

AGENDA

Date /Time	TOPIC	SHORT EXPLANATION	Mentor/Expert
Day 1 05.05 Saturday 11:00 – 18:00	Welcome day (1h) <ul style="list-style-type: none"> • Opening remarks • Introduction to the project • Presentation of the ideas <p style="text-align: center;">Break (15min.)</p> <p><u>Master class</u></p> <p>Part 1. The building blocks of a good team: Character traits (2.5h)</p> <p style="text-align: center;">Lunch break (45 min.)</p> <p>Class part 2 (2.5h)</p>	<p>Introduction of the project, project objectives & expected results, defining expectations; communication and sharing of materials</p> <p>Introduction of ideas;</p> <p>Intro into MBTI – model for personality assessment; understand character traits, learn about your own character traits and understand its importance in team communication.</p>	<p>Benjamin Perks, UNICEF, Jovan Despotovski, FITR Sofija & Aleksandar, SmartUp</p> <p>Expert: Gorazd Smilevski</p>
Day 2 06.05 Sunday 10:00 – 16:00	<p><u>Master class</u></p> <p>Part 2: The building blocks of a good team: Group dynamics</p> <p style="text-align: center;">(Lunch break and small breaks included)</p>	<p>Understand group dynamics, situational leadership, team consensus & voting</p> <p>Team formation</p>	<p>Expert: Gorazd Smilevski</p>
Day 3 09.05 Wednesday 19:00 – 22:00	<p>TEDx Style event: Universal design for diversity and inclusiveness</p>	<p>Understand universal design, the meaning of inclusiveness in education and how inclusive culture in schools can transform communities</p>	<p><u>Experts:</u></p> <p>Katarina Kreceva, Vesna Ilievska</p> <p>Moderator: Sofija Bogeveva</p>
Day 4 11.05 Friday 17:30 – 22:00	<p>17:30 – 17:45 Introduction of the communication platform – Xplorify</p> <p>17:45 – 18:15 Presentation of Team Canvas (5 min per team)</p> <p>18: 15 – 18:35 Lunch Break</p>	<p>Each team presents its team canvas</p>	<p>Mile Davitkovski, Explorify</p>

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	18:35 – 19:20 Crash course on design thinking 19:20 – 19:25 Break 19:25 – 19:30 - Energizer 19:30 – 21:30 Master class: Product design Part 1	<p>Introduction of the working process (What is, What if, What wows, What works). Experience the full cycle of the design thinking process</p> <p>Introduction to product design and the product design process. Get familiar with the Design Brief & Feedback Frame.</p>	<p><u>Expert:</u> Tracy Sparks</p> <p><u>Expert:</u> Tracy Sparks</p>
Day 5 12.05 Saturday 10:00 – 16:00	Groupwork: Work on product design Breaks and energizers in between	<p>Work on product design to figure it out the elements you have information about and the ones you need to learn more by using several design techniques (work on the documentation: User Journey Map/Context map/Product Model Canvas/ Personas)</p>	<p><u>Facilitators:</u> Tracy Sparks, Sofija Bogeva</p> <p><u>Experts auditing:</u> Suzi Papas, Unicef – preschool; Vera Mitkovska, Unicef; Katarina Kreceva, Inclusive education; Majda Josevska, professional development of teachers; Representatives from 2 private companies working on solutions for education</p>
Day 6 13.05 Sunday 10:00 – 17:00	Master class: Design research & research methods Break & Energizers	<p>Understand design research and learn about different research methods.</p>	<p><u>Expert:</u> Sofija Bogeva</p> <p><u>Facilitators:</u> Tracy Sparks, Sofija Bogeva</p>

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	Groupwork: Develop an Ecosystem map & Research plan	Develop ecosystem map Develop a research plan (what, how, when, who)	<u>Experts auditing:</u> Majda Josevska
14-18.05 Monday - Friday	Field work: Empathizing with users	Time to go out and do some research to understand more about the challenge, users' behaviour, their needs and problems. (Desk research – gathering visuals, solutions, etc./Primary research – interviews, ethnographic expert visits, observations, etc.)	Online support form facilitators and experts <u>Some of the experts involved:</u> Katarina Kreceva, Inclusive education; Pece Sargovski, teacher – paperless school; Slagana, teacher – math literacy; Vera Mitkovska, UNICEF (education); Suzi Papas, UNICEF -preschool;
Day 7 15.05 Tuesday 19:00-22:00	TEDx style even: Game-Based Learning for Early Childhood Learners	Understand the importance of play in early childhood and discuss the benefits / challenges of game-based learning in pre-school.	<u>Experts:</u> Prof. D-r Alma Tasevska D-r Nadica Janeva
Day 8 19.05 Saturday 10:00 – 19:00	Groupwork: Data elaboration and insights creation Break & Energizer Groupwork: From insights to concept	Understand the data gathered from the research and learn how to create insights that add value Adjust the ideas to fit the needs of the users based on the insights. Vote and	<u>Facilitators:</u> Tracy Sparks, Sofija Bogeve

