

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

How might we [your problem statement]?

Key rules of brainstorming To run an smooth and productive session Stay in topic. Encourage wild ideas. Defer judgment. Go for volume. If possible, be visual.

2

Brainstorm

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

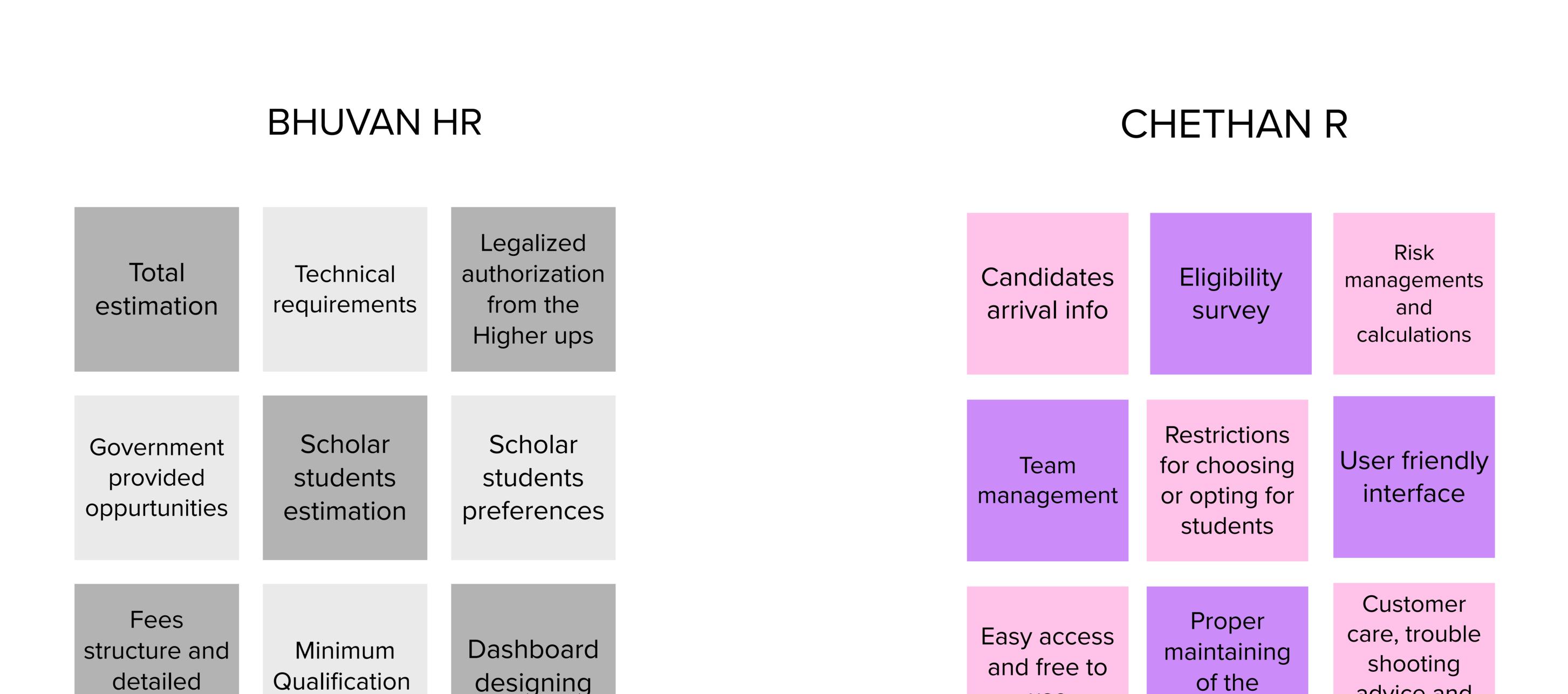
① 10 minutes

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



entenes	opputunities	eligible
on eligible andidates chances	Over all solution available	Present updated eligible criteria
admission es details	Application fees to be in moderation considering the	Data collection

No of rounds available	Students profile interface	System administrator
Server maintenence	Platform and feasibility options available to use	Acceptance calculator design
University requirements	To do list for successful implementation	Redo check and verification

