



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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Need some inspiration?

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

[Open example](#) 

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

Modern education does not focus on finance management. This is primarily due to lack of resources and the Indian value system on giving money to children. Failing to teach this valuable knowledge had left many Indians to recklessly spend their income and fall into vicious cycles of EMI and debt. Many of them are just a month's salary away from bankruptcy.

This issue is tackled by providing a web application for where people can plan their monthly expenses into categories, set alerts and get visual insights from their spending patterns.

10 minutes



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.

🕒 20 minutes



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 10 items, each with a weight of 1 and a value of 1. The knapsack is currently empty.
- Sorting:** The items are sorted by their value/weight ratio. In this case, all items have a ratio of 1, so they remain in their original order.
- Selection:** Items are added to the knapsack one by one, starting from the highest ratio. The first 9 items are added, filling the knapsack to its capacity of 10. The 10th item is not added because it would exceed the capacity.
- Final State:** The knapsack is filled with 9 items, each with a weight of 1 and a value of 1, for a total value of 9.