



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



MISSIONS

The purpose, value or utility that the IoT product provides to people.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



THINGS

The physical objects that are augmented with technology to be made interactive.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



SERVICES

Sources that exchange data with the objects, like web services, apps or sensors.

tilestoolkit.io/cards

v 0.6



HUMAN ACTIONS

How the user can interact with an object to trigger some interactive behavior.

tilestoolkit.io/cards

v 0.6



HUMAN ACTIONS

How the user can interact with an object to trigger some interactive behavior.

tilestoolkit.io/cards

v 0.6



HUMAN ACTIONS

How the user can interact with an object to trigger some interactive behavior.

tilestoolkit.io/cards

v 0.6



HUMAN ACTIONS

How the user can interact with an object to trigger some interactive behavior.

tilestoolkit.io/cards

v 0.6



HUMAN ACTIONS

How the user can interact with an object to trigger some interactive behavior.

tilestoolkit.io/cards

v 0.6



HUMAN ACTIONS

How the user can interact with an object to trigger some interactive behavior.

tilestoolkit.io/cards

v 0.6



HUMAN ACTIONS

How the user can interact with an object to trigger some interactive behavior.

tilestoolkit.io/cards

v 0.6



HUMAN ACTIONS

How the user can interact with an object to trigger some interactive behavior.

tilestoolkit.io/cards

v 0.6



HUMAN ACTIONS

How the user can interact with an object to trigger some interactive behavior.

tilestoolkit.io/cards

v 0.6



FEEDBACK

How the object can communicate back to the user.

tilestoolkit.io/cards

v 0.6



FEEDBACK

How the object can communicate back to the user.

tilestoolkit.io/cards

v 0.6



FEEDBACK

How the object can communicate back to the user.

tilestoolkit.io/cards

v 0.6



FEEDBACK

How the object can communicate back to the user.

tilestoolkit.io/cards

v 0.6



FEEDBACK

How the object can communicate back to the user.

tilestoolkit.io/cards

v 0.6



FEEDBACK

How the object can communicate back to the user.

tilestoolkit.io/cards

v 0.6



FEEDBACK

How the object can communicate back to the user.

tilestoolkit.io/cards

v 0.6



FEEDBACK

How the object can communicate back to the user.

tilestoolkit.io/cards

v 0.6



FEEDBACK

How the object can communicate back to the user.

tilestoolkit.io/cards

v 0.6



CRITERIA

Different criteria to help you evaluate the ideas you come up with.

tilestoolkit.io/cards

v 0.6



CRITERIA

Different criteria to help you evaluate the ideas you come up with.

tilestoolkit.io/cards

v 0.6



CRITERIA

Different criteria to help you evaluate the ideas you come up with.

tilestoolkit.io/cards

v 0.6



CRITERIA

Different criteria to help you evaluate the ideas you come up with.

tilestoolkit.io/cards

v 0.6



CRITERIA

Different criteria to help you evaluate the ideas you come up with.

tilestoolkit.io/cards

v 0.6



CRITERIA

Different criteria to help you evaluate the ideas you come up with.

tilestoolkit.io/cards

v 0.6



CRITERIA

Different criteria to help you evaluate the ideas you come up with.

tilestoolkit.io/cards

v 0.6

A white icon consisting of two overlapping triangles forming a 60-degree angle.

CRITERIA

Different criteria to help you evaluate
the ideas you come up with.

tilestoolkit.io/cards

v 0.6

A white icon consisting of two overlapping triangles forming a 60-degree angle.

CRITERIA

Different criteria to help you evaluate
the ideas you come up with.

tilestoolkit.io/cards

v 0.6

A white icon consisting of two overlapping triangles forming a 60-degree angle.

CRITERIA

Different criteria to help you evaluate
the ideas you come up with.

tilestoolkit.io/cards

v 0.6



Custom mission

A mission or goal of your choosing to ideate on.



Missions

M-1

Trojan horse

GOAL

Create a concept that seemingly does one thing, but where the intention is to produce another, deeper effect.

EXAMPLE

A coffee cup that changes color when you have a scheduled appointment.



Missions

M-2

Coded information

GOAL

Create a concept that displays information that is useful to the owner, but not understood by anyone else.

EXAMPLE

A wallet with a light that turns green when your account balance is low.



