## **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.

1 hour to collaborate

10 minutes to prepare 2-8 people recommended 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 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.

Define your problem statement focus of your brainstorm. PROBLEM How do make a Specially Abled person can Communication freely to Others?

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

To run an smooth and productive session Stav in topic. Encourage wild ideas. Defer judgment. Listen to others. Go for volume. If possible, be visual.

that address your problem statement. → 10 minutes

2

Brainstorm

Write down any ideas that come to mind

Swetha

create a effective and clear communication

face recognitio can use deaf people to communicate with others

convert hand gestures to human understand one

Tharanya Maanasha

> it can use anywhere at anytime they want

some people cant speak clearly, so create speech to text form to understand these Nanthitha

it will work sequentially and simultaneously

> people feels alone, so create a talk over.

visually

challenged

sketch] icon to start drawing!

people with hearing impairment can use lip-reading recognition communicate with other

Noel Juliana

image recognition for people with visually impairment.

> mentally impairment people cant understand normally use text summarization to these

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. ⊕ 20 minutes

deaf people

human

one

face recognition can use deaf

people to

communicate

with others

people with

hearing impairment can use lip-reading recognition

communicate with other

iconvert hand gestures to convert hand understand

gestures to face recognition

> can use deaf people to communicate with others

dumb people

human

one

understand

blind people

visually challenged people feels alone, so create a talk over.

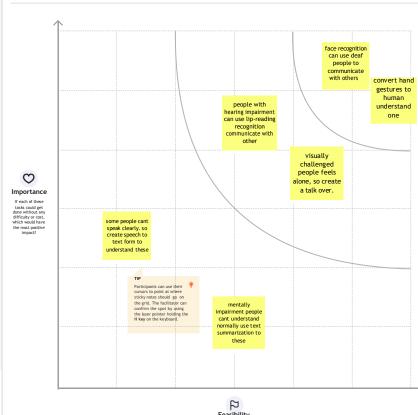
Add customizable tags to sticky notes to make it easier to find, browse, organize, and categorize important ideas as themes within your mural.

image recognition for people with visually impairment.

## 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



Feasibility

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

## 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

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

Share template feedback

Share template feedback



