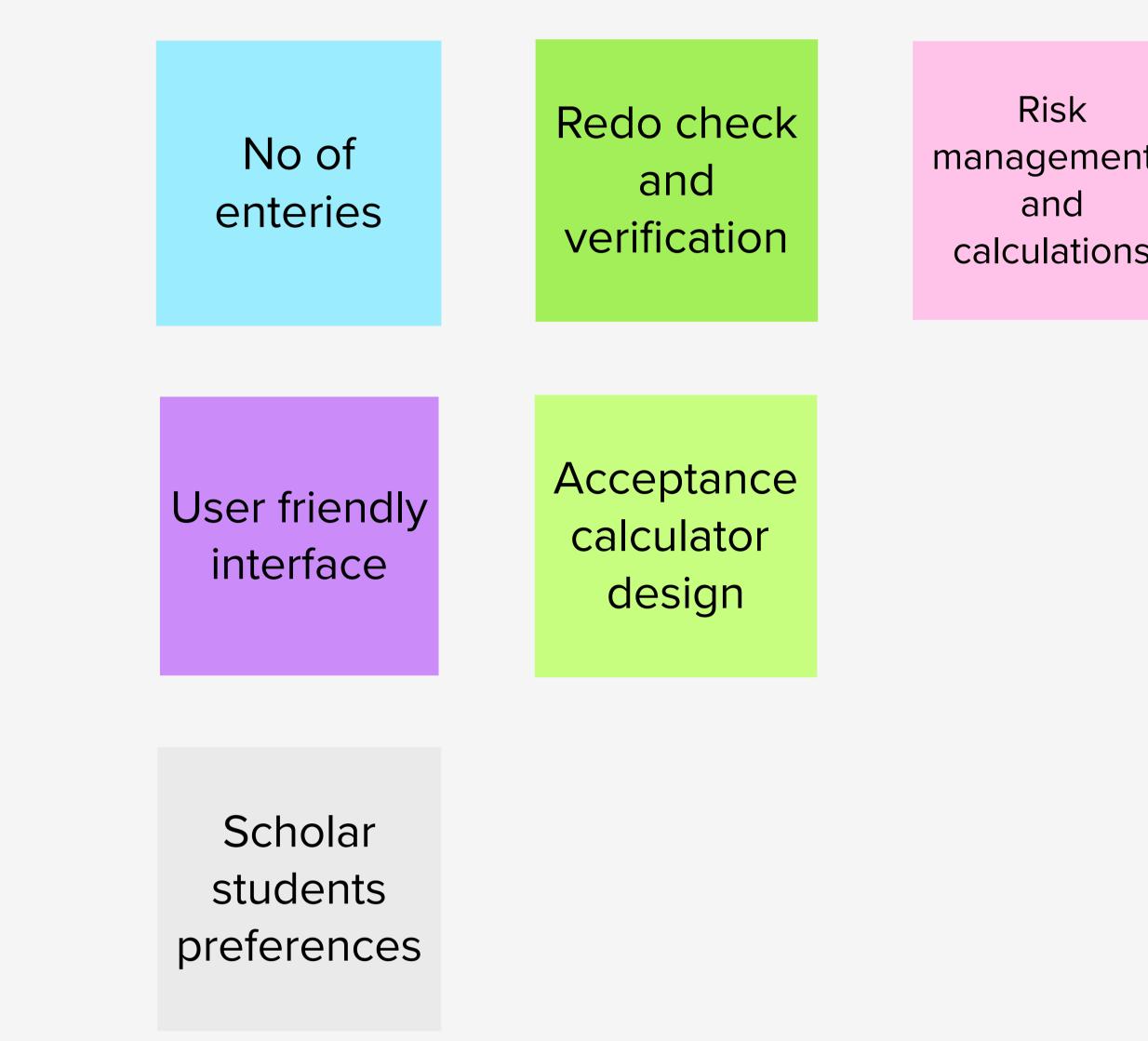


Group ideas

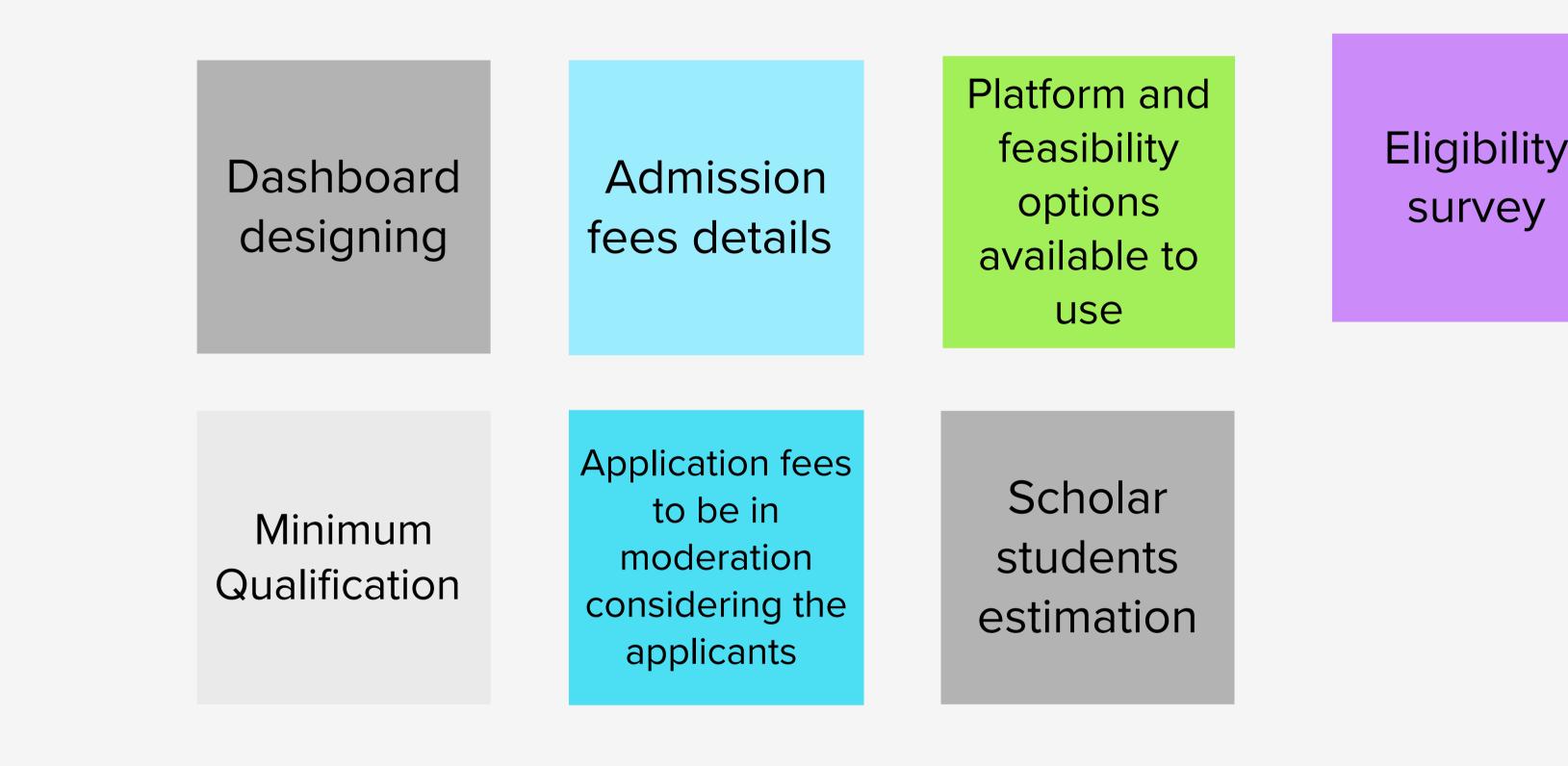
Take turns sharing your ideas while clustering similar or related notes as you go. In the last 10 minutes, give each cluster a sentence-like label. If a cluster is bigger than six sticky notes, try and see if you and break it up into smaller sub-groups.

