



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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Need some inspiration?

See a finished version of this temp late to kickstart your work.

[Open example](#)

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

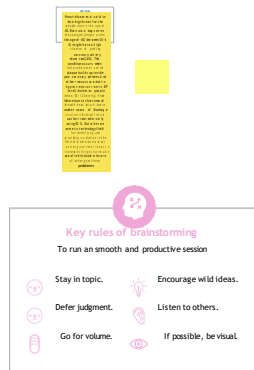
10 minutes

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

[Open article](#) →

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

5 minutes



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

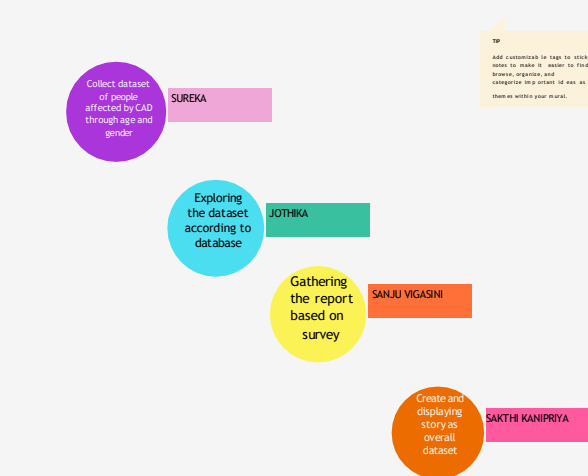
10 minutes



TIP
You can select a sticky note and hit the pencil [switch to sketch] icon to start drawing!

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 minutes

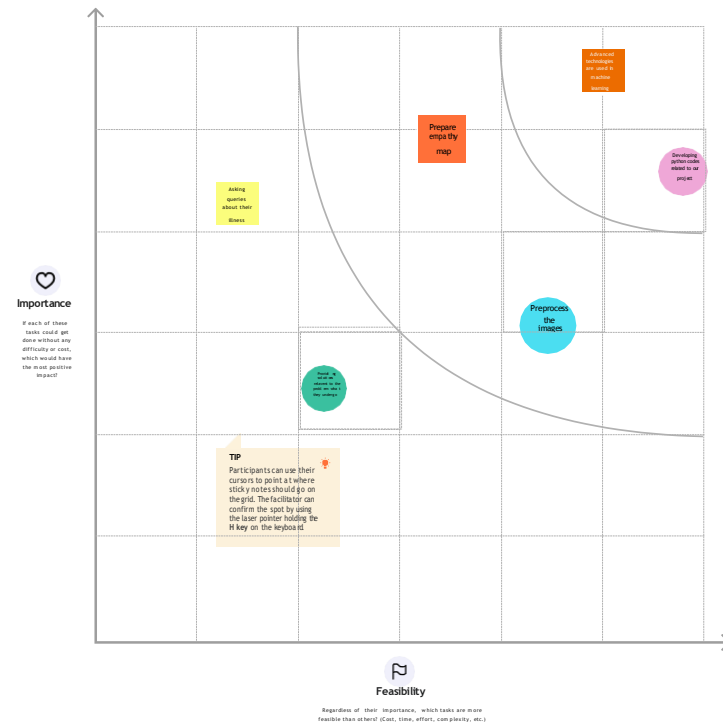


Tip

Add customizable tags to sticky notes to make it easier to find, browse, organize, and categorize important ideas as themes within your mural.

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



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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The diagram illustrates the steps of the greedy algorithm for the knapsack problem. It shows four stages of the process:

- Initial State:** A knapsack with a capacity of 10 is shown. There are several items (represented by yellow squares) with different values and weights. A purple arrow indicates the selection of the item with the highest value-to-weight ratio.
- Selection:** The item with the highest value-to-weight ratio is selected.
- Adding Item:** The selected item is added to the knapsack. The remaining capacity is updated.
- Repeating Process:** The process is repeated until the knapsack is full.

