

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

PROBLEM

How might we analyse and design an interactive dashboard so that we can predict heart diseases



Key rules of brainstorming







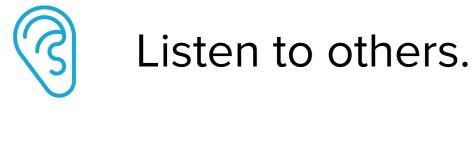


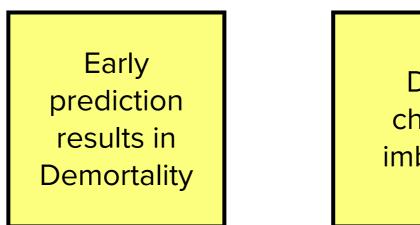












Brainstorm

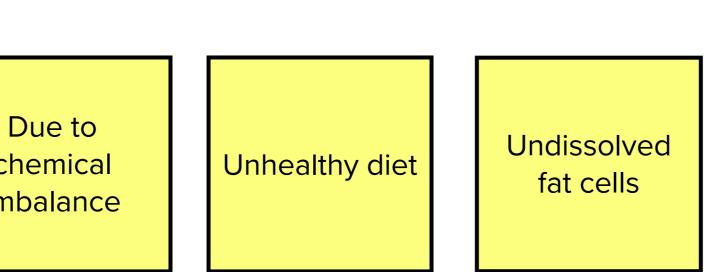
① 10 minutes

Write down any ideas that come to mind

that address your problem statement.

