

## Brainstorm & idea prioritization

Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

- 10 minutes to prepare
- 1 hour to collaborate
- 2-8 people recommended

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## Before you collaborate

A little bit of preparation goes a long way with this session. Here's what you need to do to get going.

10 minutes

- A Team gathering**  
Define who should participate in the session and send a invite. Share relevant information or pre-work ahead.
  - B Set the goal**  
Think about the problem you'll be focusing on solving in the brainstorming session.
  - C Learn how to use the facilitation tools**  
Use the Facilitation Superpowers to run a happy and productive session.
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## 1

## Define your problem statement

What problem are you trying to solve? Frame your problem as a How Might We statement. This will be the focus of your brainstorm.

 5 minutes

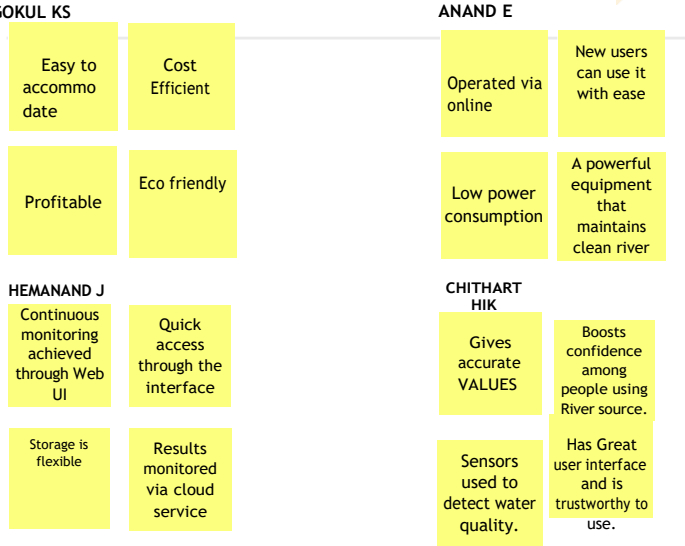


2

## Brainstorm

Write down any ideas that come to mind that address your problem statement.

10 minute

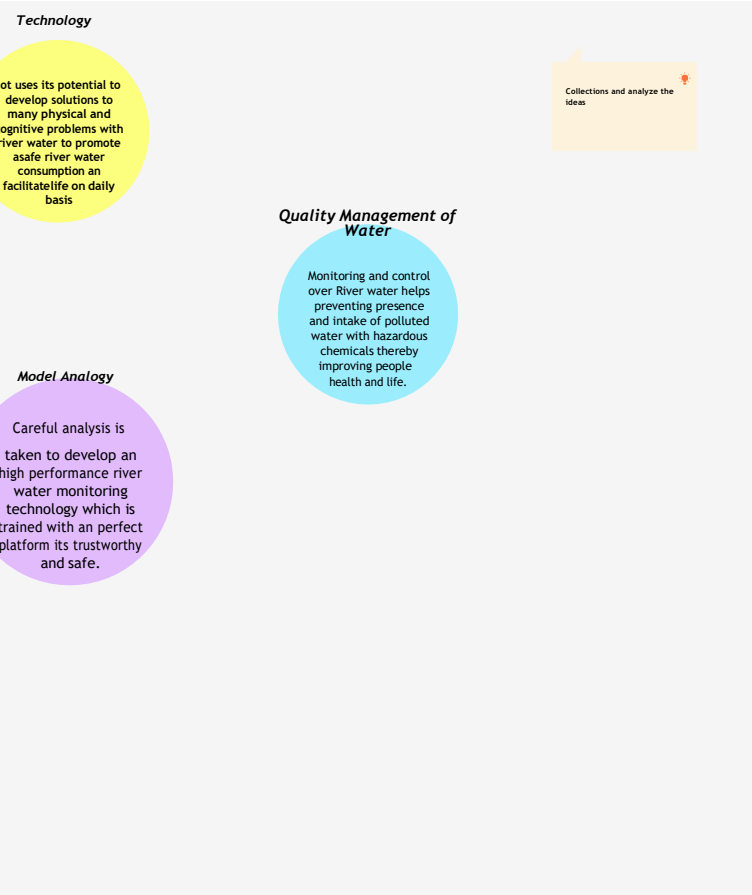


## 3

### Group ideas

Take turns sharing your ideas while clustering similar or related notes as you go. Once all sticky notes have been grouped, give each cluster a sentence-like label. If a cluster is bigger than six sticky notes, try and see if you can break it up into smaller sub-groups.

