



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

Share template feedback



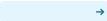
Before you collaborate

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 productive session.

Open article



Define your problem statement

Communications between deaf-mute and a normal person has always been a challenging task. It is very difficult for mute people to convey their message to normal people. Since normal people are not trained on hand sign language. In emergency times conveying their message is very difficult.

PROBLEM
A NOVEL FOR REAL-TIME COMMUNICATION SYSTEM POWERED BY AI FOR SPECIALLY ABLED



Key rules of brainstorming

To run an smooth and productive session

- | | |
|-----------------|-------------------------|
| Stay in topic. | Encourage wild ideas. |
| Defer judgment. | Listen to others. |
| Go for volume. | If possible, be visual. |



Brainstorm

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

10 minutes

TIP
You can select a sticky note and hit the pencil (switch to sketch) icon to start drawing!

GUHA
IYISHVARYA V P

Permits computer userstoexchange multimediaaudio contentinreal time

KEERTHANA V

Itintegrateaswell gatewaysto telephony networkusing theSIPprotocol

AMY DELPHIYA MARY R

Livevideo conferencing communications

UDHAYAGEETHA J

Atelepresence mobilerobot controllingand realtime detection usinginternetof things



Group ideas

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.

20 minutes

High-qualityaudioandvideo
Messageandchat
ScreenSharing
Meetingtranscription
Notesuppressionandmuting
Languagetranslationwithin meeting

Real-timecommunication
Webcam
HTML/CSS
Websocket
Frontend
BackendRTC
Database

TIP
Add customizable tags to sticky notes to make it easier to find, browse, organize, and categorize important ideas as themes within your mural.

RTC
Real-timecomputing
Protocolsdevelopment
Data transfers
Texttypes
HardwareinSoftwarein realtime

Webcam
HTML/CSS
Websocket
Frontend
BackendRTC
Database



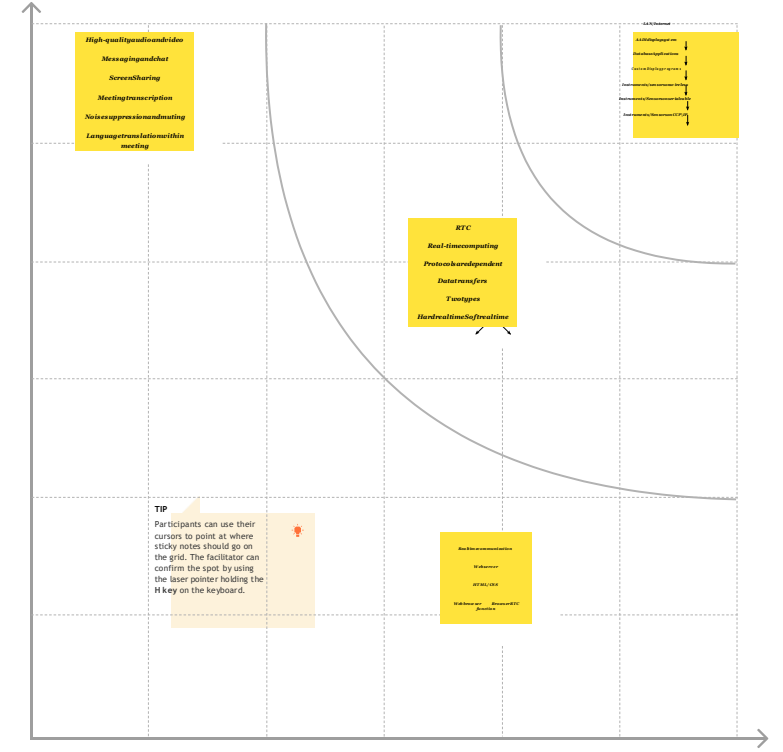
Prioritize

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

If each of these tasks could get done without any difficulty or cost, which would have the most positive impact?



Feasibility

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.
- 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

Share template feedback

