

Generative Al Discover / Design Workshop

Facilitation Guide



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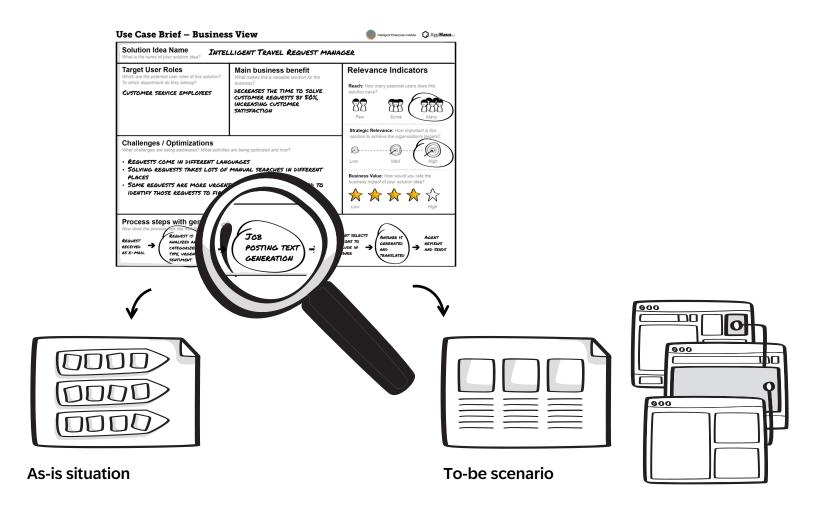
Workshop Overview

Why, when, what, how

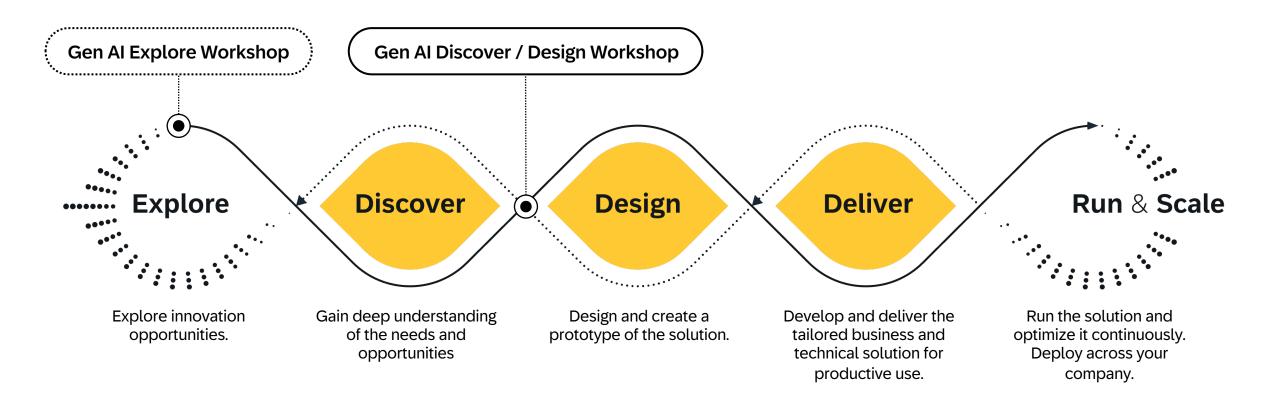
From Explore to Discover / Design Workshop

EXPLORE WS

DISCOVER / DESIGN WS



When to run a Gen AI Explore Workshop?



The Gen AI Discover/Design Workshop format aims to help participants improve the experience of a specific process or solution with generative AI capabilities. It requires the prior selection of a use case to work on and combines exercises from the "Discover" and "Design" phases of <u>SAP's Human-Centered Approach to Innovation</u>.

Outcomes and objectives

Understand current user objectives and challenges, and define a to-be scenario that helps to address them.

★ Understand the current user experience

Describe the current user experience, identifying its objectives, existing challenges, wishes for improvement, and data available.

Ideate improvements with (Gen) Al

With the help of a set of ideation cards, identify relevant (Gen) Al capabilities for your scenario and ideate on how they could be used to improve the current experience.

★ Define a to-be scenario

Create a story that shows how the future solution could work and help the users achieve their objectives using generative Al capabilities.

Specify Data and Systems

Identify data and data sources required for the new solution.

Gen Al Discover / Design Workshop in a Nutshell



Goal

Understand the as-is situation and define an improved to-be scenario.



Format

1 day (onsite), or 2 x ½ days (virtual)



Participants

End users, designers, architects, implementation team members (max 8 people)



Pre-requisites

Use case is identified, project vision is discussed, and endusers are identified

2

Material And Exercises

Templates and step-by-step instructions

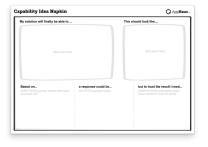
Workshop Material

Material for print



Generative Al Ideation Cards

1 set x team (size DIN A5, 250 gsm., back and forth, color)



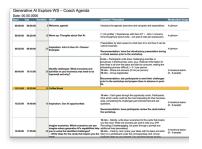
Capability Idea Napkin

8 x team (size DIN A4, black and white)



Experience Map (optional)

1x team (size DIN A0, black and white)



Coach Agenda

1 agenda x coach (size A4, black and white)

