

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.

SIVA BALAN TEAM - Real-Time Con

10 minutes to prepare 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.

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 Learn how to use the facilitation tools

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

→

Onen article

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

PROBLE M How might we bridge the communication gap between differently abled peoples and the normal people.



Go for volume. If possible, be visual.

Problems are faced by dumb people in their daily lives: . They don't think before asking stupid questions. 2. They don't look before crossing a busy street.

3. They're too dumb to know they're dumb. 4. They're too dumb to learn that the phrase

is "Deaf and dumb". 15. They're too dumb to realize that the phrase

"Deaf and dumb" has been outmoded since 1830 or so. 6. They're too dumb to learn that Deaf people may

I not necessarily speak vocally, but they are still smarter than the smartest dumb person of the type that asks dumb questions like this.

Define your problem statement

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

USER INTERFACE

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.

FEATURES

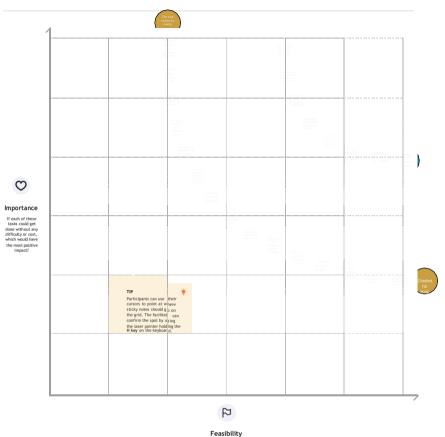
APP EXPERIENCE

DEVELOPMENT PROCESS

4 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









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.

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