① 20 minutes

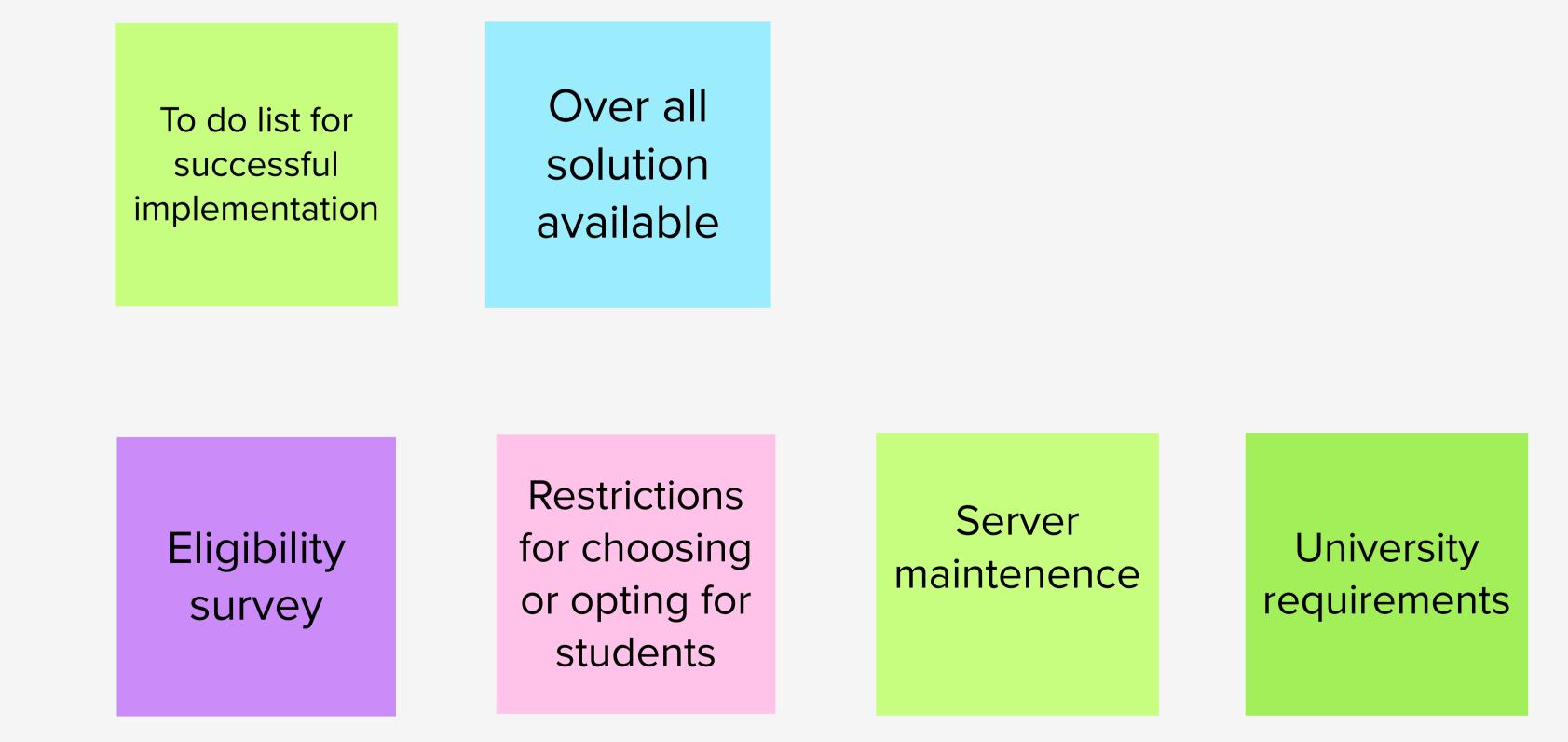




SECONDARY PHASE



FINAL PHASE

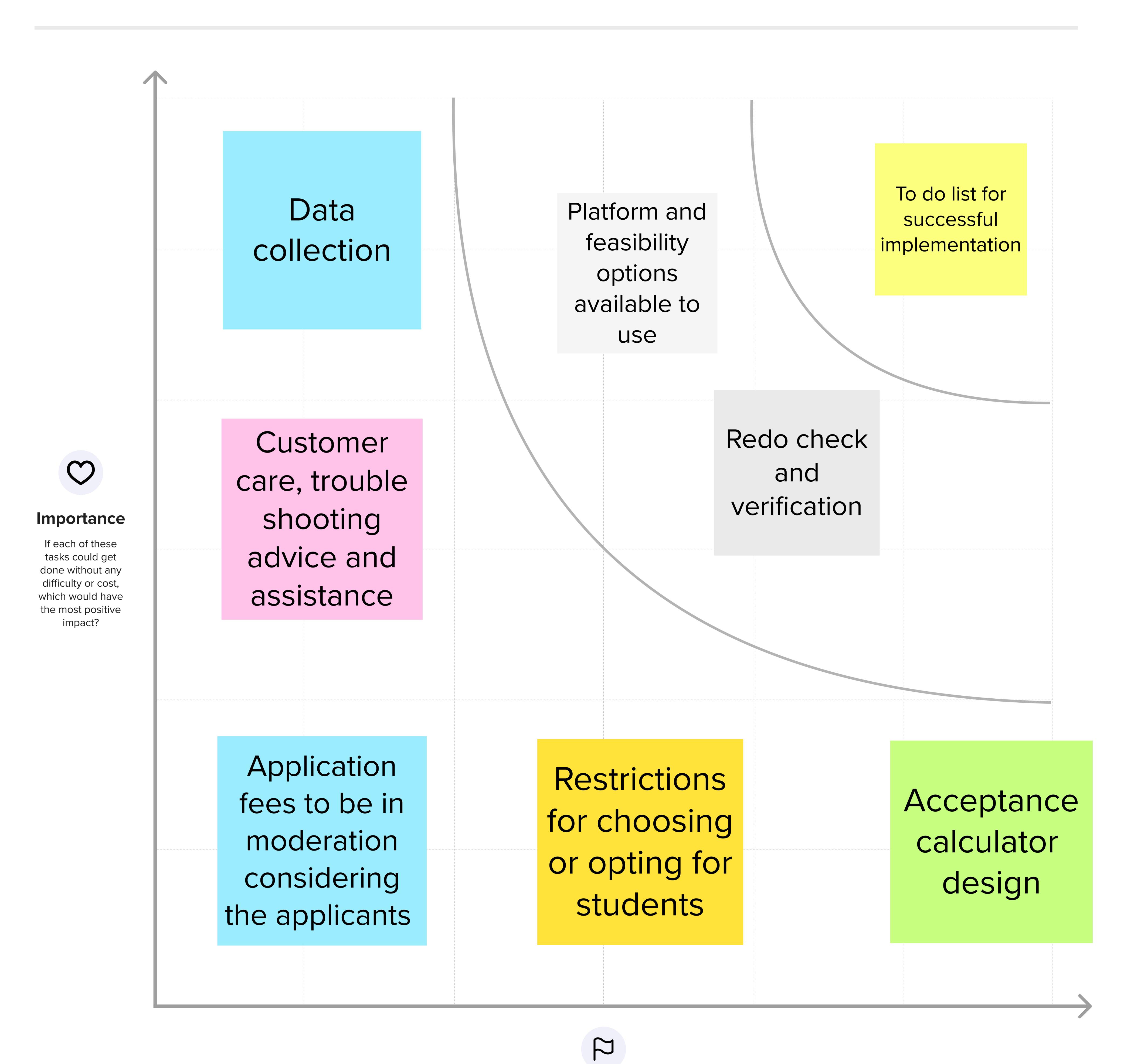


4

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.

① 20 minutes



Feasibility

Regardless of their importance, which tasks feasible than others? (Cost, time, effort, compared)



