

## 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

Share template feedback



# 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.

① 10 minutes

Team gathering
Define who should participate in the session and send an invite. Share relevant information or pre-work ahead.

Set the goal

Think about the problem you'll be focusing on solving in the brainstorming session.

Learn how to use the facilitation tools
Use the Facilitation Superpowers to run a happy and productive session.



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

① 5 minutes

## PROBLEM Every individual in this world has their own style of handwriting and it is the capability of the computer to identify and understand handwritten digits or characters

Key rules of brainstorming To run an smooth and productive session Stay in topic. Encourage wild ideas. Go for volume. 

(i) If possible, be visual.

Define your problem statement

# Brainstorm

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







































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.

→ 20 minutes









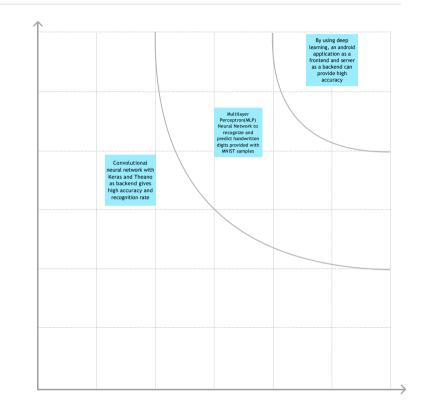




## Prioritize

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.

⊕ 20 minutes

























## Keep moving forward



Define the components of a new idea or







Open the template