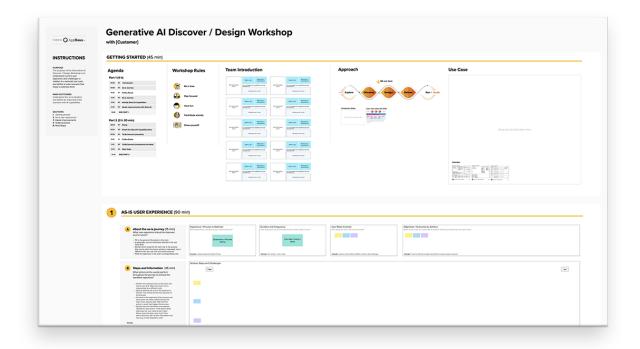
Workshop Material

Material for virtual sessions

Mural Board Template

https://app.mural.co/template/0c215804-37d1-4623-9df9-a1f151fc3d66/1f566ae3-167b-4c95-b54e-dd6861e70941

You will need to create a Mural account to access this template if you don't have one yet.



Workshop Structure Overview



1

Understand the as-is situation

Describe the current user experience, its objectives, and existing challenges.



2

Ideate improvements with Gen Al

Identify relevant Gen AI capabilities and describe how they could improve the current experience.



3

To-be scenario with Gen Al

Define a to-be scenario with generative Al capabilities

0. Introduction and Expectations



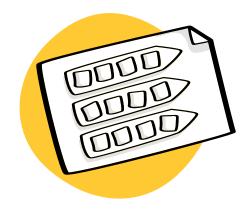


Steps

Introduce yourself to the team

- Take a post-it and fill it in as indicated in the picture (2 min)
- Introduce yourself to the team and place your post-it on a whiteboard or wall. (1 min per person)

What is your Draw a portrait name and role? of yourself What are your If you could integrate motivations and one Al capability into expectations for your brain, what would the session? it be and why? Example 1 minute profile

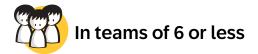


PART 1

Understand the as-is situation

1a. As-is experience journey map (part I)



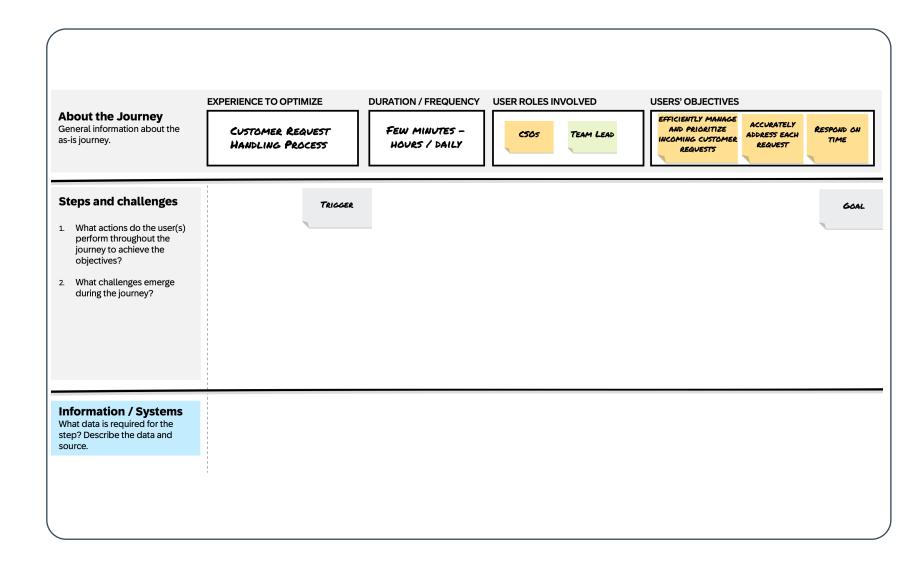


Steps

What user experience should be improved and for whom?

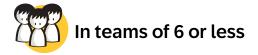
Fill in the general information about the experience journey map. Focus on the following:

- Experience to optimize
 What process or activity should be improved?
- Duration / Frequency
 How long does this experience last and how often does it occur?
- User roles involved
 Who plays the main role in this process? Define up to 3 main roles.
 Use a different color per role, but avoid using red.
- Users' Objectives
 What do the main user roles need to accomplish with this process? Use the corresponding user's color.



1b. As-is experience journey map (part II)

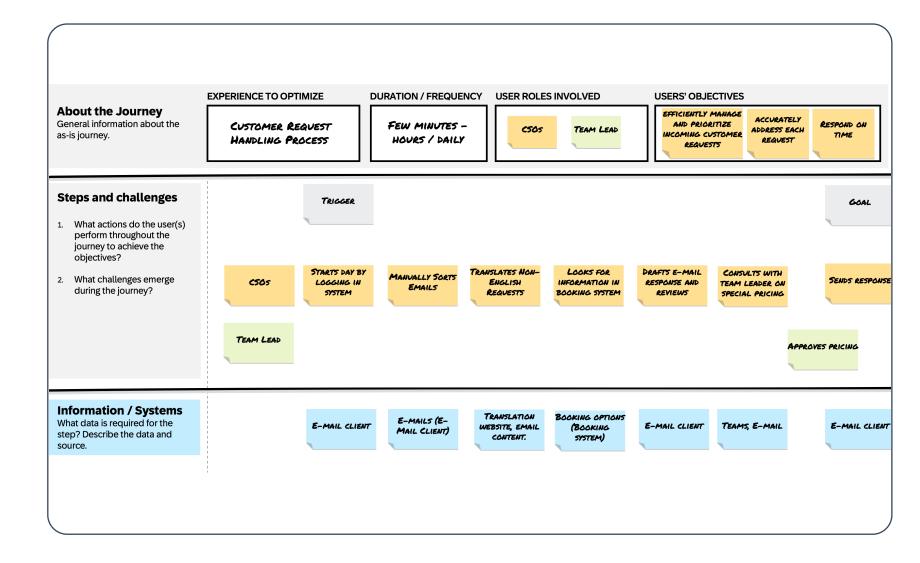




Steps

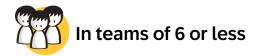
What actions do the user(s) perform throughout the journey to achieve the identified objectives?

