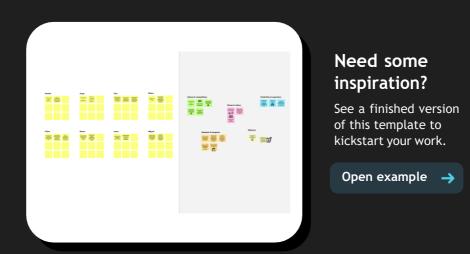


# Brainstorm & idea prioritization

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.

- (b) 10 minutes to prepare
- I 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.

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.

Use the Facilitation Superpowers to run a happy and productive session.

Open article



Learn how to use the facilitation tools



# 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

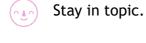
### PROBLEM

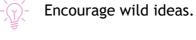
How might we [your problem statement]?

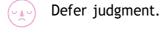


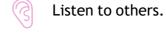
# Key rules of brainstorming

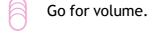
To run an smooth and productive session

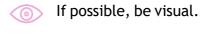










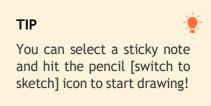




# **Brainstorm**

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

10 minutes



### **MOHAMED MAHADEER.S**

| Binary         | Decimal            | Matrix          |
|----------------|--------------------|-----------------|
| Integers       | Rational<br>Number | Whole<br>Number |
| Real<br>Number | Factorial          | Fraction        |

### SABEENA.S

| Linear<br>Number    | Cursive<br>Number | Angle            |
|---------------------|-------------------|------------------|
| Shapes              | Speed             | Structure        |
| Size<br>Consistency | Style             | Digit<br>Spacing |

### SANTHIYA.U

| Depth  | Height               | Rectangle        |
|--------|----------------------|------------------|
| Width  | lines                | x axis           |
| y axis | convotional<br>layer | pooling<br>layer |

### RENUKA.R

| Number  | Lowercase<br>word |
|---------|-------------------|
| Symbols | Colours           |
| Dynamic | font              |
|         | Symbols           |