 20 minute

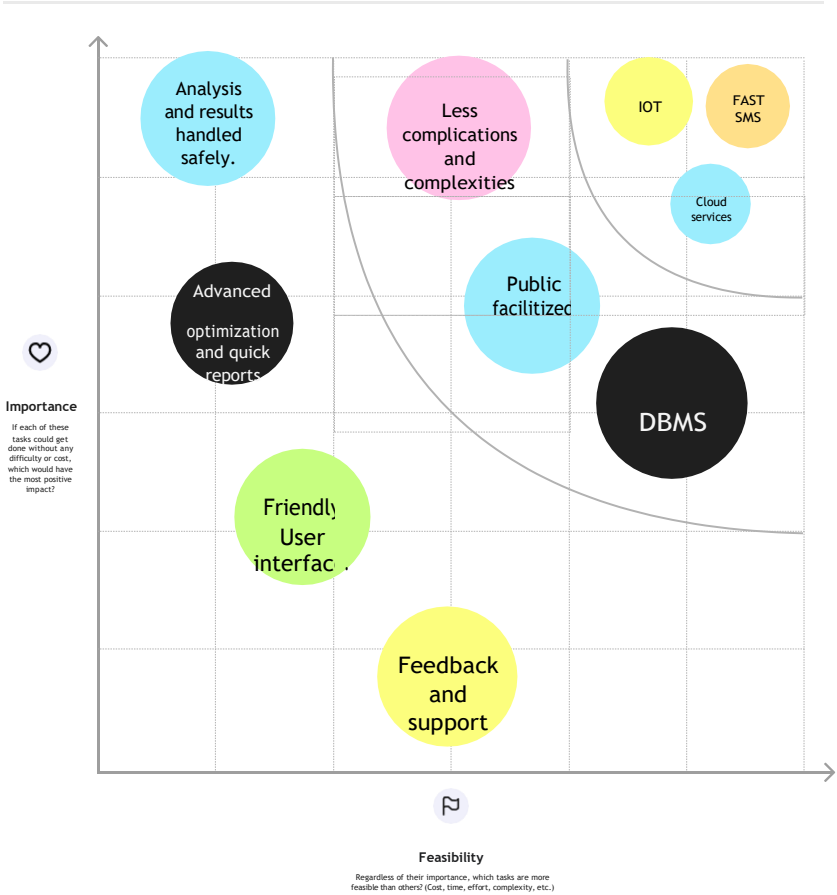


## 4

## Prioritize

Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.

 20 minutes



## After you collaborate

You can export the mural as an image or pdf to share with members of your company who might find it helpful.

## Quick add-ons

- Share the mural**  
Share a **view link** to the mural with stakeholders to keep them in the loop about the outcomes of the session.
- Export the mural**  
Export a copy of the mural as a PNG or PDF to attach to emails, include in slides, or save in your drive.

Keep moving forward

- **Strategy blueprint**  
Define the components of a new idea or strategy.  
[Open the template](#)
  - **Customer experience journey map**  
Understand customer needs, motivations, and obstacles for an experience.  
[Open the template](#)
  - **Strengths, weaknesses, opportunities & threats**  
Identify strengths, weaknesses, opportunities, and threats (SWOT) to develop a plan.  
[Open the template](#)

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Figure 1: Schematic representation of the experimental design. The figure is divided into two main sections: 'Pretest' and 'Main Experiment'. The 'Pretest' section shows a 2x2 grid of conditions based on 'Stimulus' (A, B) and 'Response' (A, B). The 'Main Experiment' section shows a 2x2 grid of conditions based on 'Stimulus' (A, B) and 'Response' (A, B). The 'Main Experiment' section also includes a 'Response' column with 'A' and 'B' options.

**Need some inspiration?**

See a finished version of this template to kickstart your work.

[Open example](#)