- Position the selected roles so that each role has its own lane. Make sure each role is represented by a different color.
- Start by defining the end of the experience ("Goal"). This should be the final outcome of the process.
- Go back to the beginning of the process and write down the actions performed by the main actors step-by-step. Start with the action or event that triggers the process.
- Specify also the information and systems needed for each action.



1c. As-is experience journey map (part III)

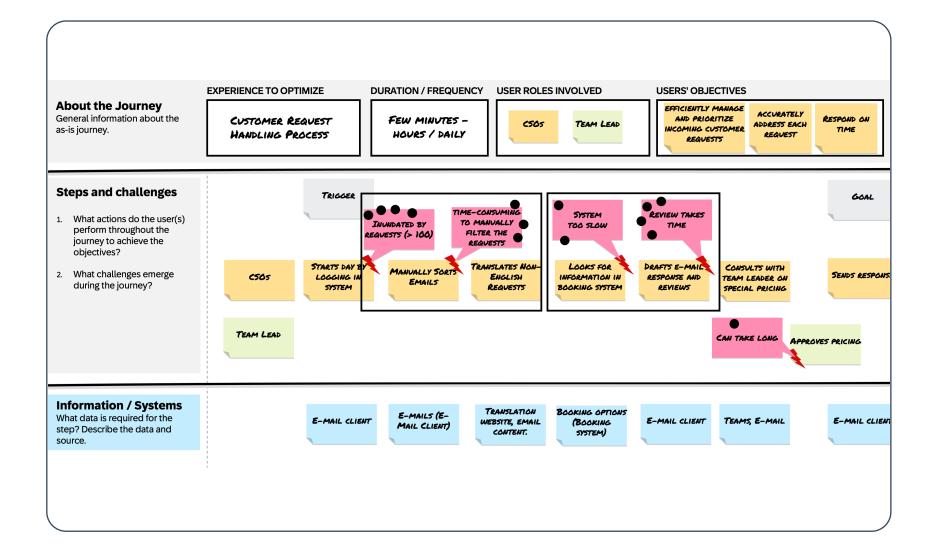




Steps

What are the main pain points in the current experience and which ones should we focus on?

- Indicate the challenging steps with a red mark and write down in a red post-it why they are challenging. (20 min)
- Vote for the 3 5 most important challenges to solve and mark the areas of the process that are affected by those challenges. Those will be the main aspects to address or improve with the future solution. (10 min)





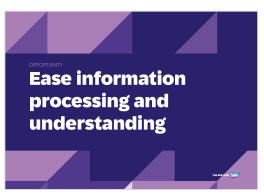
PART 2

Ideate Improvements with Gen Al

Breaking Down the Generative AI Opportunity Cards

OPPORTUNITIES (Explore WS)















create summaries,
translate content,
identify patterns,
sort content into categories,
perform sentiment analysis
extract specific information

generate new text, edit or review text, generate images and graphics,

modify content to fit certain tone or mood,

create personalized content, transform images into words find requested information

answer questions on any subject

manage systems through conversation

ask guiding questions

propose different solutions to customer problems

advise on the best next steps in a process

generate diverse ideas to solve specific problems

recommend options tailored to specific situations

create different versions of content

Breaking Down the Generative AI Opportunity Cards

OPPORTUNITIES (Explore WS)











generate synthetic / mock data

generate code snippets in real-time,

automate the generation of test scripts,

document code,

detect issues in existing code

make smart decisions in straightforward, risk-free situations

Generative Al Ideation Card Set



Set of 28 Gen Al cards for ideation showcasing different Gen Al capabilities.

Generative AI Ideation Cards Examples

What if your solution could summarise any document saving you time on reading?

EASE INFORMATION PROCESSING AND UNDERSTANDING

What if your solution could

extract specific information from any document

allowing you to get straight to the point?

adapt informa

information to any style or tone of voice

STREAMLINE CONTENT CREATION

What if your solution could

ensuring your message fits perfectly in any situation?

STREAMLINE CONTENT CREATION

What if your solution could

describe visual content in words

enabling you to leverage visual data in unique and innovative ways?

SIMPLIFY ACCESS TO INFORMATION AND KNOWLEDGE

What if your solution could

ask you guiding questions

allowing you to navigate through complex and challenging topics? GET SUPPORT IN DECISION MAKING AND PROBLEM SOLVING

What if your solution could

generate a variety of ideas to solve problems

ensuring you never get stuck?

THE BEST RUN SAP

THE BEST RUN SAP

THE BEST RUN SAP

THE BEST RUN SAP

Generative AI Ideation Cards Structure

Capability group ← (opportunity)

Question for ← ideation

STREAMLINE CONTENT CREATION

What if your solution could

adapt information to any style or tone of voice

ensuring your message fits perfectly in any situation?

STREAMLINE CONTENT CREATION

For example, it could...

re-write your posts so they fit to the tone of voice of different social media channels.

adapt a legal document into a simplified version for non-legal professionals to understand.

convert a news article into a social media post or a blog entry.

