

## Ideation Phase

### Brainstorm & Idea Prioritization Template

Date	19 September 2022
Team ID	PNT2022TMID38709
Project Name	Project-job/skill recommender application
Maximum Marks	4 Marks

#### Brainstorm & Idea Prioritization Template:


Brainstorming provides a free and open environment that encourages everyone within a team to participate in the creative thinking process that leads to problem solving. Prioritizing volume over value, out-of-the-box ideas are welcome and built upon, and all participants are encouraged to collaborate, helping each other develop a rich amount of creative solutions.

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.

Reference: <https://www.mural.co/templates/empathy-map-canvas>

#### Step-1: Team Gathering, Collaboration and Select the Problem Statement

Template




### 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

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#### 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

A

Team gathering

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

B

Set the goal

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

C

Learn how to use the facilitation tools

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

[Open a slide](#)

1

#### 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


to create job or skill recommender application


Key rules of brainstorming


To run a smooth and productive session


 Stay on topic.

 Encourage wild ideas.

 Defer judgment.

 Listen to others.

 Go for volume.

 If possible, be visual.

## Step-2: Brainstorm, Idea Listing and Grouping

**2**

### Brainstorm

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

10 minutes

**TIP**  
You can select a sticky note and fit the pencil patch to a sticky note (not drawing!)

**B.Ravi ganesh.**  
 - data graph data  
 - generation of multiple ratings  
 - metrics required to filtering  
 - generate and use the data as the primary data for the

**M.Parthiban.**  
 - algorithms are used  
 - user based of  
 - item based of

**K.Dinesh kumar.**  
 - Home page is most  
 - we can use html to create an home page

**A. Vishwa.**  
 - application needed to be user friendly  
 - there is no repetition of same data is required

**P.Srikanth.**  
 - we need to recognize object modeling

**3**

### Group Ideas

Take turns sharing your ideas while clustering similar or related notes as you go. Once all sticky notes have been grouped, give each cluster a sentence-like label. If a cluster is bigger than six sticky notes, try and see if you can break it up into smaller sub-groups.

20 minutes

**B.Ravi ganesh.**  
 - Metrics are required to filtering

**M.Parthiban.**  
 - Algorithms are must to create an application

**K.Dinesh kumar.**  
 - we can use HTML to create a home page for application

**A. Vishwa.**  
 - No repetition of same data

**P.Srikanth.**  
 - object modeling

**TIP**  
Add customizations to your sticky notes make it easier to find, remove, separate, and categorize important ideas as they come within your group.

## Step-3: Idea Prioritization

**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

**Importance**  
 (Anchor these ideas, could get done without any difficulty, or not, which would have the most positive impact?)

**Feasibility**  
 (Regardless of their experience, participants are more realistic than others? (Cost, time, effort, complexity, etc.)

**TIP**  
Participants can use their common language to where sticky notes should go on the grid. The facilitator can confirm the spot by using the lower poster holding the 30 sec on the top board.

**no repetition of same data**

**Algorithms are must to create an application**

**we can use html to create a home page**

**Metrics are required for filtering**

**object modeling**