



Co-Design Your Intervention Worksheet (Team-Based Co-Design Planning Tool)

1. Briefly, what are your objectives for this intervention?

Note: You may have outlined this in Define the Problem but briefly list your objectives to keep track of here.

2. Who are your end-users (e.g.; patients, clinicians, communities) and what are their needs for this intervention?

Note: You may need to engage partners to learn their needs. See Engagement for tips on how to do this Identifying the needs of all end-users can help keep the project on track for co-designing an intervention.

3. What are the primary risks you foresee with this intervention? How can you mitigate or take advantage of those risks?

Note: Identifying the types of risks can also help identify potential solutions. Thinking about these at the start of the project can save time later by incorporating those potential risks into your plan.

4. Do you have any regulatory compliance for this intervention? How long will that take?

Note: Administrative or regulatory approvals can slow project starts, delaying timelines. Ask others with similar projects how long approvals took and if they have suggestions to speed up the process.

5. What is your idea for a low-fidelity prototype? What key aspects do you want to capture with feedback from prospective users during development?

Note: A low-fidelity prototype should balance simplicity with key features. Often, it is good to lean towards simpler. Test with a small audience, and get feedback on the key features.

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R2P2

Rapid and Rigorous Patient Centered Program

R2P2 combines strategies for fast results with strict patient-focused research standards.

6. **What is your idea for a high-fidelity prototype? What key aspects do you want feedback on early on, prior to launch, to reach your final product?**

Note: Although you shouldn't design your high-fidelity prototype right away, it is good to keep in mind what direction you want to head, while staying open to co-designing the end product to meet your users' needs.

7. **Who are some people you would want to hear feedback from for a soft launch? Who are some groups or people you would want to hear from for a full rollout of user testing & feedback?**

Note: You should do a soft launch with people whom you can get quick and detailed feedback from. Although you won't reach out to your larger audience right away, you should have an idea of who they are and how to contact them for the full rollout.