

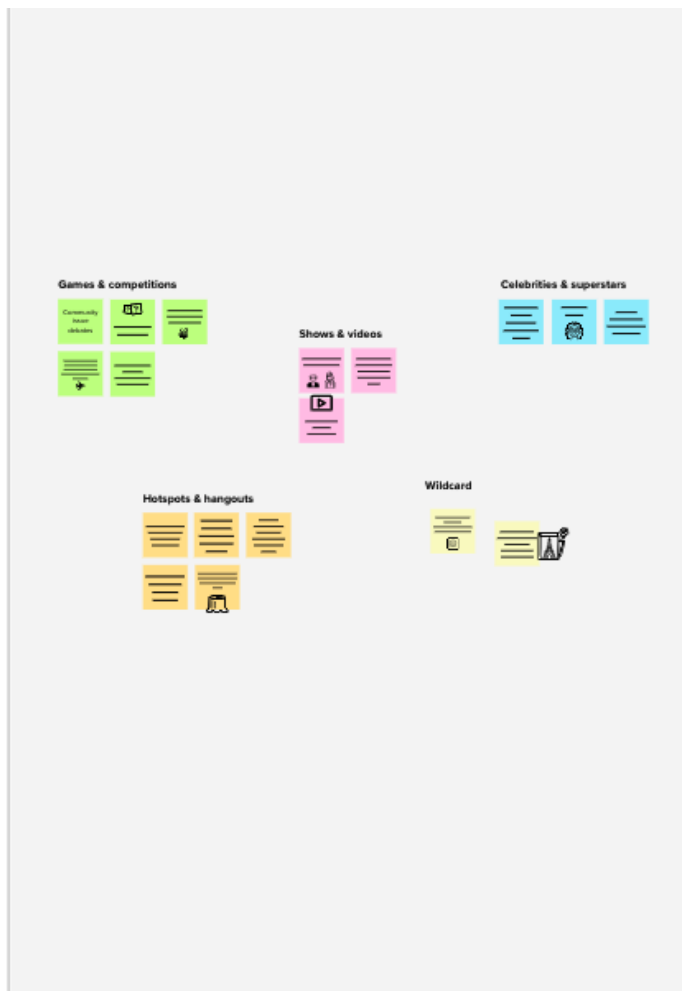


# Brainstorm & idea prioritization

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](#)



## Need some inspiration?

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

[Open example](#)



## 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**

---

**A**

### Team gathering

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

**B**

### Set the goal

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

**C**

### 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

We are trying to the problem are

1. Gaming addiction
2. causes eye strain, hacking and headache.
3. Money loss ,depression
4. Suicidal thought.



### 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!

T. THILAGA

1. Set time limit and boundaries.	2. Make some guidelines.	3.To create website and analysis problem through videos.
4. spent time with family.	5. Before 18 age kids don't to play an money related game.	

S. SASIKALA

1. Take care of your self.	2. Don't forget to sleep.	3. Positive mindset.
4. Doctor advice.	5. Read it's condition and asses to play.	

P. SNEKHA

1. Encourage sport and physical activity.	2. One hour gaming everyday.	3. Learning a new language, reading new books.
4. Yoga and exercise.	5. personal information don't forward other account.	

U. USHA

1. Remember to have fun.	2. Do think other gaming.	3. play for fun with friends.
4. Keep phones and other god gest out of the bedroom so you want play into the night.	5. Change in your mind in favorite hobbies.	

Person 5


Person 6


Person 7


Person 8






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

1. GAMING ADDICTION:

Yoga and exercise.

Don't forget to sleep.

Spent time with family.

Play for fun with friends.

3. MONEY LOSS:

Set time limits for play and stick to them.

Read it's condition and asses to play game well.

Before 18 age kids don't to play an money related game.

Personal information don't forward other accounts.

2.DEPRESSION:

Doctor advice.

Positive mind set.

Learning a new language and reading new books.

Make some guidelines.

4. SUICIDAL THOUGHT:

To create with website and analysis problem through videos.

Do things other then gaming.