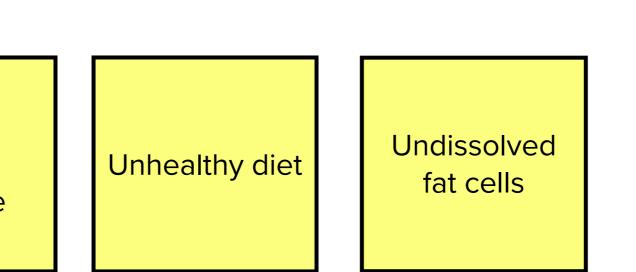


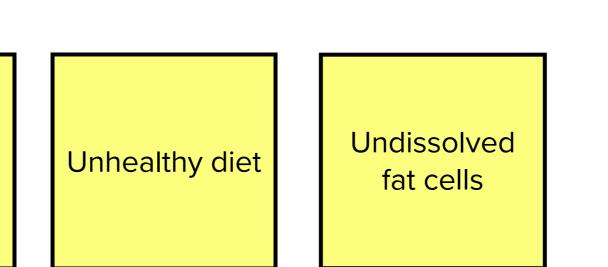


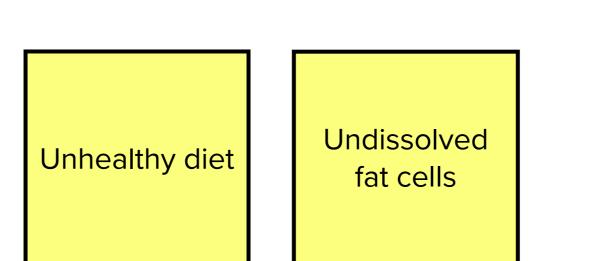


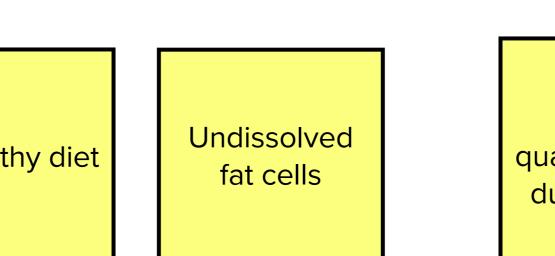


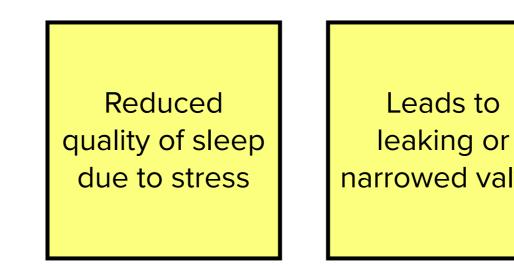


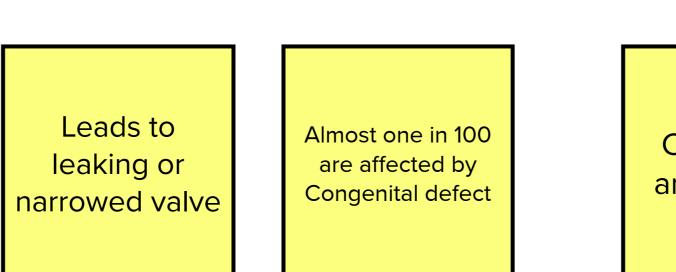


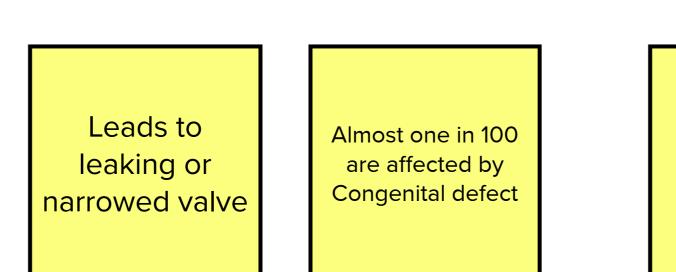


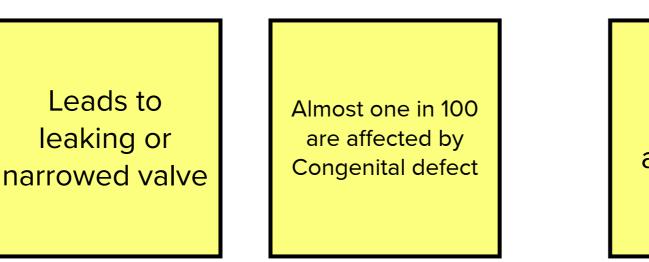


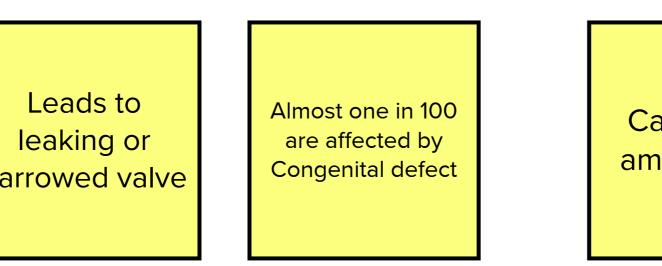


