



**MODULE 0**

**WE IMPROVATE! - THE  
PROJECT FOR SMALL  
ORGANIZATIONS**

# HOW TO USE WE IMPROVATE!

## PROJECT IN SMALL ORGANIZATION?

**We Improve!** is a programme dedicated for small teams and aimed at supporting them in innovation and improvement. With a set of offered materials, including handbook, graphics and videos small teams can go through a 'We Improve!' programme and improve their daily work. The main goal of this project is to boost creativity in small teams by using design thinking approach. Design thinking as a discovery tool to find opportunities and creative ideas, and a strategic tool to turn ideas into innovation.

First module of the project introduces the design thinking process, it explains its assumptions and shortly describes the phases of this process. It aims to give an overview of the Design Thinking process and its manner of use, so as to facilitate the use of the whole handbook. Second module of the handbook describes the process of carrying out the various phases of the Design Thinking process. Third and last module explains all stages of good design thinking workshop.

This module provides advice on how to use the project in small organizations, it explains the rules of using the prepared materials so that the work in teams is as beneficial and effective as possible.



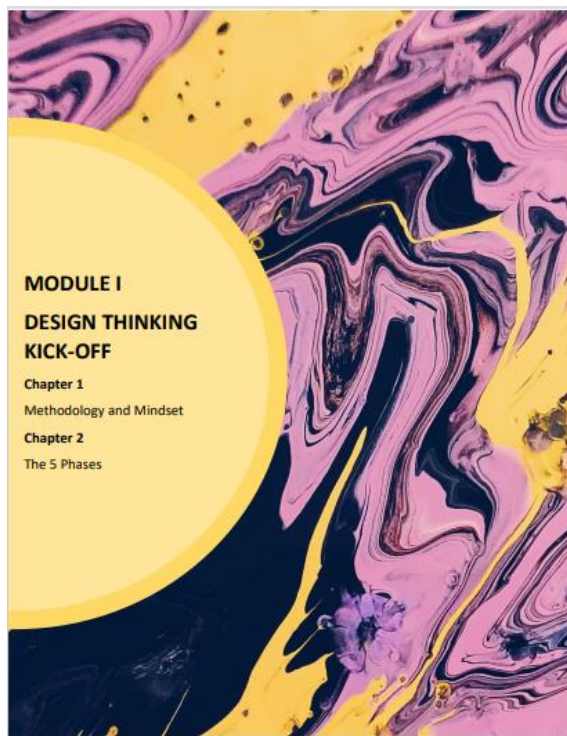
# THE HANDBOOK

First of all, it is advised for small teams that want to implement We Improve! Project in their environment, to think about the goals and results that they want to achieve. At this stage it is important to know whether We Improve programme is dedicated for your company.

As an introduction, even before starting the We Improve programme, as a team leader, you can answer the questions:

## **1. Do we need innovation in our team? Do we need to improve our work?**

If answers are yes, you can start to improve you can follow the steps and start he changes in your company.



*Figure 1 We Improve! Project – Module I*

As mentioned previously, the whole handbook consists of 4 modules and aims to include guide other teams using the programme. It identifies and assess potential barriers of relevance to the proposed solutions and propose ways to overcome them.

## **2. Design Thinking Kick-off – familiarize yourself with the Design Thinking process.**

The first module of the handbook “The Design Thinking Kick Off” (Figure 1) introduce the Design Thinking approach and it’s a great starting point, as it gives an overview of the Design Thinking process, methodology, mindset and its manner of use, so as

to facilitate the use of the whole handbook.

### 3. Design Thinking Techniques – inspire yourself

As a next step use Module II (Figure 2) – “A world of design thinking techniques” that will guide you and your team through the Design Thinking process - show you good practices, give examples and methods for improving innovation in your team. Get to know the module and come back to it during the workshop!