What information do you need to adapt to different styles?

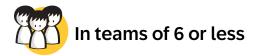
→ Examples of use

Reflection question

THE BEST RUN SAP

2a. Identify (Gen) AI capabilities

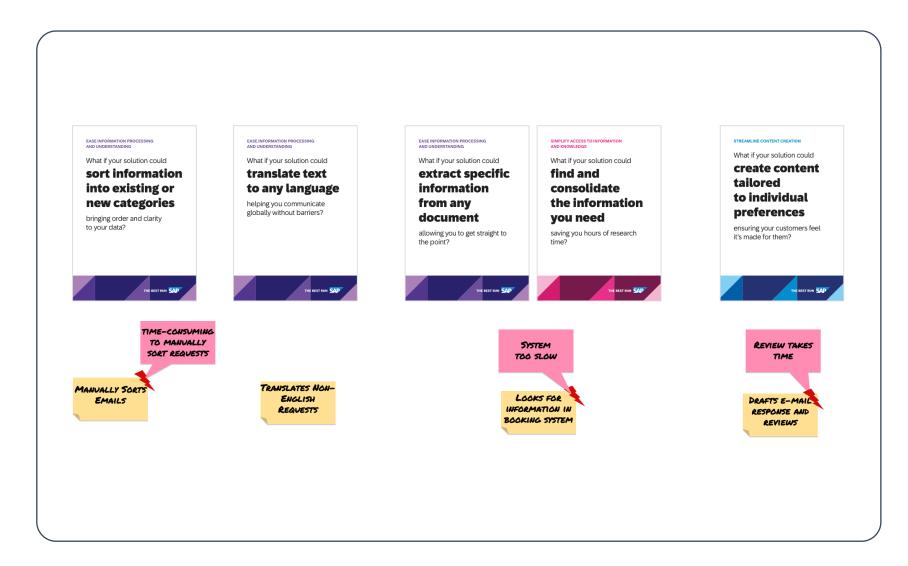




Steps

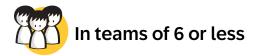
Which (Gen) AI capabilities are the most useful to improve the current user experience journey and why?

- Listen to the coach explain the different types of capabilities. (5 min)
- Silently, go through the cards and select the 6 most useful to improve the current experience. (15 min)
- Review the selected cards and discuss what challenges and/or steps each capability helps to address. Copy the corresponding post-its from the as-is process or place the selected card in the part of the process it supports (20 min)



2b. Ideate improvements with (Gen) Al

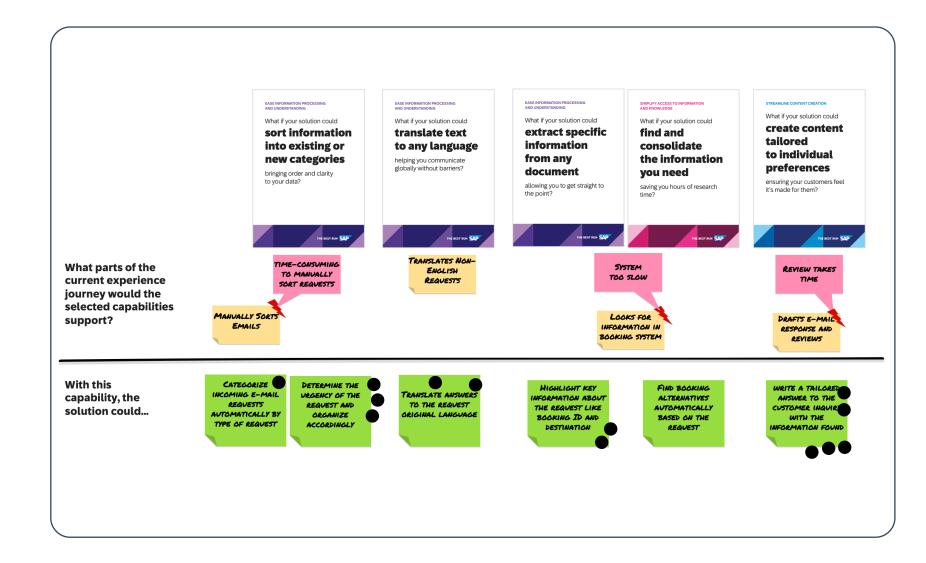




Steps

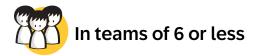
How could each capability help the end user?

- Silently, write down how the selected capabilities could be used in the future solution to support the end users. Complete the phrase: "With this capability, the solution could..." (15 min).
- Share the ideas card by card and discard duplicates. (30 min)
- Select the top 6 8 ideas that should be part of the future solution. (5 min)



2c. Detail out selected ideas





AppHaus =

Steps

How should the capabilities work?

- Distribute the selected ideas among the team members to work simultaneously. (5 min)
- For each selected idea, fill in the "Capability Idea Napkin" template with an example showing how the capability should work. (25 min)
- Share the detailed ideas with the team. (15 min – 2 min per capability idea)

In the next exercise, you will weave the described ideas into a story showing how the future solution could work.

Capability Idea Napkin My solution will finally be able to ...

WRITE A TAILORED ANSWER
TO THE CUSTOMER INQUIRY
AUTOMATICALLY, WITH THE
INFORMATION FOUND IN
THE BOOKING SYSTEM

Based on...