Missions

M-3

Habit changing

GOAL

Create a concept that helps a user to form or change a long-term habit. The usefulness decreases over time as the habit is established.

EXAMPLE

Shoelaces that glow brighter or darker according with the number of steps taken during the day.



Missions

M-4

Social interaction

GOAL

Create a concept that helps to facilitate some kind of interaction between people.

EXAMPLE

A pin for breaking the ice at a party that lights up when you are near your table companion.



Missions

M-5

Enjoyable objects

GOAL

Create a concept where the objects are so pleasant or fun to use that people will want to spend time with, regardless of what else it does.

EXAMPLE

A piggy bank that starts smiling and grunting when you give it money.



Missions

M-6

Time-saver

GOAL

Create a concept that simplifies or removes some task that people normally have to spend time doing against their wishes.

EXAMPLE

A washing machine that orders new detergent when it notices you are running low.



Missions

M-7

Transactions

GOAL

Create a concept that allows users to give and receive something. That something can be currency, likes, objects, etc.

EXAMPLE

A glove that accepts donations each time someone gives it a high-five.



Missions

M-8

Immortality

GOAL

Objects that can help the user save something for posterity, or perhaps objects that give health benefits to the user himself.

EXAMPLE

A mirror that takes a picture of you every day to keep a capsule of that day in your life.



Missions

M-9

In the mood

GOAL

Create a concept where the behavior of the objects are determined or influenced by the owner's mood or state of mind.

EXAMPLE

A lamp that changes its color based on a friend's mood.



Missions

M-10

Omniscience

GOAL

Objects that provide the user with knowledge, or with access to information.

EXAMPLE

An earring that can translate foreign languages spoken around you to your native tongue.



Missions

M-11

Obstacles

GOAL

Create a concept where a task is intentionally made harder to accomplish - to discourage bad habits or create added challenge.

EXAMPLE

An alarm clock that moves around the room to force the users to chase it if they are oversleeping.



Missions

M-12

Feeling blue?

GOAL

An object that helps communicate your mood or state of mind to others around you.

EXAMPLE

An office workspace that alerts others whether or not you are busy.



Missions

M-13

Teleportation

GOAL

Objects that allow the sensation of being in multiple places at once, or that let you experience some aspect of a different place.

EXAMPLE

An alarm clock that wakes you up with the sound and light of a different place in the world every morning.



Missions

M-14

Tangibles

GOAL

Create a concept where the object itself solves a task where you would normally have had to use a screen

EXAMPLE

An umbrella that lights up when there is rain on the forecast for the day.



Missions

M-15

Sixth sense

GOAL

Create an object that gives its owner some kind of superpower, like new types of senses, perceiving new information, etc.

EXAMPLE

A necklace that changes color based on the air quality of your surroundings.



Missions

M-16

Safekeeping

GOAL

Objects that protect the user or something that is valuable to the user.

EXAMPLE

A bike that alerts you when it has moved while you are not around.



Missions

M-17

Super shopper

GOAL

An object that helps stores or service providers sell more of their products.

EXAMPLE

A coaster that orders you another beer when an empty glass is placed onto it.



Missions

M-18

Big brother

GOAL

An object whose purpose is to collect data that is valuable either to you or a third party.

EXAMPLE

A car key that registers your driving habits to give you better insurance deals.



Missions

M-19

Telepathy

GOAL

Objects that enable users to communicate each other in non-verbal ways, such as describing their mood for others to see.

EXAMPLE

A wristband that glows when your significant other is thinking of you.



Missions

M-20

Expression

GOAL

Objects that allow new ways to express yourself creatively or emotionally.

EXAMPLE

Stairs that turn into piano keys when someone walks across them.



Missions

M-21

Custom thing

Add your ideas for new objects here.



Things

T-1



Bike

An object that integrates with your bike or is brought along with the bike, like a helmet or a lock.



Things

T-2



Wallet

A wallet, purse or card case that you carry your money and credit cards around in.



Things

T-3



Watch

An ordinary wristwatch.



T-4



Eyewear

A pair of ordinary glasses or sunglasses.



T-5



Keychain

A keychain or a key.



T-6



Pen or pencil

A writing utensil like a pen or pencil.



T-7



Luggage

A bag or backpack that is brought along on travels.



