

Ideation Phase

Brainstorm&Idea Prioritization Template

Date	19 September 2022
Team ID	PNT2022TMID07728
Project Name	VIRTUAL EYE – LIFE GUARD FOR SWIMMING POOLS TO DETECT ACTIVE DROWNING
Maximum Marks	4 Marks


Brainstorm & Idea Prioritization Template:

Reference:

<https://app.mural.co/invitation/mural/virtualeye1602/1663828837422?sender=ua8abe2efb4c7d2f1c9f26978&key=3cf5b766-1fa6-4f4e-8986-6212f2e1f9d2>




Step-1: Team Gathering, Collaboration and Select the Problem Statement


Template




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

 Share template feedback



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 an 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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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

Hard to focus on Huge people while training them .

PROBLEM

Lack of close supervision in budding Swimmers.

PROBLEM

To detect alcoholic people near the water if their activity are strange or rude

PROBLEM

To resolve Seizure disorders (Hypoxic brain injury) .

Step-2: Brainstorm, Idea Listing and Grouping

2 Brainstorm
Write down any ideas that come to mind that address your problem statement.
⌚ 10 minutes

NITHESH PAUL AN

- Smart Alerting System.
- Effective Supervision System.
- Number of active swimmers.
- Detect Budding swimmers.

JEFRI JEBASON J

- Insecurity of kids
- Chance of (Hypoxic brain injury)
- Quick Emergency alert
- Proper swim suit detection

PRAKASH G

- Technical Issue detection
- Pool water Quality Detector
- Enhance Pool circumstance System
- Detect the child who are below restricted age

PRASANNA P

- System to monitor kids and old people
- Water Impurity Detection
- Send Quick alert to near by Trainers.
- Playful drowning can't be detected

3 Group ideas
Take turns sharing your ideas while clustering similar or related notes as you go. In the last 10 minutes, 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 minutes

Detect Budding swimmers

Pool water Quality Detector

Smart Alerting System.

Playful drowning can't be detected

Chance of (Hypoxic brain injury)

Proper swim suit detection

Insecurity of kids

Send Quick alert to near by Trainers.

Detect the child who are below restricted age

Step-3: Idea Prioritization.

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

Importance

♥

If each of these tasks could get done without any difficulty or cost, which would have the most positive impact?

High Importance / Low Feasibility	High Importance / High Feasibility	Low Importance / Low Feasibility	Low Importance / High Feasibility
Detect the child who are below restricted age	Pool water Quality Detector	Smart Alerting System.	Insecurity of kids
Quick Emergency alert	Chance of (Hypoxic brain injury)	Send Quick alert to near by Trainers.	
Water Impurity Detection	Enhance Pool circumstance System	Proper swim suit detection	
System to monitor kids and old people	Technical Issue detection	Detect Budding swimmers	Number of active swimmers
		Playful drowning can't be detected	

Feasibility
Puzzle piece icon
Regardless of their importance, which tasks are more feasible than others? (Cost, time, effort, complexity, etc.)