[INPUT DATA] (prompt, context information document, etc)

CUSTOMER REQUEST
INFORMATION, CUSTOMER
PREFERENCES, BOOKING
AVAILABILITY DATA

a response could be...

[OUTPUT] (expected result)

CONCISE ANSWER IN
CUSTOMER'S LANGUAGE,
INCLUDING POSSIBLE
ACTIONS AND
RECOMMENDATIONS TO
TAKE IF NEEDED

This should look like....



but to trust the result I need...

[VERIFICATION] (information and/or action needed to verify the result)

TO REVIEW E-MAIL BEFORE SENDING IT AND BE ABLE TO CHANGE IT.

HAVE THE LINKS TO THE RECOMMENDATION SOURCES (E.G. TRAVEL REQUIREMENTS)



PART 3

To-be scenario with Gen Al

Vision Storyline Structure

USE OF THE SOLUTION

What capabilities/ aspects of the solution help the protagonist to reach the goal at each step? What complications arise that your solution idea helps to solve?

INTRODUCTION

What is the situation the protagonist is in at the moment? What does he/she/they want to achieve?

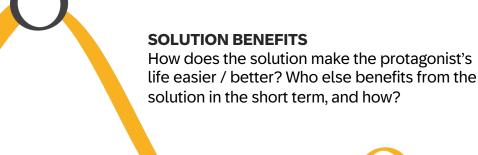


TRIGGER

What situation arises where your solution idea can help / is needed?

WOW MOMENT

How does the protagonist finally achieve the goal/ solve the challenges with the help of the solution? What "wow" moment illustrates the main value of the solution?



LONG TERM IMPACT

What are the future consequences of the new solution?

Vision Storyline Example

WOW Sarah receives an Sarah reviews appreciation e-**MAIN CHARACTER: MOMENT** mail from the and sends the response in the customer for the Sarah, CSO at customer's quick handling of **Thor Tours** The system writes language. the request. a personalized response with **SOLUTION** additional helpful **BENEFITS** information for the trip. **USE OF THE** Over time, Sarah's efficiency improves. She **LONG TERM SOLUTION** The system can now address all proposes trip **IMPACT** urgent requests and alternatives that The e-mail is very long, receives great feedback In short time, the Sarah reviews and but kev info such as from customers travel agency chooses from. booking IDs and travel benefits from positive dates are shown word-of-mouth and a together with a more global and summary. diverse clientele. Sarah sees a highly urgent request for a The new booking change application has and checks it out. already categorized the requests by type and urgency.

INTRODUCTION

Sarah's wants to provide quick, and personalized assistance to travelers, but is hard as she has too many requests.

TRIGGER

One Monday morning, Sarah logs into her new E-mail application and is surprised at what she sees.

Lists of capability ideas to include

Categorize incoming e-mail requests automatically by type of request

Determine the urgency of the request and organize accordingly

Highlight key information about the request like booking ID and destination, etc.

Search for booking alternatives automatically based on the request

Write a tailored

answer to the customer inquiry with the information found

Translate answers to the request original language



Vision Storyline Divided in Scenes Example (Optional)

Context

Trigger

Scene 1

Sarah's wants to provide quick, and personalized assistance to travelers, but is hard as she has too many requests. One Monday morning, Sarah logs into her new E-mail application and is surprised at what she sees.

Starting the day

Use of the Solution

Scene 4

The system writes a personalized response with additional helpful information for the trip.

Sarah reviews and sends the response in the customer's language.

Answering the request

Use of the Solution

Scene 2

The new application has already categorized the requests by type.

Sarah sees a highly urgent request for a booking change and checks it out.

Requests Overview

Wow Moment

Scene 5

Sarah receives an appreciation e-mail from the customer for the quick handling of the request.

Customer's reply

Scene 3

The e-mail is very long, but key info such as booking IDs and travel dates are shown together with a summary.

The system proposes trip alternatives that Sarah reviews and chooses from.

Urgent request in detail

Solution Benefits

Long Term Impact

Scene 6

Over time, Sarah's efficiency improves. She can now address all urgent requests and receives great feedback from customers.

In short time, the travel agency benefits from positive word-of-mouth and a more global and diverse clientele.

More and happier customers

Vision Storyline Visualization Example (Optional)

Scene 1



Starting the day

Sarah's wants to provide quick, and personalized assistance to travelers, but is hard as she has too many requests.

One Monday morning, Sarah logs into her new E-mail application and is surprised at what she sees.

Scene 2



Requests Overview

The new application has already categorized the requests by type and urgency.

Sarah sees a highly urgent request for a booking change and checks it out.

Scene 3



Urgent request in detail

The e-mail is very long, but key info such as booking IDs and travel dates are shown together with a summary.

The system proposes trip alternatives that Sarah reviews and chooses from.

To-Be (Vision) Scenario Example

Story Structure

Storyboard

What is the user seeing at each step?

Context

Trigger

Use of the Solution







Storyline

How does the protagonist use the new solution to achieve the objectives step by step?

Gen AI Capability Ideas

Selected ideas for the use of Gen Al.

Scene 1

Sarah's wants to provide quick, and personalized assistance to travelers, but is hard as she has too many requests.

One Monday morning, Sarah logs into her new E-mail application and is surprised at what she sees.

Scene 2

The new application has already categorized the requests by type and urgency.

Categorize incoming e-mail requests automatically by type of request

highly urgent request for a booking change and checks it out.

Sarah sees a

Determine the urgency of the request and organize accordingly

Scene 3

The e-mail is very long, but key info such as booking IDs and travel dates are shown together with a summary.

