Async brainstorming

A brainstorm method tailored for async collaboration

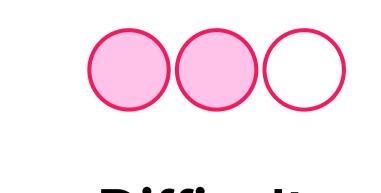
INTRODUCTION

Design an inclusive and effective brainstorm with this template tailored for async collaboration. These activities are great when calendars are packed, participants can't meet live because of time zone conflicts, or when you just want to give collaborators more time to think about their ideas.





1-2 hours



2 - 20

Difficulty

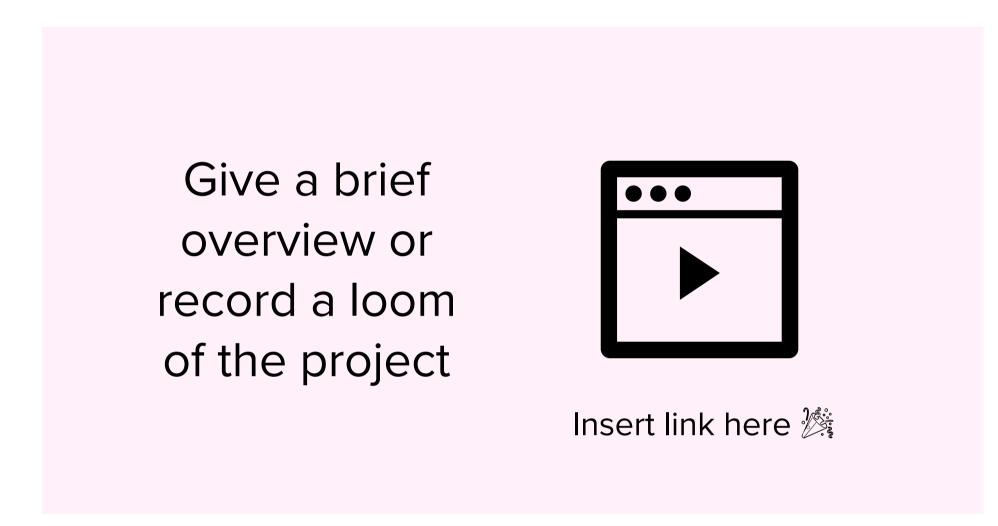
AGENDA

- Define your problem statement
- **2** Brainstorm
- **Group ideas**
- 4 Prioritize

PREPARATION FOR ASYNC WORK

Before sharing this mural with collaborators, review the facilitation recommendations for async projects. Then, define the problem statement and fill out section 1.

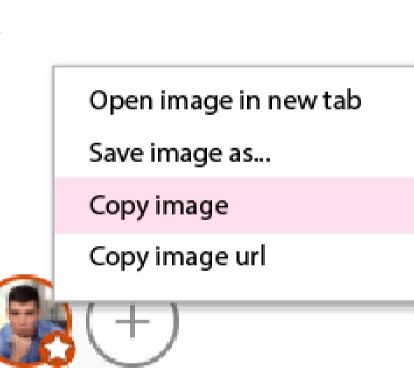
Provide collaborators with a timeline for each phase of the brainstorm — then explain the activity checkpoints below. Consider recording a quick explainer video, if collaborators are unfamiliar with async collaboration.

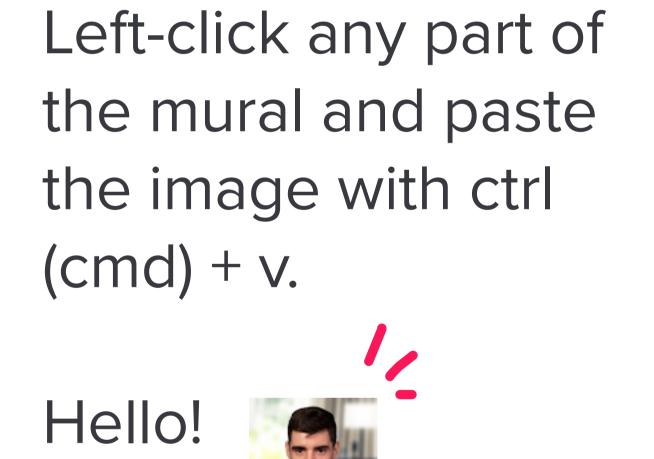


ACTIVITY CHECKPOINTS

Add your profile picture here to help track the team's progress. After you finish an activity, move your avatar below.

You can easily add your profile image by right-clicking your avatar in the lower part of the mural - selecting the Open image in new tab option "copy image".

