Brainstorm

**TIP**

You can select a sticky note and hit the pencil [switch to sketch] icon to start drawing!

& 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.

# 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.

###### Learn how to use the facilitation tools

Use the Facilitation Superpowers to run a happy and

**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**

**How might we [your problem statement]?**

**2**

# Brainstorm

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

**10 minutes**

**Nivethitha(Team Lead)**

**suitable for all age people**

**gain for all the field of industry**

**well growth**

**human health will secure**

**increase the interest of all the people**

**spend more time**

**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 and break it up into smaller sub-groups.

##### 20 minutes

**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**

# 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.

**10 minutes** to prepare

**count should be made easy**

**give the warning for over use**

**produce high technology**

**1 hour** to collaborate

**2-8 people** recommended

**pre- registration process is avialable**

productive session.

[**Open article**](https://support.mural.co/en/articles/2113740-facilitation-superpowers)

## Key rules of brainstorming

To run an smooth and productive session

### Abinaya k (Member 1)

more safe

support for man power

**fearless**

**safe for all living thing**

**maintenance power will less**

## Azarudeen(Member 2)

man power is less

technology high

**Muthu kumar(member 3)**

find out all the thing

tracking is easy

## Keep moving forward

###### Strategy blueprint

Define the components of a new idea or strategy.

###### [Open the template](https://app.mural.co/template/e95f612a-f72a-4772-bc48-545aaa04e0c9/984865a6-0a96-4472-a48d-47639307b3ca)

**Customer experience journey map**

Stay in topic. Defer judgment.

Encourage wild ideas. Listen to others.

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

###### [Open the template](https://app.mural.co/template/b7114010-3a67-4d63-a51d-6f2cedc9633f/c1b465ab-57af-4624-8faf-ebb312edc0eb)

**it will increase the swimmer performance**

Go for volume. If possible, be visual.

avoid the unwanted thing

###### Strengths, weaknesses, opportunities & threats

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

|  |  |
| --- | --- |
|  |  |
|  |  |

###### [Open the template](https://app.mural.co/template/6a062671-89ee-4b76-9409-2603d8b098be/ca270343-1d54-4952-9d8c-fbc303ffd0f2)

[**Share template feedback**](https://muralco.typeform.com/to/CiqaHVat?typeform-source=app.mural.co)

**it will reduce the other enjoyment field**

more controll

free process

[**Share template feedback**](https://muralco.typeform.com/to/CiqaHVat?typeform-source=app.mural.co)

## Feasibility

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



**Template**

### Need some inspiration?

See a finished version of this template to kickstart your work.

[**Open example**](https://app.mural.co/template/e5a93b7b-49f2-48c9-afd7-a635d860eba6/93f1b98d-b2d2-4695-8e85-7e9c0d2fd9b9)