

## 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.

(L) 10 minutes to prepare 1 hour to collaborate

2-8 people recommended

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

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

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

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

Open article →

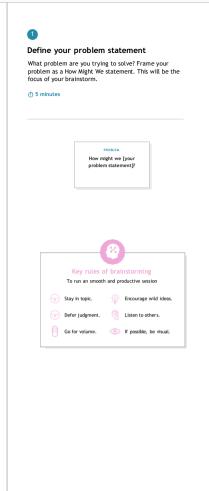
R Set the goal

the brainstorming session.

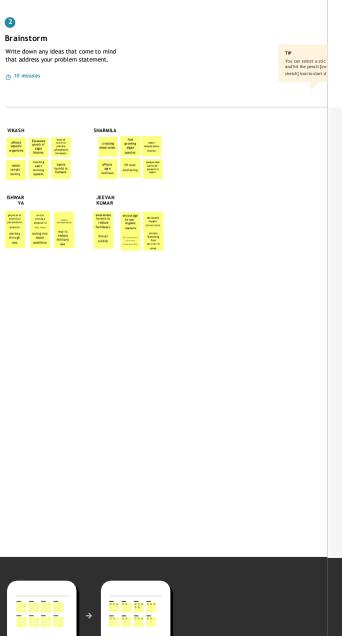
Share template feedback

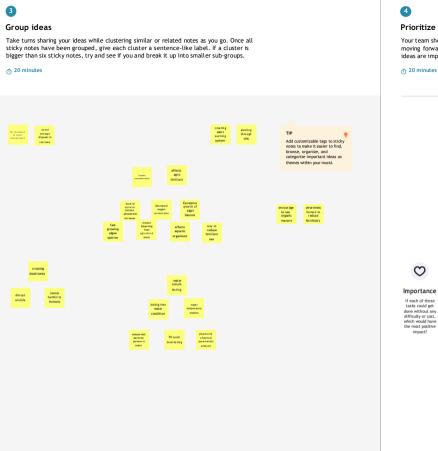


Need some inspiration? See a finished version of this template to kidsstart your work.











After you collaborate

might find it helpful.

Quick add-ons

Keep moving forward

Share template feedback

You can export the mural as an image or pdf

to share with members of your company who

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

Define the components of a new idea or

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 →

emails, include in slides, or save in your drive.

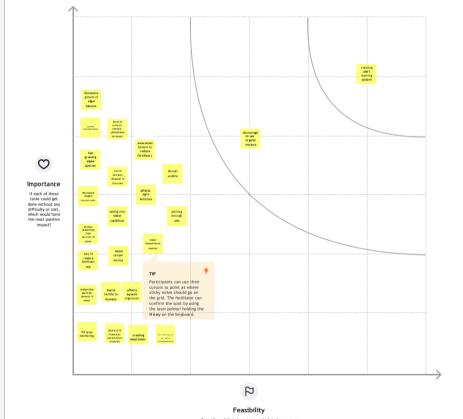
Strategy blueprint

Open the template

strategy.

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



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