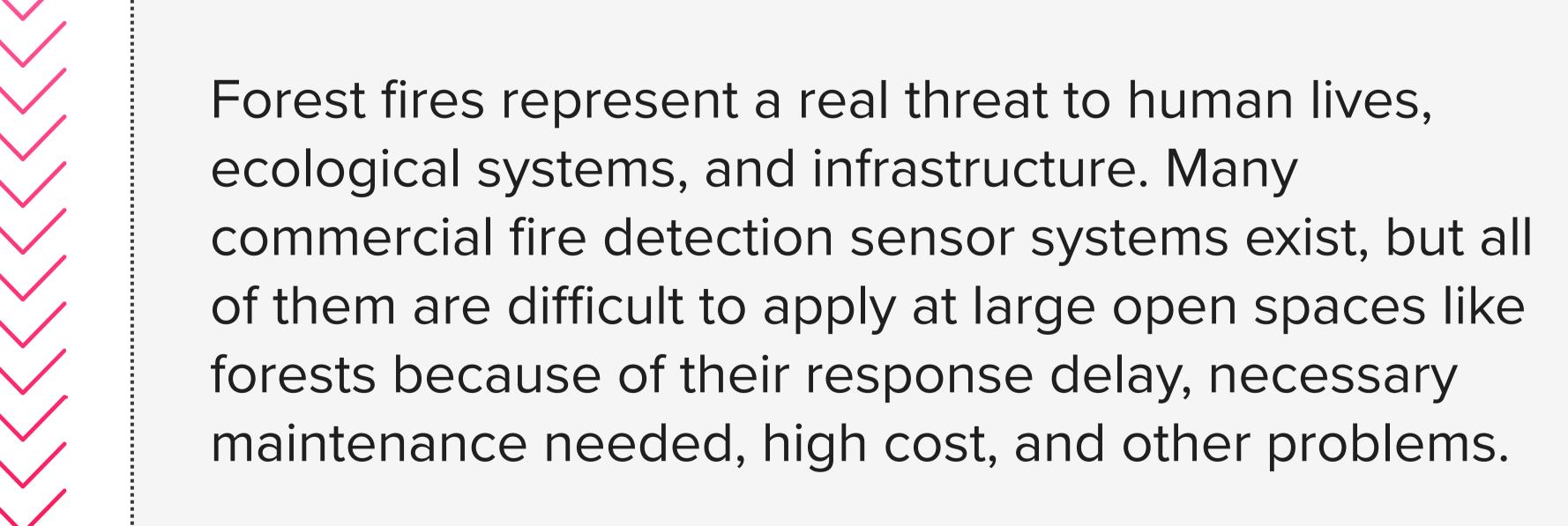




Starting point - I have read the problem statement

he active fire irreidents were identified using a contextual fire detection algorithm that classified each pixel of the MODIS swath as missing data, cloud, water, non-fire, or unknown. Firstly, the pixels without a valid value were classified as missing data where cloud and water pixels were identified using cloud and water masks, respectively. The algorithm then looked at the remaining land pixels for identifying fire.



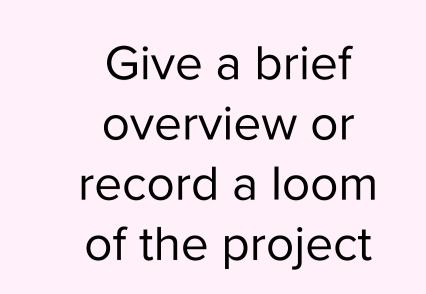


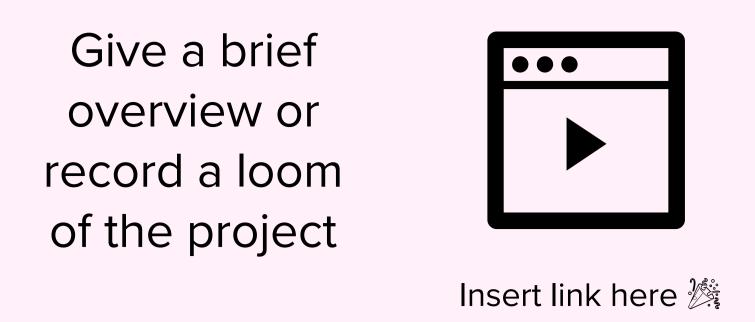




What problem are you trying to solve? Frame your problem as a "How Might We" statement. This will be the focus of your brainstorm.

How Might We Emerging Methods For Early Detection Of Forest Fires





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Right-click to unlock

