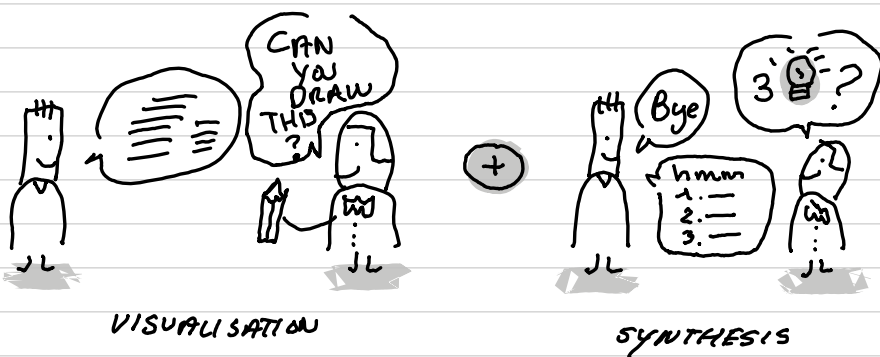


What are some micro-trainings we can do throughout Service Design education?

In short: Pushing Service Design learners to explain what they are saying with live-sketching and pushing them at the end of each conversation to give back the three most important points helps develop visualisation and synthesis skills.



Visualisation and synthesis are two Service Design skills that take a lot of repetition to fully acquire and that can be learned in micro-challenges.

A few weeks ago I started to challenge the learners that I interact with to give me the three key insights of our conversation on the spot. I started to do this to help them slowly develop their synthesis muscle (as I did back in the days myself).

Now I'm thinking about which other skills I can easily integrate in such micro-moments.

One that I'll try to implement is to ask learners to live-sketch what they or I share. This is something that I usually do. But it would be much a stronger learning experience if I push the learners to do the live sketching themselves.

Like developing a muscle it's the repetition that really makes the skill grow.

Backstage of this article

This article was illustrated and written by hand on a refurbished Remarkable II tablet. The text was then converted into typed text through the connect service of Remarkable. You can download a PDF version of the original note below if you are curious.