Highlight key information about the request like booking ID and destination, etc

Search for booking

The system

proposes trip

chooses from.

alternatives that

Sarah reviews and

alternatives automatically based on the request

Scene 4

The system writes a personalized response with additional helpful information for the trip.

Write a tailored answer to the customer inquiry with the information found

to the request

Sarah reviews

and sends the

customer's

language.

response in the

Data and Systems

What data is required for the step? Describe the data and source.

Requests, Type categories description

E-mail application

Requests, Urgency levels description

E-mail application

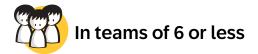
Destination, number travelers, dates, booking data

Booking application, E-mail Application

Translate answers original language

3a. Create a vision scenario (part 1)

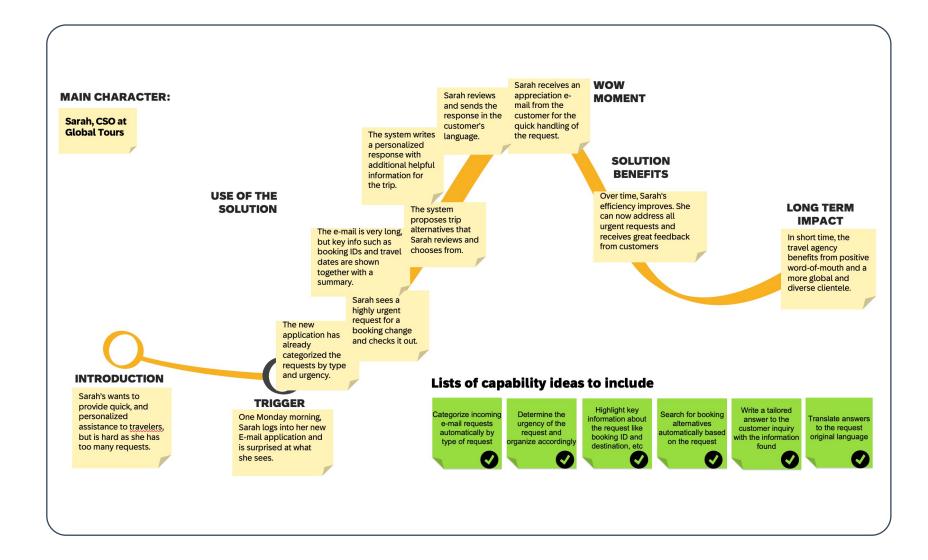




Steps

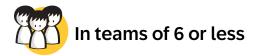
Create a story that shows how the new solution is used, step by step.

- Align on the role and name of the main character. (5 min)
- As a team, write a storyline following the Vision Storyline structure. Define the Trigger and Wow Moment before writing the Use of the Solution. In the Use of the Solution, write what the user does or sees step-by-step (one action per post-it) and include the previously selected capability ideas into the story. (35 min)
- (Optional) Finally, divide the storyline in different scenes and distribute them among the participants to work simultaneously. (10 min)



3b. Create a vision scenario (part 2)

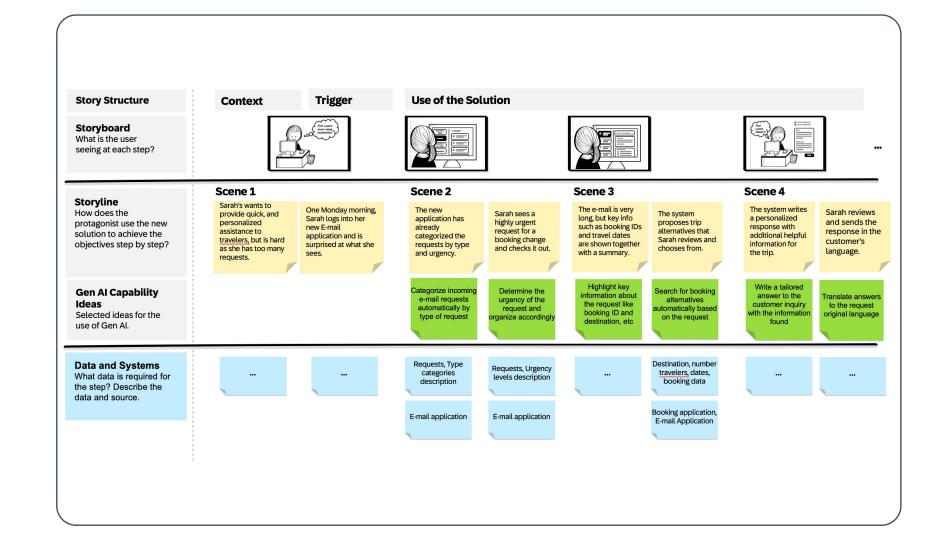




Steps

Visualize the story and indicate what data and systems are needed.

