

PUBLIC DESIGN HACKATHON

Course summary

Public Design Hackathon is an immersive one-day course that introduces participants to how the seven universal public design practices connect across an end-to-end piece of public design work.

Working in multidisciplinary teams, participants respond to a realistic public problem using a prepared evidence pack. They frame the challenge, create and compare options, prototype a response, test it with selected users or stakeholders, adapt their thinking and pitch their final response.

The course provides practical familiarisation with public design. It is not a coding event, a course on running hackathons or a route to an implementation-ready solution. The hackathon is the learning format; the focus is how public design practices work together.

Who this course is for

This course is designed for public servants who want a practical introduction to how public design practices are used in response to public problems.

It is suitable for:

- officials from any profession or function (including policymakers, operational delivery professionals, communication professionals, and digital & data professionals);
- all grades and levels of experience;
- non-designers, aspiring designers, or current designers;
- multidisciplinary teams that want to develop a shared understanding of public design practice.

You do not need any prior knowledge, experience or training to take this course.

Introduction to Public Design is not a prerequisite. The two courses are complementary: Introduction to Public Design explains the field and its value, while Public Design Hackathon provides an applied experience of how the seven practices connect.

What you will learn

By the end of this course, you will understand:

- how the seven universal public design practices connect across an end-to-end piece of public design work;
- why public design examines intent, systems and people when exploring a public problem;
- why understanding the problem and making sense of evidence shape the quality of later design options;
- why public designers create, compare, prototype and test options before committing to a response;
- why participative design helps reveal assumptions, missing perspectives and practical risks;
- why communication is part of design practice, not only presentation at the end;
- why public design aims to generate reusable patterns, principles or lessons beyond a single context;
- how the seven practices can be used to recognise, discuss and assess public design work.

The course is designed to help participants recognise how the seven universal public design practices connect in use. It provides applied familiarisation rather than professional competence in each practice.

How the course works

This is a highly interactive, team-based course.

Participants learn through a combination of:

- short introductions from the teacher;
- a realistic public-sector scenario;

- collaborative group activities;
- practical design exercises;
- a simulated user or stakeholder testing activity;
- peer discussion and feedback;
- team presentations;
- individual reflection and capability self-assessment.

Participants work in multidisciplinary teams throughout the day, applying public design concepts to a structured challenge. The emphasis is on practical experience, collaboration and reflection rather than theory alone.

Assessment and accreditation

There is no formal assessment for this course.

Participants who complete the course receive a certificate of completion from the Government School of Design.

The course provides a foundation for further study through the school's Design for Everyone and Design for Experts programmes.

Course format

Item	Details
Programme	Design for Everyone
Duration	1 day
Delivery format	In person
Location	London or the North (Manchester / Sheffield)
Schedule	1000-1600
Price	£350 per person

Booking

Courses are listed on Civil Service Learning and Government Campus, but bookings are made directly through the school's website at: www.schoolofdesign.gov.uk. To book a place, complete the booking form for this course. You will need a purchase order number from your organisation before submitting a booking. The school does not accept payment by credit or debit card. This course is VAT-exempt.

The Government School of Design is hosted by the Department for Education, which acts as the supplier organisation and handles payments. Use **Department for Education** as the supplier name when raising a purchase order. You can download the supplier information from the Booking & Contact section of the school's website.

Further information

For questions about the course or the booking process, contact the school via its website.