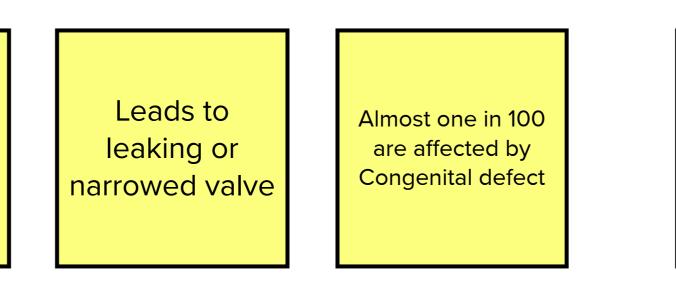


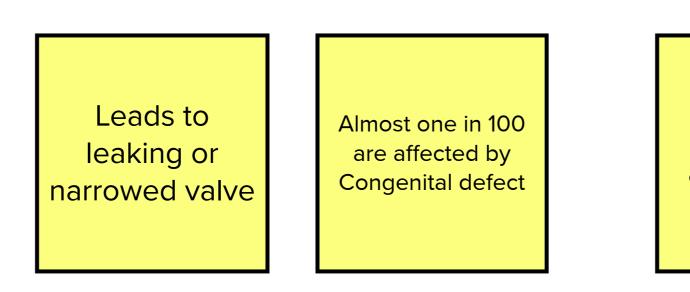


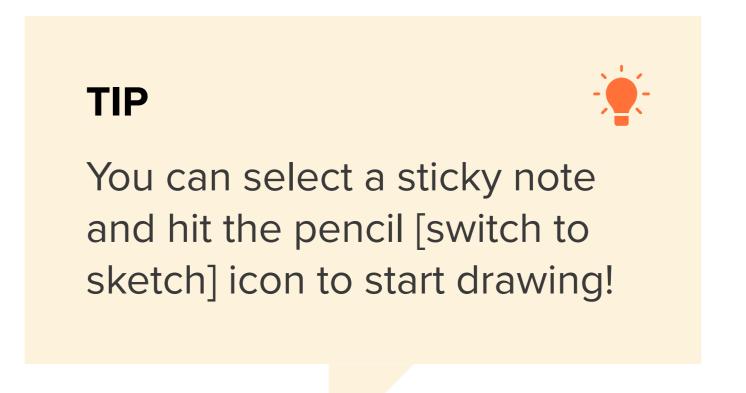












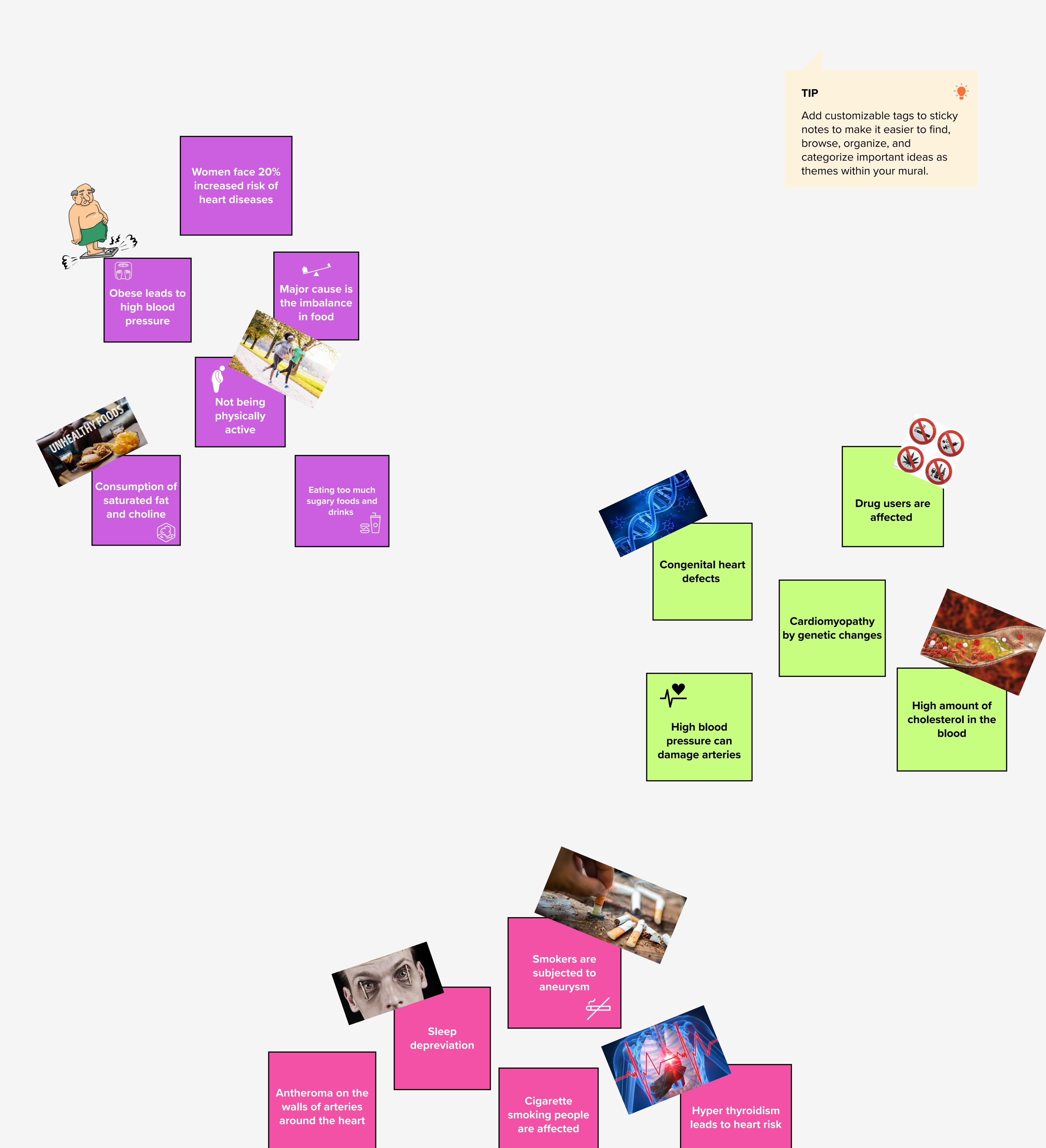
Sabarish Prathap Raj Prasannan



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 and break it up into smaller sub-groups.

① 20 minutes





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.

① 20 minutes