- (Optional) Each participant or pair of participants creates a visual for their scene(s) showing what the user sees or does. You can use <u>Scenes</u> to visualize your story. (25 min)
- Position the storyline post-its and the capability ideas below the scenes they refer to on a horizontal surface. (5 min)
- Review the storyline and complete with more granular actions if needed. (10 min)
- Indicate what data / systems are needed for each step (20 min)



4. Next steps

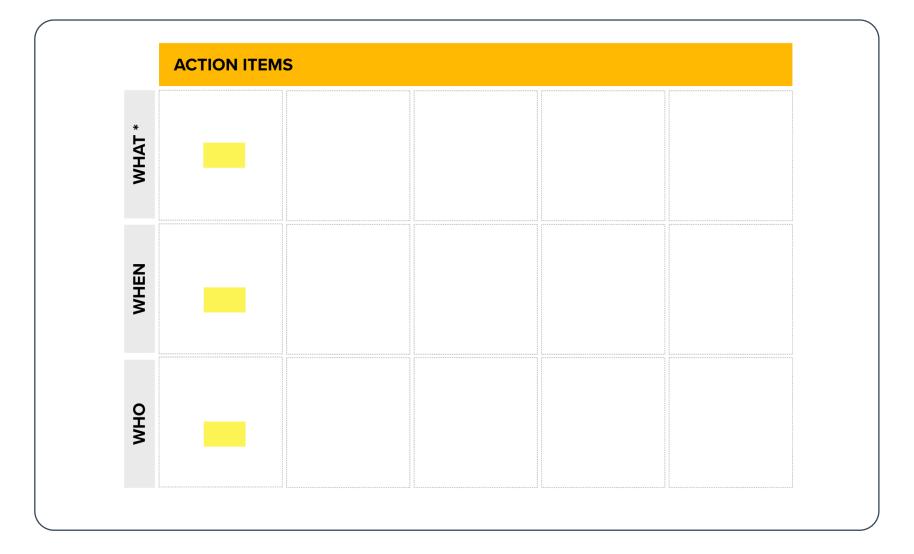




Steps

Define action items.

In a team discussion decide for 4 - 5
 action items to follow up from this
 session. Indicate in a next steps matrix
 what needs to be done, until when and
 who will be responsible.
 (20 min)





Step-by-step guidance for facilitators

Preparing for the session

Understand the format

Go through the instructions in this guide and make sure you understand the flow of the exercises. You can also reference the <u>MURAL board</u> aimed at virtual sessions to see how the exercises are set up.

Adapt the agenda

Check the workshop <u>agenda (.xls)</u> and adapt it according to the number of participants and time available. The more participants, the more time you will need for the share-outs.

Prepare the material

Print the material as specified in the "Material for print" section. Have enough post-its and pens for the participants and make sure you have enough whiteboards for the exercises.

Goal

Get ready to run the workshop.

Material

- ★ Material for print
- ★ Whiteboards or similar surfaces
- ★ Post-its, pens, voting dots

Tips

- ★ Start preparing for the workshop at least 1 week in advance to have all material ready
- ★ Prepare a simplified agenda on a flipchart.

0. Getting started

Steps

A

Welcome and agenda – 10 min

Welcome the participants, introduce the agenda and purpose of the session

Introduction and Expectations – 15 - 20 min Participants write in a post-it their name, role, mo

Participants write in a post-it their name, role, motivations and expectations for the session, ideas related to generative AI, and use it to present themselves to the team. (see exercise sheet)

Use Case Introduction – 15 min
Have a customer representative p

Have a customer representative present the use case(s) for the workshop. If multiple use cases exist, form breakout teams so each team focuses on a different use case. Alternatively, you can have the use case explained directly within each breakout team. Prepare the content for the use cases in advance using the <u>'Use Case Brief'</u> template.





Goal

Set the right expectations and create a friendly atmosphere where participants feel safe to express themselves. Introduce the topics that will be covered in the workshop.

Material

★ Post-its and pens

Tips

★ Have this entire section in a separate (virtual) session prior to the workshop, using the "Getting started" area of the MURAL board

1. As-is experience journey map

1. A3-13 experience journey ma

Steps



About the as-is journey – 15 min

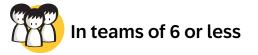
The Experience Journey Map should be completed during a moderated discussion, where all participants collaboratively fill in the map guided by the coach's questions. If possible, prepare this in advance using details from the Use Case Brief. Focus the analysis on a balanced scope – not too broad (e.g., the entire hire-to-retire process) and not too narrow (e.g., submitting a form). Ensure the process is independent of specific solutions, like analyzing 'customer request handling' rather than 'replying to customer inquiries in Outlook'. Make sure the user roles are organizational (e.g. Customer Service Manager) rather than technical (e.g. Admin).



Steps and Information – 45 min

Assign a lane for each user role involved and outline the steps they perform. Begin each step with a verb to clearly indicate actions. Leave ample space between lanes for later addition of pain points. Participants should consider the necessary information for each step and its source, whether it's data from a system or interactions with people. Use arrows to mark any loops within the process on the journey map.





Goal

Create a common understanding of the experience the users go through to achieve an outcome.

Material

- Post-its and Pens
- ★ Experience Map

Tips

- ★ Use the provided Experience Map template to map the experience, or draw the structure on a whiteboard or similar surface.
- ★ Ask participants to map a 'rainy day scenario' to identify and highlight the challenges users face throughout the process.

1. As-is experience journey map

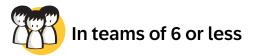
Steps



Pain-points and focus – 30 min

Direct participants to review each step and place a red mark on those they find challenging or wish to improve. They should also use a separate post-it to describe the problem, placing these near the corresponding steps. After marking, have participants vote on the top three challenges they believe are most critical to address. Highlight these selected challenges by moving them to the indicated area, focusing the group's solution efforts for the remainder of the session.





Goal

Identify the main areas for improvement to focus on.

Material

- Post-its and Pens
- ★ Experience Map

Tips

★ Emphasize to participants the importance of focusing on challenges, not solutions, at this stage. If they start proposing solutions, redirect them by asking why they need that solution or what problem it would solve. This approach helps keep the discussion centered on understanding the issues thoroughly.