T-8



Clothing

Any piece of ordinary clothing like a sweater, jacket or hat.



T-9



Refrigerator

An object attached to the fridge, or integrated into the fridge.



T-10



Office desk

Some part of your office workspace, like the desk itself or a lamp.



T-11



Shoe

Shoes or some part of a shoe, for example shoelaces or sole.



T-12



Headgear

A piece of headgear like a cap, a beanie or a helmet.



T-13



Camera

A standalone camera like a DSLR



T-14



Piggy bank

A piggy bank or similar object that is used to save money.



T-15



Furniture

A piece of furniture in the home, like a chair or a coffee table.



T-16



Coffee cup

A coffee cup or tea cup.



T-17



Umbrella

An umbrella or some part of it.



T-18



Sport equipment

A football, a tennis racket or another piece of sporting equipment.



T-19



Plant

A household plant, flower or its planter.



T-20



Jewelry

A piece of jewelry like a ring, an armlet or a necklace.



T-21



Medication

An object related to personal medication like a pill bottle, medicine cabinet, etc.



T-22



Pets

An object related to a pet, like dog collar, cat door or bird cage.



T-23



Stove

A stove, an oven, a pot or any other cooking equipment.



T-24



Shower

A shower, a sink, a mirror or any other bathroom equipment.



T-25



Custom channel

If you have ideas for other data sources or sensors, add them here.



S-1



Health and fitness

A health or fitness related service such as Fitbit or Endomondo



S-2



Mail

A service that allows to send and receive emails.



Services

S-3



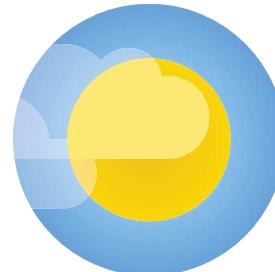
Bank account

Data from an online banking account.



Services

S-4



Weather

Data from a weather forecast service, like temperature, chances of rain, UV index etc.



Services

S-5



Twitter

Data from a Twitter account, like tweets, trending topics and mentions.



Services

S-6



Instagram

Data from an Instagram account, like likes or mentions.



Services

S-7



Facebook

Activity on your facebook account such as images, comments, likes, friends' activities and location.



Services

S-8



To-do list

Data from a To-do list such a as a Trello account



Services

S-9



Cloud documents

Text documents or spreadsheets stored in a cloud service like Google Drive or Dropbox.



Services

S-10



Maps

Geographic data from a map service, like directions, travel time, or points of interest.

Services

S-11



Calendar

Data from a calendar like scheduled appointments.

Services

S-12



Stocks

Data from the stock markets or other financial data like currencies or bonds.

Services

S-13



Traffic

Traffic data like traffic jams and road accidents.

Services

S-14



Public Transit

Data from public transit systems like bus or train schedule.

Services

S-15



Storage

A database or generic online data storage.

Services

S-16



Messages

Messaging services like WhatsApp, Facebook Messenger, Skype or Slack.

Services

S-17



Music

Control the playback or receive data from a music streaming service like Spotify.

Services

S-18



News & sports

Data from news providers like breaking news or sports scores.



S-19



Alarm

Time-related events such as alarms or reminders.



S-20



Car

Data from your car, like its location, speed or fuel.



S-21



Public webcam

A video feed from a public webcam or surveillance camera



S-22

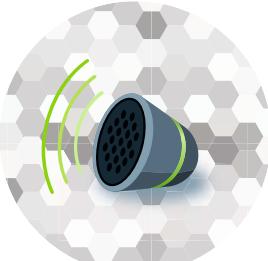


Marketplace

Data from an online marketplace for ecommerce, like number or amount of purchases.



S-23



Smart speaker

Data from a wireless smart speaker like Amazon Echo



S-24



Smart home

Data from internet-connected home-control system, including sensors and smart fixtures.



S-25



Custom action

If you have other actions to trigger the objects you can add them here.



A-1



Rotate

The user rotates the object along one of the three axes.



A-2

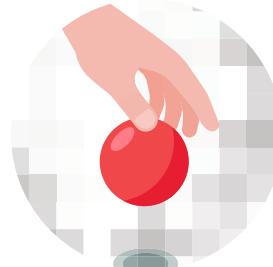


Shake

The user shakes the object.



