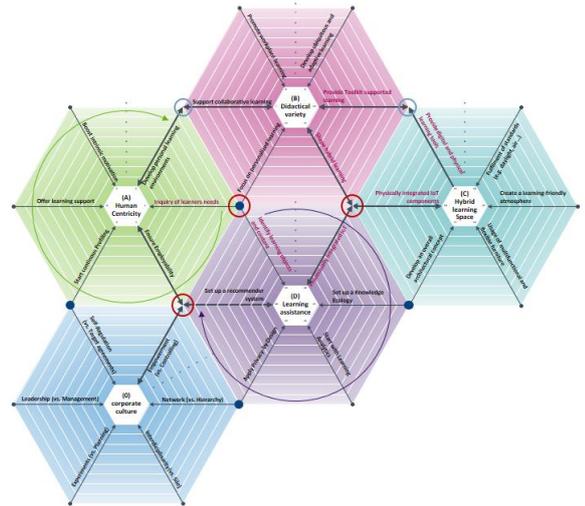


# PROTOTYPING THEORY: Applying Design Thinking to adapt a framework for Smart Learning Environments inside organizations

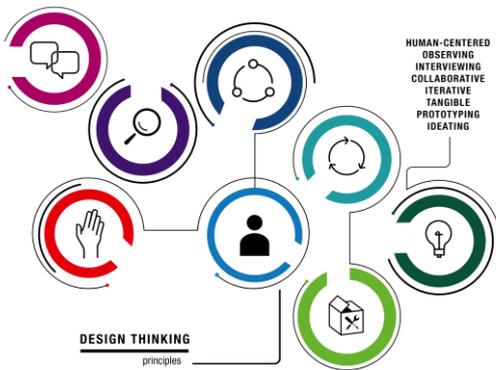
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**From future vision to reality:** This paper inquires into how an empirical smart learning environment (SLE) framework is applied inside an established corporation. The authors investigate how an SLE framework needs to be embedded into a corporate environment to encourage employees to innovate sustained SLEs.

The poster introduces a five-day design sprint concept based on design thinking principles. It discusses employees' application of the SLE framework, reveals current obstacles, and highlights the unexploited potential to create human-centered, strategically implemented, and innovative smart learning use cases. **The aim is to identify success criteria in order to transfer a theoretical framework into practice.**

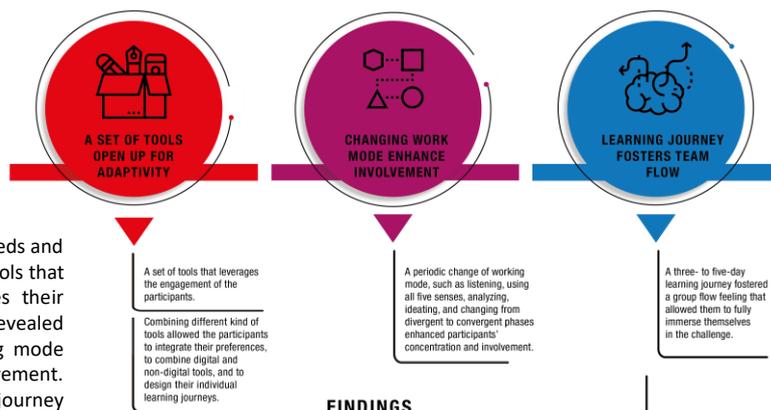
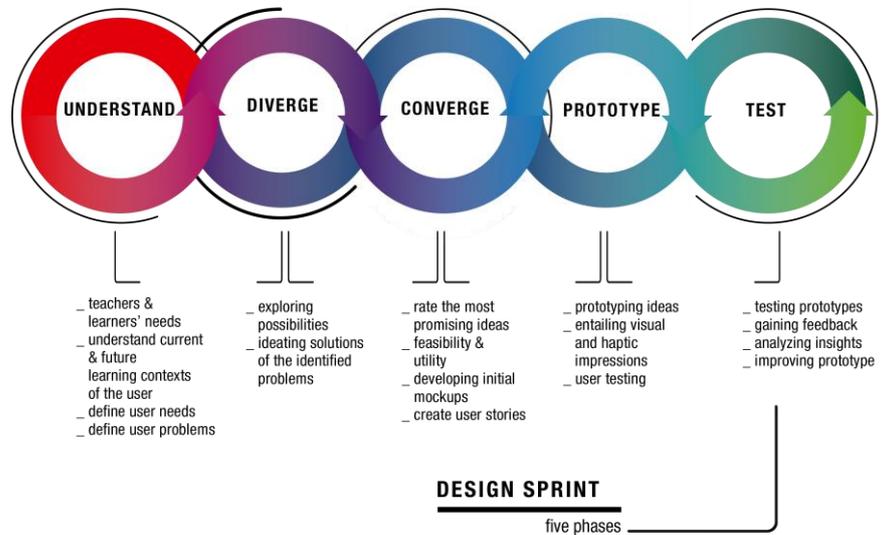


The SLE framework serves as an iterative planning, analysis, and development approach combining socio-technical dimensions of influence. The framework contains 30 success factors assigned to five design patterns representing a holistic SLE.



The authors understand **Design Thinking** to be a human-centered design approach that is, according to Buchanan, a set of principles based on human rights and human dignity, including iteration, collaboration, hands-on prototyping, testing, and emphasizing the user and his or her context.

**An interactive learning journey is inspired by the concept of a design sprint**, which describes a product development method that is well suited for innovating digital products. Basically, a design sprint encompasses DT principles and combines them with agile software development methods, that are divided into five phases.



**Findings:** First, investigating the needs and fears demonstrated that a set of tools that they choose themselves leverages their engagement. Second, the results revealed that a periodic change of working mode enhanced participants' involvement. Third, a three- to five-day learning journey fostered a group flow feeling that allowed them to fully immerse themselves in the challenge.

**FINDINGS**  
Identified success criteria to adapt a framework for SLEs inside organizations

