

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.

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- 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.




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**PROBLEM**

Diabetic Retinopathy (DR) is a common side-effect of diabetes mellitus that causes harm or injury in retina which may lead to loss of vision. So a early-detection of it is necessary to minimize and prevent the risk of losing our vision.

### Key rules of brainstorming

To run an smooth and productive session

Stay in topic.		Encourage wild ideas.
Defer judgment.		Listen to others.
Go for volume.		If possible, be visual.

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

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Good effective reasoning and diagrams.	Confidence for all people.	Spreading awareness about the importance of the research.	Low confidence, open only to the people.
Solution with an easy mind, readable.	Revisiting a matter to be resolved.	How to spread awareness about the importance of the research.	It should be simple to change the image.
Adaptation to the research.	Individual and group work.	The best way to spread awareness about the importance of the research.	Available to all the people.
People are not aware of the importance of the research.	Real time implementation of the research.	How to spread awareness about the importance of the research.	The research is not simple.
Good communication skills.	Good to know the research, when to implement the research.	How to spread awareness about the importance of the research.	How to spread awareness about the importance of the research.
Research implementation of the research.	Project work and implementation of the research.	How to spread awareness about the importance of the research.	The research is not simple.

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

## SPECIFICATIONS FOR EXPERIMENT :

Cost-effective screening and diagnosis.	Cost effective for all people.	Use latest technology to locate cancer for early detection of the disease.	Lower hardware specification.
	Must have scope in medical field.	The test conducted doesn't require any prior knowledge on it.	
		Available to all the people.	

**RESEARCH / FUTURISTIC WORK**

- Develop application if needed in future.
- Developed model can be configured for futuristic works.
- Spreading awareness among the medical community.
- We need to gain trust from patient in future.
- Adaptable to futuristic research.

**Importance**

If each of these tasks could get done without any difficulty or cost, which would have the most positive impact?

Importance		Feasibility	
Knowledge application focused on future.	Feasible design should be sufficient.	Users' interest in the design should be high.	Project and resources being for the model.
Quick and easy to use.	Design should be easy to use.	The design should be easy to use.	The best model should be a simple, easy-to-use model.
Cost-effective, accessible, and diagnostic.	Product and design should be accessible and easy to use.	The design should be easy to use.	Design and design should be accessible and easy to use.
Cost-effective for all people.	Product and design should be accessible and easy to use.	We need to get the design from people to people.	Must have access to the design.
The design should be accessible and easy to use.	Available to all the people.	Design and design should be accessible and easy to use.	Low barriers to the design.
			Screening systems using the design.

**TIP**  
Participants can use their cursors to point at where sticky notes should go on the grid. The facilitator can confirm the spot by using the laser pointer holding the H key on the keyboard.

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

### Quick add-ons

- A Share the mural**  
Share a view link to the mural with stakeholders to keep them in the loop about the outcomes of the session.
- B 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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**Need some inspiration?**

See a finished version of this template to kickstart your work

[Open example](#)

The diagram shows three stages of the merge sort process on an array of 10 yellow squares.   
 Step 1: The array is split into two halves of 5 elements each.   
 Step 2: Each half is further split into two smaller groups (2 and 3 elements), and then into individual elements.   
 Step 3: The individual elements are merged back into sorted sub-arrays of 2 and 3 elements, which are then merged into the final sorted array of 10 elements.

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 three items: Item 1 (weight 2, value 1), Item 2 (weight 3, value 4), and Item 3 (weight 4, value 3). The items are represented by yellow squares of different sizes and colors (red, green, blue).
- Selection:** The item with the highest value-to-weight ratio is selected. In this case, Item 2 (green square) has the highest ratio of  $\frac{4}{3} \approx 1.33$ .
- Adding Item:** The selected item (Item 2) is added to the knapsack. The remaining capacity is now 7.
- Repeating the Process:** The process is repeated until the knapsack is full. In the next step, Item 1 (red square) is added because it has the highest ratio among the remaining items ( $\frac{1}{2} = 0.5$ ).