


IDEATION PHASE

BrainStroming and Idea template




Date	19 September 2022
Team ID	PNT2022TMID39734
Project Name	Skill / Job Recommender Application
Maximum Marks	4 Marks


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

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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 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.

[Open article](#) →


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


PROBLEM


How might we [your problem statement]?


**Key rules of brainstorming**


To run a smooth and productive session


 Stay in topic.


 Defer judgment.

 Go for volume.

 Encourage wild ideas.

 Listen to others.

 If possible, be visual.



Need some inspiration?

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

[Open example](#) →

2

Brainstorm

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

⌚ 10 minutes

Tip
You can select a sticky note and in the panel, notes to avoid it (or to stick drawing)



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



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.

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 four items with the following (weight, value) pairs: (2, 1), (3, 2), (4, 3), and (5, 4). A blue double-headed arrow indicates the capacity of 10.
- Selection:** The item with the highest value-to-weight ratio is selected. In this case, it is the item with weight 2 and value 1 (ratio 0.5).
- Adding Item:** The selected item is added to the knapsack. The remaining capacity is now 8.
- Repeating Process:** The process is repeated until the knapsack is full. The next item selected is the one with weight 3 and value 2 (ratio 0.67), followed by the item with weight 4 and value 3 (ratio 0.75), and finally the item with weight 5 and value 4 (ratio 0.8).

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