

In diverse WASH teams with ongoing program activities and full work plans, it is important to create space for creativity. This space is an important feature of all three phases of an HCD process and is commonly known as a sprint. Sprints can last between a week and a month. Ideally sprints are a protected time and space for pure creativity. While not always feasible, ideally sprints are times when team members clear their schedules of other tasks and responsibilities and dedicate their focus to solving the problem.

Project managers can support the HCD process, by encouraging team members to step back from typical duties during a sprint to create and iterate solutions.

OBJECTIVE

A sprint is dedicated time to dive deep into DISCOVER, CREATE or DELIVER.

WASH-HCD CONNECTION

WASH projects are like marathons, slow and steady. Yet in HCD, it is often valuable to sprint, setting aside dedicated time and space for deeper focus.

TIMING

Approximately 1 - 1.5 hours

MATERIALS

- DEPENDS ON THE SCOPE OF THE SPRINT

TYPES OF SPRINTS

1. **DISCOVER sprint.** During a DISCOVER sprint teams dive deep with communities. Teams often travel together and debrief insights at the end of each field research day. Team members may also build low-resolution prototypes for rapid feedback. This sprint has historically been called a deep dive.
2. **CREATE sprint.** During a CREATE sprint teams focus to create a suite of potential solutions. This can include spending time at a manufacturing facility or getting rapid feedback on potential behavior change materials.
3. **DELIVER sprint.** During a DELIVER sprint teams focus on solving the smaller unforeseen challenges in bringing a solution to scale. This can include focus groups with end users to streamline a design, or even conducting a sprint of training for local service providers. In the DELIVER phase it is important to balance sprints with longer forms of less intense engagement to see how the solution will function when the project phases out.

