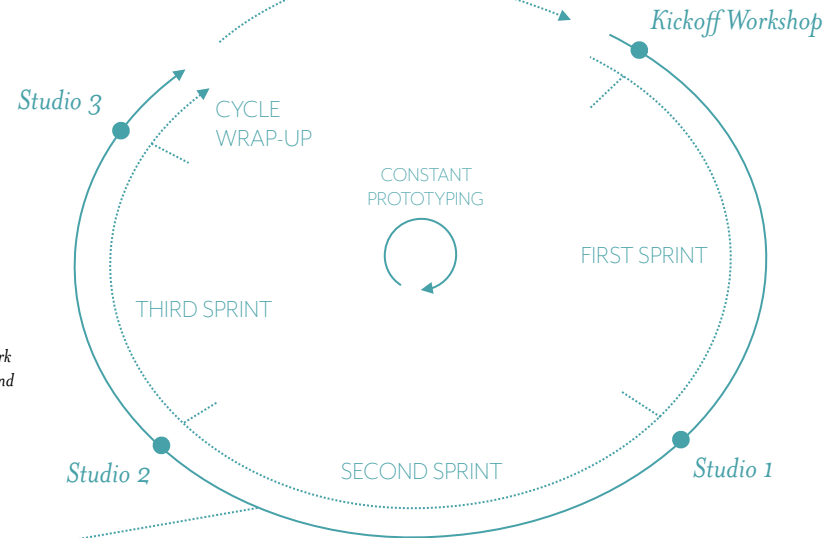
The business case for the Lab as well as the initial structure and timing of the Lab is proposed. Stakeholder mapping begins, Delivery Team and Governance Board form. Information, evaluation and communication infrastructure is established.

PHASE III: CONVENING AND RECRUITMENT

Lab design finalized. Stakeholder dialogue interviews. Convening partners confirmed. Website live. Lab participant profiles finalized. Official Lab announcements sent. Lab participant recruitment. Knowledge management and evaluation processes in place. Lab Challenge context research conducted. Innovation Fund finalized.

PHASE IV: PRE-LAUNCH

Lab participants selected and confirmed. Stakeholder Dialogue Interview Report complete and shared. Kick-off studio learning design complete. Facilitation team preparation. Lab participants are on-boarded and pre-work and materials communicated. Learning journeys designed and planned. Venue, catering and material logistics complete.



INTER-CYCLE PERIOD

During the Inter-cycle period, teams may continue to work on their prototypes and maintain progress. The Delivery Team and Convener Teams review learnings and design the next Lab Cycle. Preconditions work for the next cycle will commence including redefining the Lab challenge, assessing readiness for the next cycle, convening and recruiting will involve bringing in new partners and participants as some will leave, and preparing to launch the next delivery cycle.

Cycle Delivery (Detail)

KICK-OFF WORKSHOP

3 - 5 DAYS
Kick-off studio establishes the Lab foundations including ways of working together, Lab practices and protocols. Learning journeys deepen participant's understanding of the Lab Challenge. Participants establish prototyping teams based on need and interest. Teams agree how to test prototypes and how to work together in the upcoming sprint. Teams may draw on Innovation Fund from this point.

STUDIO 1

2 - 3 DAYS
Prototyping teams come back together and review feedback from Sprint 1. They share progress across the Lab and decide whether to pivot, persevere or stop' their prototype. Teams share experiences, learnings, resources and address challenges. Teams plan their next Sprint and how to test their first live prototype.

STUDIO 2

2 - 3 DAYS
Selected external guests hear experiences of prototyping teams and their Version 2.0 live prototypes. Teams and guests provide feedback and coaching and decide next steps with each prototypes. Capability and skill building takes place as needed within teams and across the lab. Teams plan Sprint 3 and their final tests for the Lab Cycle.

STUDIO 3

2 - 3 DAYS
Teams present their "final" / Version 3.0 prototype results to external guests stakeholders and end users. Feedback, coaching and final decisions on continuation of the prototypes into the next Lab Cycle are made. Teams complete the Lab Cycle and prepare for the inter-cycle period.

SPRINT 1 - VERSION 1.0/STUDIO

1 MONTH / 5 HOURS PER WEEK FOR PARTICIPANTS
Participants test and get feedback on prototype idea with potential end users/beneficiaries. Teams receive coaching support as needed. Kick-Off report and evaluations is produced.

SPRINT 2 - VERSION 2.0/LIVE

1 MONTH / 5 HOURS PER WEEK FOR PARTICIPANTS
Participants test live prototypes with end users. Teams receive coaching support as needed. Studio 1 Report Complete.

SPRINT 3 - VERSION 3.0/LIVE

1 MONTH / 5 HOURS PER WEEK FOR PARTICIPANTS
Participants test live prototypes with end users. Teams receive coaching support as needed. Studio 2 Report Complete.

CYCLE WRAP-UP

1 - 2 WEEKS
Learning reviews and reports completed by Delivery Team. Final evaluation and ROI. Communicate Lab Cycle results with Lab ecosystem. Studio 3 Report Complete.

MORE CYCLES