

Wellington Innovation Hack

Participant programme overview

Date <small>* all dates are for 2023</small>	Time	High level content
Thursday 24th August	4.30pm - 7pm	Welcome & introduction. We'll give you an overview of the programme, discover what your innovation persona is and run you through the basics of innovation
Saturday 2nd September	10am - 4pm	Discovery workshop Before you start thinking about a solution, you need to validate that a real need exists. You need to get out and talk to people. Many people skip this step. Don't. You must understand the problem from the viewpoint of those who experience it in order to deliver an outcome they will value.
Thursday 7th September	4.30pm - 7pm	Working session - applying your workshop learning to your team's project
Thursday 14th September	4.30pm - 7pm	Working session - applying your workshop learning to your team's project
Saturday 23rd September	10am - 4pm	Ideation workshop Develop an initial solution concept using broad thinking and creative thinking. You will be introduced to a suite of tools specifically designed to stimulate new ideas and to challenge you to think and do differently.
Saturday 30th September	10am - 4pm	Ideation continued and Market potential workshop You've validated the problem, but is there a market for it and, if so, is the market big enough? Who are your competitors? Are there unique factors in the market that make it really hard to solve this problem? Can you create a large enough impact and value to make

		this whole thing worthwhile?
Thursday 5th October	4.30pm - 7pm	Working session - applying your workshop learning to your team's project
Thursday 12th October	4.30pm - 7pm	Working session - applying your workshop learning to your team's project
Monday 16th October	4:30pm - 7:30pm	Build, measure learn Workshop (Part 1) Build a range of solution prototypes to test with your end-users. The build, measure, learn loop takes you from light-weight virtual solutions through to sophisticated working prototypes. Following this process helps you avoid investing a lot of time and money into a product that ultimately nobody wants.
Wednesday 18th October	4:30pm - 7:30pm	Build, measure learn Workshop (Part 2) Build a range of solution prototypes to test with your end-users. The build, measure, learn loop takes you from light-weight virtual solutions through to sophisticated working prototypes. Following this process helps you avoid investing a lot of time and money into a product that ultimately nobody wants.
Thursday 26th October	4.30pm - 7pm	Working session - applying your workshop learning to your team's project
Thursday 2nd November	4.30pm - 7pm	Working session - applying your workshop learning to your team's project
Thursday 9th November	4.30pm - 7pm	Working session - applying your workshop learning to your team's project
Thursday 16th November	4.30pm - 7pm	Working session - applying your workshop learning to your team's project
Thursday 23rd November	4pm - 8pm	Final showcase presentations to client
Thursday 30th November	4.30pm - 7pm	Final session looking at how you can translate your experience on this programme onto your CV and into interview sound bites