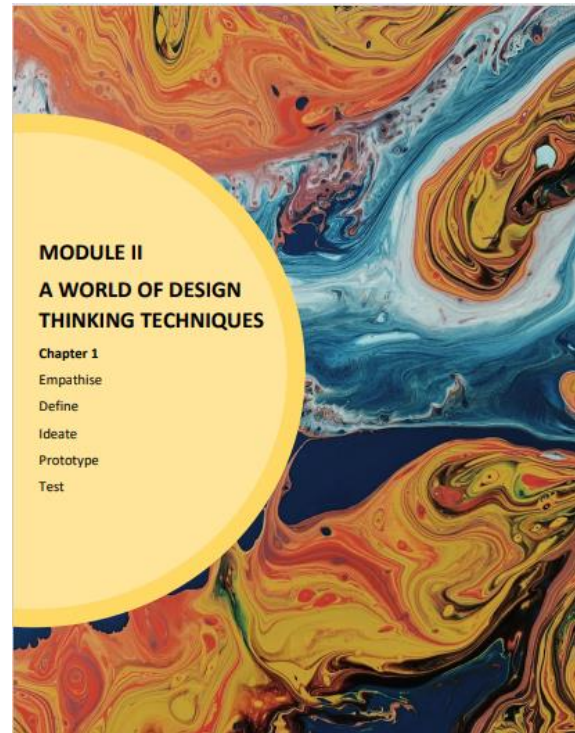
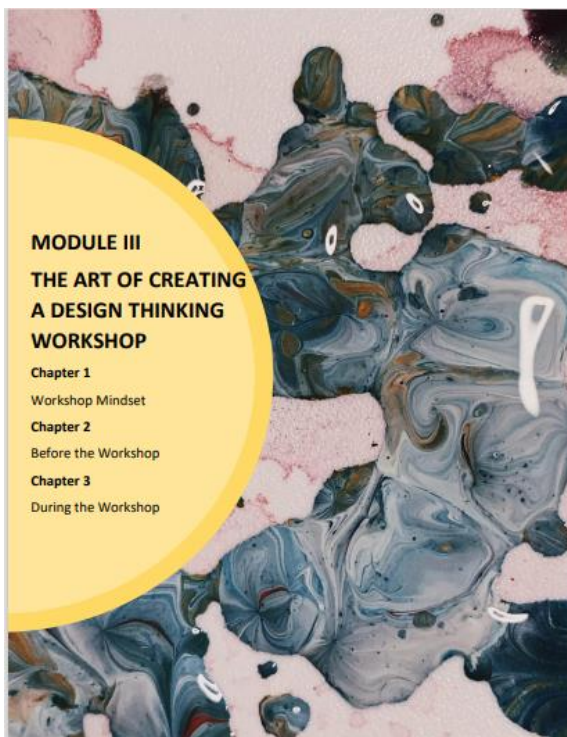


Figure 2 We Improvate! Project – Module II



### 4. Run a workshop

Use module III (Figure 3) in order to learn how to conduct Design Thinking workshops that help Design teams to create good solutions to problems. Remember to establish a proper mindset, prepare everything before the workshop and remember to follow nine rules during the workshop. Go back to the module anytime you need information and inspiration!

## 5. Promote the programme and share it with your community.

Visit Start at Best website – [www.startatbest.eu](http://www.startatbest.eu)

Use badge, social media posts templates, graphics available for download to promote the programme and your workshop.

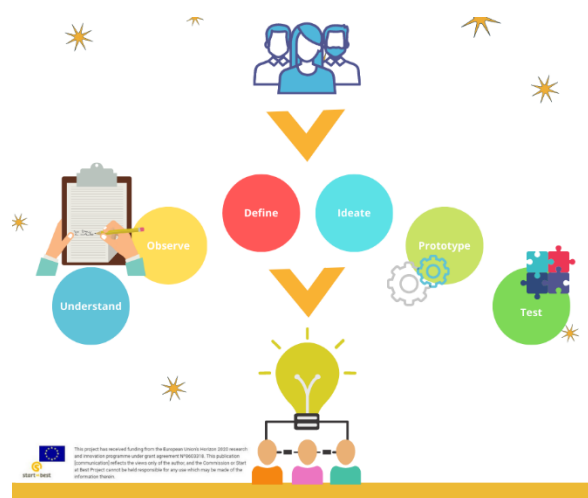


Figure 3 Examples of the We Improve! graphics



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