R·I·T	Rochester Institute of Technology Golisano College of Computing and Information Sciences Department of Information Sciences and Technologies

4002-XXX
Software Development on Linux Systems
Lab 01 – Brainstorming

Name: _____   **Section:** _____ _____

Activity – Group Formation

Overview – Form into groups of 3 to 4 persons. **These will not necessarily be your group for the project, but can be if you would like.** You may form groups with whoever you would like as long as they are the appropriate size, but keep in mind that a good group is usually diverse.

Activity – Brainstorm

Overview – Brain storm as many project ideas as you can. They do not need to be well thought out ideas. In fact, during this phase, you should not go into details about your ideas. You will narrow down your favorite ideas after this lab.

Brainstorming Rules:
- Any idea is as good as any other idea
- Every idea counts
- Radical ideas are encouraged (trying to complete a radical idea tends to fail, but often produces the newest and most innovative technologies in the process)
- **Do NOT criticize or put down any idea, no matter how ridiculous**
- Do not spend time on any single idea, however you may branch off onto varieties of that idea
- Try to come up with diversity in your ideas
- Do not just focus on one domain of ideas.

Given the open minded mentality of open source software and of this course, do not feel offended if anyone develops on your ideas. Instead you should encourage people to develop on your ideas.

In the next 30 minutes come up with 50 ideas and show your instructor
After you get your signoff, try to get another 50 ideas by the end of the lab period

Instructor / TA signoff: _____