

# Ideation Phase

## Brainstorm & Idea


## Prioritization Template

TEAM ID	NM2023TMID04404
PROJECT NAME	ELECTRONIC VOTING MACHINE

### Brainstorm & Idea Prioritization :

#### 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

➔

#### 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

1

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

2

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

3

**Learn how to use the facilitation tools**  
Use the Facilitation Superpowers to run a happy and productive session.

Open article ➔

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

Incident voting systems are riddled with vulnerabilities, including lack of transparency, fraud, and a lack of transparency. These issues compromise the integrity of elections and create public trust in the democratic process. The current methods of casting and receiving votes are inherently prone to tampering, making it essential to seek a more secure and transparent alternative.

Key rules of brainstorming

To run a smooth and productive session

1

Stay in topic.

2

Encourage wild ideas.

3

Defer judgement.

4


Listen to others.

5

Go for volume.

6

If possible, be visual.



**Need some inspiration?**  
See a finished version of this template to kickstart your work.

Open example ➔

## 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 hit the pencil [switch to sketch] icon to start drawing!

#### K.S.Chandru

Do we need this

Can every one use this technology

Do we need more resources

#### L.Dhinesh

Dose this project be an user friendly interface

Can every individual get access to this

Can we scale this to a large group of individuals

#### M.Karthik

Do people believe all process are transparent

Can this be fraud proof

Can this be used in all places

#### R.Shathiyapriyan

Is this an open source product

Can this be tamperd

Is it easy to use



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

#### TIP

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

#### Common doubt about security

Do people believe all process are transparent

Can this be tampered

Can this be fraud proof

#### Is this useable for everyone

Can every one use this technology

Can every individual get access to this

Can this be used in all places

Do we need this

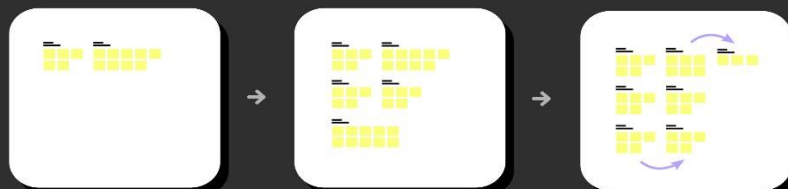
#### Can resources be obtained

Do we need more resources

Can we scale this to a large group of individuals

Is this an open source product

Is it easy to use



## 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

#### TIP

Participants can use their cursors to point at where sticky notes should go on the grid. The facilitator can confirm the spot by using the laser pointer holding the **H** key on the keyboard.