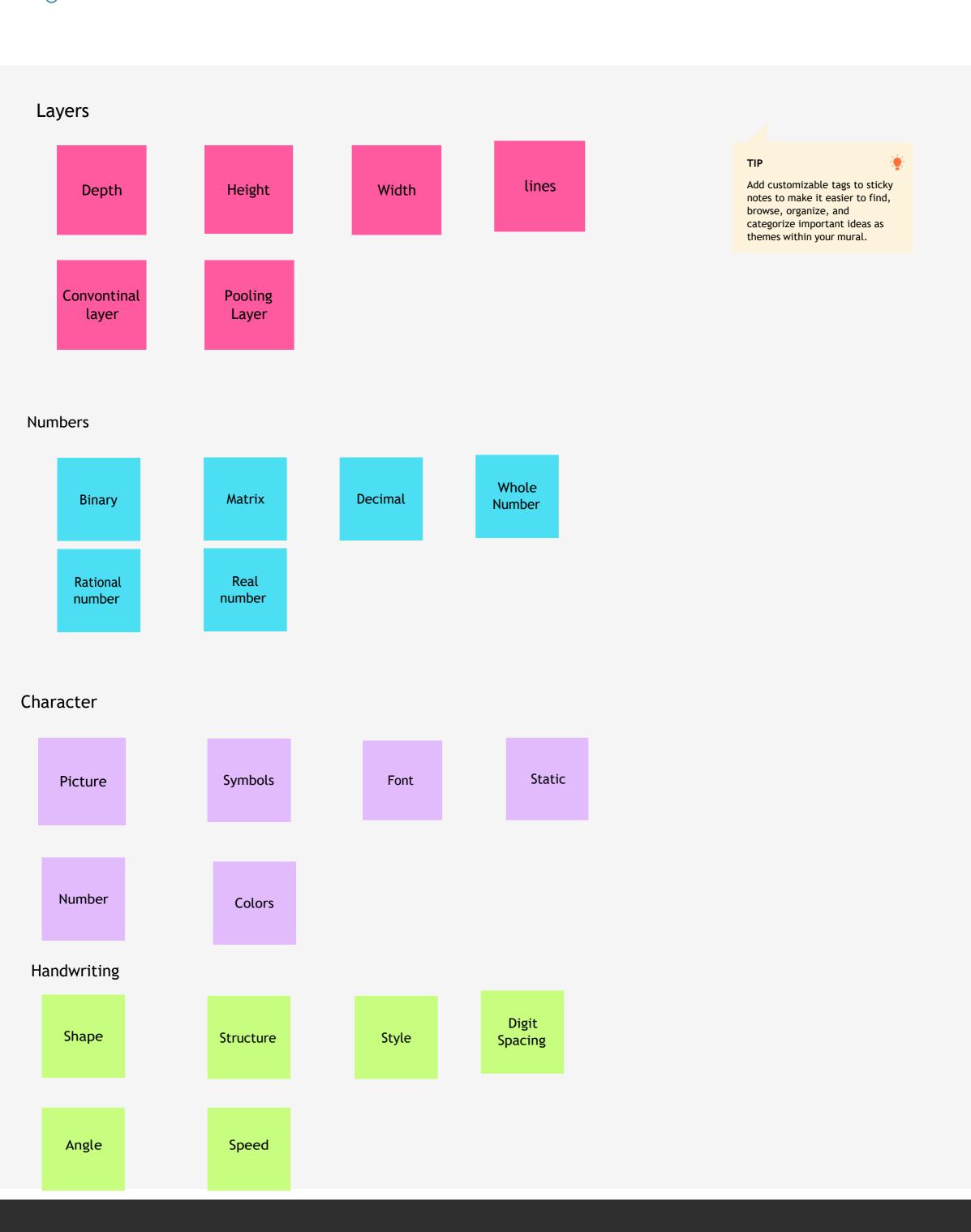


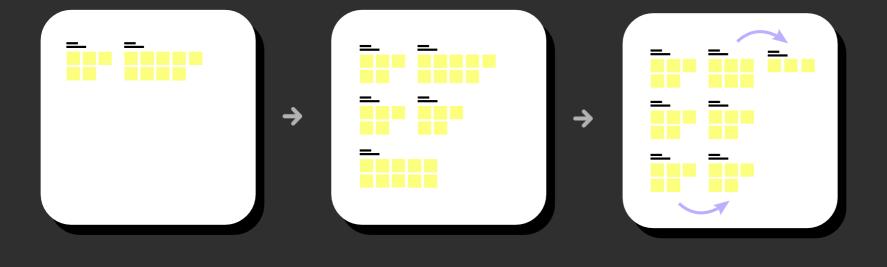


# **Group ideas**

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







# Prioritize

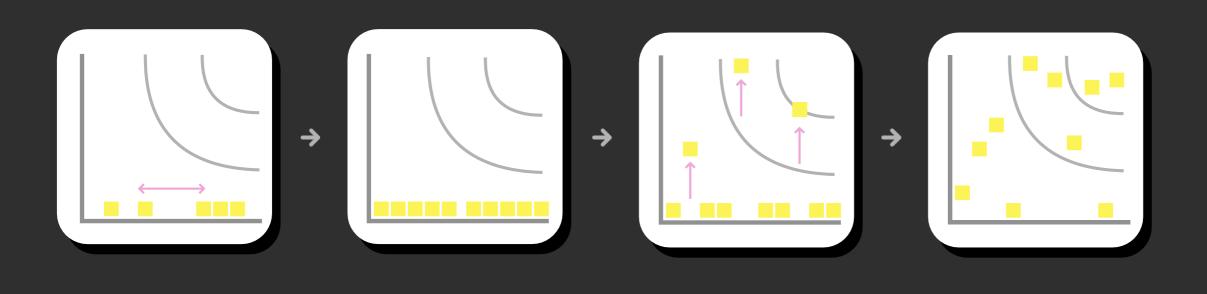
Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.

• 20 minutes



# Feasibility

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





# After you collaborate

You can export the mural as an image or pdf to share with members of your company who might find it helpful.

# Quick add-ons

Share the mural
Share a view link to the mural with stakeholders to keep them in the loop about the outcomes of the session.

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  $\rightarrow$ 



### Customer experience journey map

Understand customer needs, motivations, and obstacles for an experience.

Open the template  $\rightarrow$ 



# Strengths, weaknesses, opportunities & threats

Identify strengths, weaknesses, opportunities, and threats (SWOT) to develop a plan.

Open the template  $\rightarrow$ 