A-3



Drop

The user drops the object to the ground.



A-4

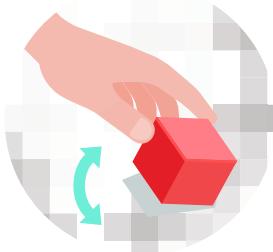


Lift

The user lifts the object from a static surface



A-5



Tilt

The user tilts the object on one of three axes.



A-6

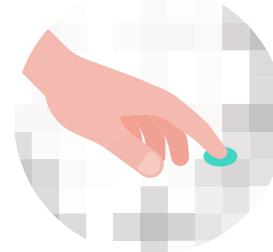


Location change

The user brings the object to a specific location (or away from a specific location).



A-7



Tap

The user taps the object, either with a single tap or double tap.



A-8



Proximity

The user moves their hand near the object without actually touching it.



A-9



Custom feedback

Add your ideas for new types of feedback here.



Feedback

F-1



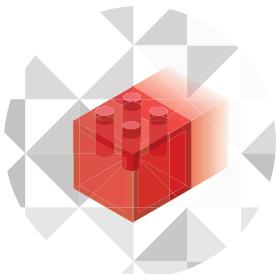
Emoji

The object displays some kind of emotional response.



Feedback

F-2



Motion

The object moves in response to a trigger.



Feedback

F-3



Text

The object displays a short text message to the user.



Feedback

F-4



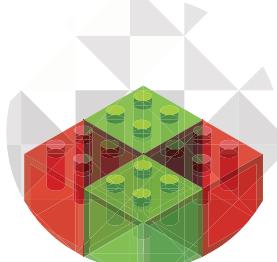
Sound

The object starts to make a sound.



Feedback

F-5



Color change

A light on the object changes from one color to another.



Feedback

F-6



Blink

A point of light on the object starts blinking.



Feedback

F-7



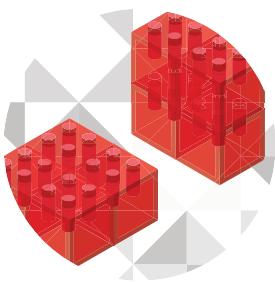
Vibrate

The object starts vibrating.



Feedback

F-8



Shapeshift

The object changes its shape in some way.



Feedback

F-9



Custom criteria

If you see other types of important criteria, you can add them here.

6d Criteria

C-1

Innovation

WHAT

Ideas that solve new problems through skillful use of technology.

HOW TO JUDGE

Would Elon Musk be interested in the product idea? What would the news headlines read like for the different ideas?

6d Criteria

C-2

Enjoyment

WHAT

How fun or enjoyable are the ideas for their users.

HOW TO JUDGE

Would you like to spend time with the product, even if you don't really need it? Is it something you would tell your friends about?

6d Criteria

C-3

Utility

WHAT

How useful are the ideas, and would they be practical to use.

HOW TO JUDGE

Do the product solve a real problem for their users? Can you see it being used every day?

6d Criteria

C-4

Attraction

WHAT

Are the ideas attractive, as in products that the users would be proud to own?

HOW TO JUDGE

Would you like to have the product for yourself? Do you think the target audience would like it as well?

6d Criteria

C-5

Creativity

WHAT

Ideas that solve the problem in a clever and unusual way.

HOW TO JUDGE

Does the product idea surprise you or make you think twice about the problem? Would you turn your head if you saw someone else using it?

6d Criteria

C-6

Feasibility

WHAT

Ideas that solve the problem in a plausible manner, and that seem realistic to develop.

HOW TO JUDGE

Would you invest your savings in the development of the product idea? Have you seen other similar products be successful?

6d Criteria

C-7

User friendly

WHAT

Ideas that solve a real need for users, and which are easy to use for a large number of people.

HOW TO JUDGE

Would life be easier for the users with the product than without it? Could both your kids and grandparents use it?



C-8

Market potential

WHAT

Is there a large audience that would be willing to pay for the product.

HOW TO JUDGE

How would investors respond to the product idea? Can you see a big company formed around selling the product?



C-9

Sustainability

WHAT

Is the object environmentally friendly or can it encourage sustainable behavior?

HOW TO JUDGE

Would the product be a net positive to the environment? What does its lifecycle look like?



C-10