


Ideation Phase

Date	17 October 2022
Team ID	PNT2022TMID30844
Project Name	VirtualEye – Life Guard for Swimming Pools to Detect Active Drowning
Maximum Marks	2 Marks



VIRTUAL EYE

Brainstorm & Idea prioritization

In this session we aim to achieve a good base for beginning our project. With clear understanding of the task in hand, the next step would be to collectively put in our thoughts/ imagination and end with a proper feasibility study.

Ground Rules

- Be Creative
- Rule out every possible ideas and improvements
- Make your points clear and purposeful
- Don't hesitate. (Every point is necessary)
- Arguments are good (As it leads beneficial)
- Have various perspectives towards the problem

1 Choose your best "How Might We" Questions

Show the top 5 brainstorm questions that you created and let the group determine where to begin by selecting one question to move forward with based on what seems to be the most promising for idea generation in the areas you are trying to impact.

10 minutes

2 Brainstorm solo

Now each participant begins in the "solo brainstorm space" by silently brainstorming ideas and placing them into the template. This "silent brainstorming" avoids groupthink and creates an inclusive environment for everyone and everyone's ideas. Set a time limit. Encourage people to go for quantity.

10 minutes

3 Brainstorm as a group

When everyone moves their ideas into the "group sharing space" within the template and have the team identify next through them. As a team, sort and group them by thematic topics or similarities. Discuss and answer any questions that arise. Encourage "Yes, and..." and build on the ideas of other people along the way.

10 minutes

4 Decide your focus

Once each person has time to vote which idea should your team focus on.

5 minutes

What's Next...

After we end an efficient rapid ideation with the correct dependencies to produce concepts and scenarios with different dependencies to produce scenarios in an integrated manner to yield a single purpose toward design to give other interaction with other early and later ideas.

Following with the creative idea to achieve greater use, iteration and user education.