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	Lunch break (45 min) Master class: Product design Part 2	Update the documentation developed back from Day 5 – product design (User Journey Map/Context map/Product Model Canvas/ Personas) Development of Design criteria	Expert: Tracy Sparks
Day 9 20.05 Sunday 10:00-18:00	Team presentations Break (15min) Creative exercise Groupwork: Idea development 1 Lunch break (45 min) Groupwork: Idea development 1	Presentation of the initial ideas, insights gathered and the way forward (15 min per team – presentation + feedback) Brainstorming /Clustering/ Voting /Filling out a Napkin Pitch for the voted concept	Facilitators: Tracy Sparks, Sofija Bogeveva + experts
21.05- 27.05	Field research – empathizing with users	Time for teams to do interviews, observations, questionnaires	
Day 10 29.05 Tuesday 18:00 – 21:30	18:00 – 18:10 Short presentations of the visiting expert 18:10 – 19:15 Team Presentation 19:15 – 19:30 coffee break	Where we started, what we learned, what's next (design criteria and initial ideas)	Bobby Soobrayan, Regional advisor for education UNICEF

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	19:30 – 21:00 (Room 1) - Designing an inclusive classroom according the universal design principles; How to do an initial sketching of the classroom interior (Room 2) – Initial brainstorming	<p>This class will be attended by the teams working on the inclusive classroom</p> <p>This class will be attended by the teams working on the character education and preschool</p>	<p>Prof. Ognen Marina, Faculty of architecture</p> <p>Tracy Sparks & Sofija Borgeva</p>
Day 11 31.05 Thursday 17:00 – 18:45	Master class: Intro in web platforms, the background logic and the design (only for teams working on character education and preschool)	<p>Teams will learn more about web platforms, the logic in the background and the design. A framework for developing prototypes will be presented.</p>	<p>Prof. Dimitar Trajanov, FINKI</p>
Day 12 01.06 Friday 17:30-19:30	Event/Workshop: Teaching Character - Character traits and Character education	Time to demystify character education and character traits and discuss possible way of implementing character education in regular classes	<p>Experts:</p> <ol style="list-style-type: none"> Aidan Thompson, Director of Strategy and Integration, Jubilee Centre for Character and Virtues - University of Birmingham Joseph Ward, Research Assistant/ Impact Officer - Jubilee Centre for Character and Virtues
Day 13 02.06	Groupwork: Development of the solutions	<p>Time to do some work on your solution + finalization of prototypes</p>	<p><u>Experts support</u> Aidan Thompson</p>

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Saturday 10:00-17:00			Joseph Ward Prof. Dimitar Trajanov , FINKI Prof. Ognen Marina , Fac.of Architecture Sofija Bogeveva , Tracy Sparks , +Architects, Designers, Software experts, Teachers, etc.
Day 14 03.06 Sunday 10:00 – 17:00	Groupwork: Development of the solutions + experience design and testing	Time for some on-filed user experience testing (Location – City Park)	<u>Facilitators:</u> Tracy Sparks, Sofija Bogeveva +Architects, Designers, Software experts, Teachers, etc.
Day 15 05.06 Tuesday 17:30 – 21:00	Master class: How to use the powerful art of storytelling to share your story: 3 case studies	As stories are one of the best ways people talk their ideas this master class will help you learn how to bring people around an idea, understand your audience, find the right media channels to share your story, etc.	<u>Experts:</u> Dona Dzambaska – Reborn Viktor Dano – Valuer.ai, head of content.
Day 16 07.06 Thursday 18:00-20:00	Master class: How to rock the stage? (1h) Group work: Work on the final presentation (1h)	What makes a great pitch? What frame to use to develop a great pitch? This master class will help you learn how to make a pitch that sells.	<u>Expert:</u> Nino Karas, entrepreneur Facilitators: Nino Karas, Sofija Bogeveva

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Day 17 & Day 18 09-10.06 Saturday/Sunday 09:00 – 18:00	Groupwork: Development of the solutions + Testing with users	Some more time for solution' development	Facilitators & Experts support
11-20.06 Monday – Friday	Completion of the solutions	Final week to complete the solutions	Online mentorship & expert support
Day 19 23.06 Saturday 11:00-15:00	Final pitch: Deploy, Show & Tell, Destroy Cocktail party: Celebrate learning	Presentation of the solutions in front of a jury & declaring of the winning solution & awards & certificates Networking and celebration	<u>Jury</u> Benjamin Perks – High representative of UNICEF Jovan Despotovski , Director of FITR; MON – Minister or deputy minister; MLSP Minister; Telecom - CEO Koco Andjusev , Vice premier for economic affairs and coordination; Experts in education