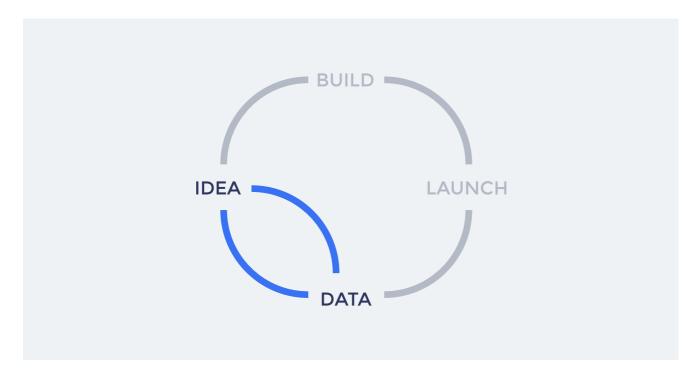
Design Sprint Proposal

What is a Design Sprint?

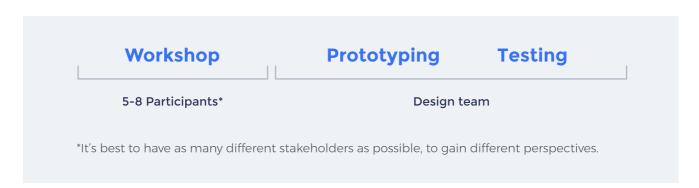
A Design Sprint is a rapid process for solving big challenges, creating new products, or improving existing ones.



Advantages

- · Focus! everyone would be on the same page
- \cdot Enable a fresh perspective
- · Save time & money We'll get feedback within a few days

Design Sprint Structure



Scope & Milestones



Research

Week 1

Kickoff meeting: review the brief, understand challenges and goals

1.5 User interviews

1 Visual research (competitors and non-competitors)

Workshop

Week 2

- Session 1 Define the challenge (understand goals, user journey)
 - Session 2 Produce solutions (UI hacking, Crazy 8, concept sketching)
 - Session 3 Vote on best solution & user flow; storyboarding (sketches)
 - Session 4 Storyboard (wireframes) and choosing tone & style

Design & Prototyping

Week 3

Design flow in Figma

Prepare prototype

Usability testing & Summary

Week 4

Test prototype with 5 users

Sprint summary & recommendations on how to proceed from here

TOTAL DAYS

14

PRICING (DAY) × 3,500 NIS

TOTAL

49,000 NIS

What happens after the sprint?

Iteration round



Fix flow according to user feedback

The main thing to understand is that the sprint would give a sufficient outcome to check with our users in just a few days. Then we would be able to go ahead and continue working with much better understanding.

If we'll get negative feedback and the solution we created is completely in wrong direction, we can do a quick iteration of sprint.

If the overall feedback is positive, we'll make corrections based on the feedback we've got and check again with new users.

After that is done, we'll be able to continue with the regular workflow: wireframing & designing the whole system.

Fee

Daily rate (8 hours) - 3,500N Hourly rate - 400N

Administration

- An advanced payment of 3,500N shall be paid before kick off.
- · Working hours would be reported on a daily basis on google spreadsheet.
- · Online meetings would be considered as part of working hours.
- · Invoice would be issued at the beginning of each month for the working hours reported in the previous month.
- · Payment terms: 'Shotef'.

Privacy

- · I (and subcontractors who work with me) undertake to maintain the confidentiality of the project.
- · I will not share files, documents or any material relating to the project with any external party without getting your permission.
- · Once the project is done, I'll be able to present it as part of my portfolio and share on social media.