2. Ideate improvements with (Gen) Al

Steps



Identify (Gen) AI capabilities – 40 min

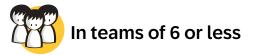
Before the workshop, preselect ideation cards that align with the use case being analyzed. Arrange the cards on a table, grouped by category, with a category card at the head of each group. Briefly explain the categories, then allow participants to explore the cards. Participants have 6 votes each and can use game chips or similar markers to indicate their choices. They may place multiple chips on a single card. After selections are made, gather the most chosen cards and arrange them beneath the As-is experience journey map, under the relevant sections. Card by card, ask participants "What parts of the current experience journey does this capability support?" to understand what's the value of having the capability. Copy the challenges or steps supported by the capability from the Experience Map.



Ideate improvements with (Gen) AI – 50 min

Encourage participants to generate ideas for each card, starting each idea with a verb to complete the sentence: 'With this capability, the solution could...' (refer to the example on the exercise sheet). During the idea share-out, help group similar ideas, ensuring they remain distinct and not overly clustered. Ideas across different cards can also be combined. Conclude by having participants vote on the top 6-8 'must-have' ideas and rank them..





Goal

Identify ideas to improve the solution using Artificial Intelligence (AI)

Material

- Post-its and Pens
- (Gen) Al Ideation Cards
- Game chips or similar

Tips

- ★ If participants realize that two selected cards overlap in its purpose, they are allowed to change the card.
- ★ Have participants check if the ideas selected address the focus challenges selected in exercise 1c.

2. Ideate improvements with (Gen) AI

Steps



Detail out (Gen) AI capability ideas – 45 min

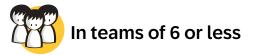
Attach each selected idea to the appropriate section of a Capability Idea Napkin template and distribute the templates among the participants for simultaneous collaboration. Form pairs to describe the ideas, focusing on how they envision the capability functioning in the future solution. The template contains the following points:

Based on...: This can be a prompt and/or any other context information provided to the system to produce the required response. Think: what should the system "know"?

a response should be...: This is the response the user expects from the system.

but to trust the result I need...: This is the verification step or additional information the user needs to be sure that the response is correct or valid. If this is not relevant for the idea, write "NA" (not applicable).





Goal

Describe the selected AI features for the future solution.

Material

- ★ Post-its and Pens
- ★ Capability Idea Napkin

Tips

★ Before distributing the ideas, arrange them in the order they would be used in the future solution. This allows you to allocate related capabilities to each pair of participants, ensuring they work on interconnected parts of the tobe process.

3. Create a to-be (vision) scenario

Steps



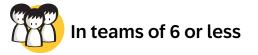
Create the vision storyline – 50 min

The Vision Storyline integrates the step-by-step format of a journey map with the benefits and value propositions of the future solution, making it an ideal deliverable for project sponsors. To create the storyline, use the provided example. The main character should be the primary user of the solution, identified from the end users in the as-is experience journey map. You may include up to two additional main characters, but limit the total to three. Weave the described AI capability ideas into the 'Use of the solution' part of the storyline. This section should detail not only the protagonist's actions but also what the solution does.



Visualize the story and define data and systems needed – 60 min If time is limited during the workshop, consider visualizing the story as a storyboard in a follow-up activity. After completing the storyline, participants should identify the necessary data and systems required to bring the story to life.





Goal

Create a visionary story showing how the future solution should work.

Material

- Post-its and Pens
- ★ Scenes (optional)

Tips

- ★ Encourage participants to envision creating a commercial to promote their new solution, using the storyline they develop as the script for that commercial.
- Use the described capabilities as a checklist to ensure that all necessary features are incorporated into the storyline.

4. Next Steps

Steps



Define action items – 20 min

In a team discussion decide for 4 - 5 action items to follow up from this session. Indicate in a next steps matrix what needs to be done, until when and who will be responsible.

These are possible follow-up activities:

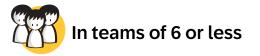
- Transform the storyline into a storyboard to showcase the idea to sponsors. participants can use the PPT version of <u>Scenes</u> to visualize the story.
- Create a "<u>Solution Concept Diagram</u>" to describe the architecture for the future solution.



Collect feedback – 10 min (optional)

In a whiteboard place 2 large post-its, each with a question: "What did you like?" and "What do you wish for next time?". Ask participants to write down silently answers to both questions. Then ask them to share their feedback with the team and place their post-its on a whiteboard. (1 min per person)





Goal

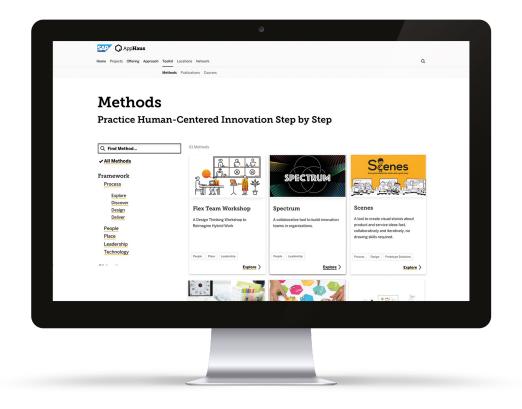
Agree on action items.

Material

★ Post-its and Pens

Tips

★ If you have more than one team in the workshop, add more time for teams to share their stories and get feedback before the "Next Steps".



Practice Human-Centered Innovation

https://apphaus.sap.com/toolkit/methods