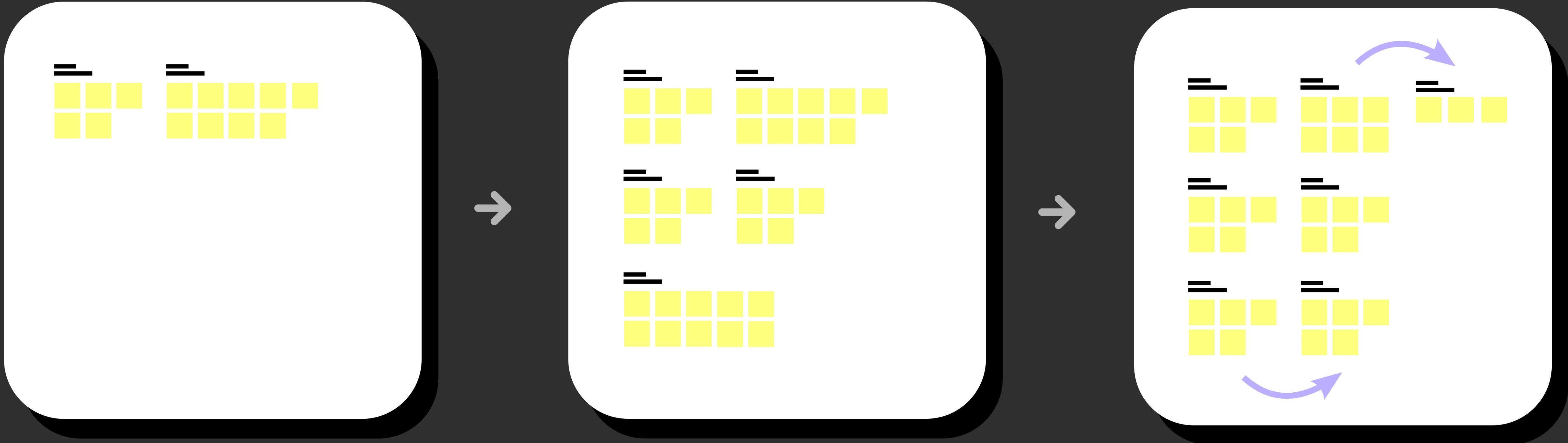
Encourage sport and physical activity.

change your mind in favorite hobbies.

TIP

💡

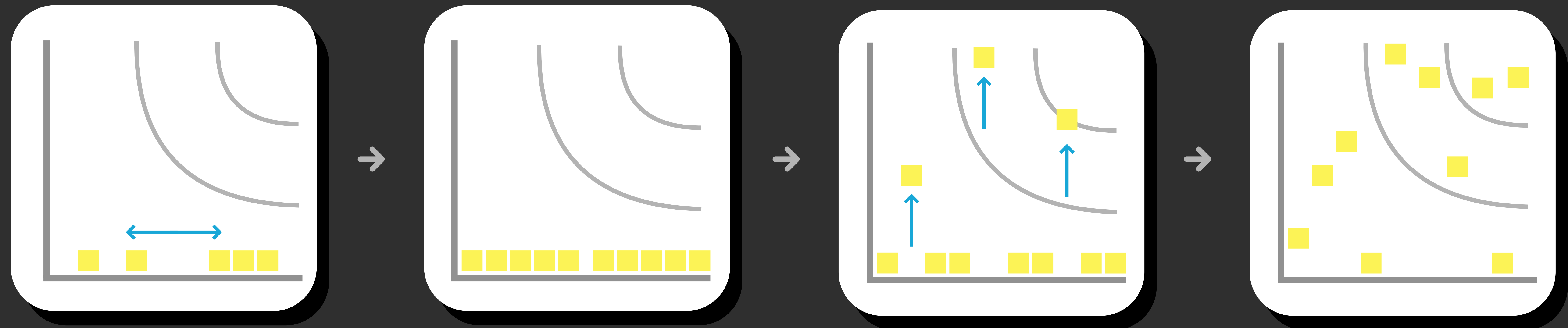
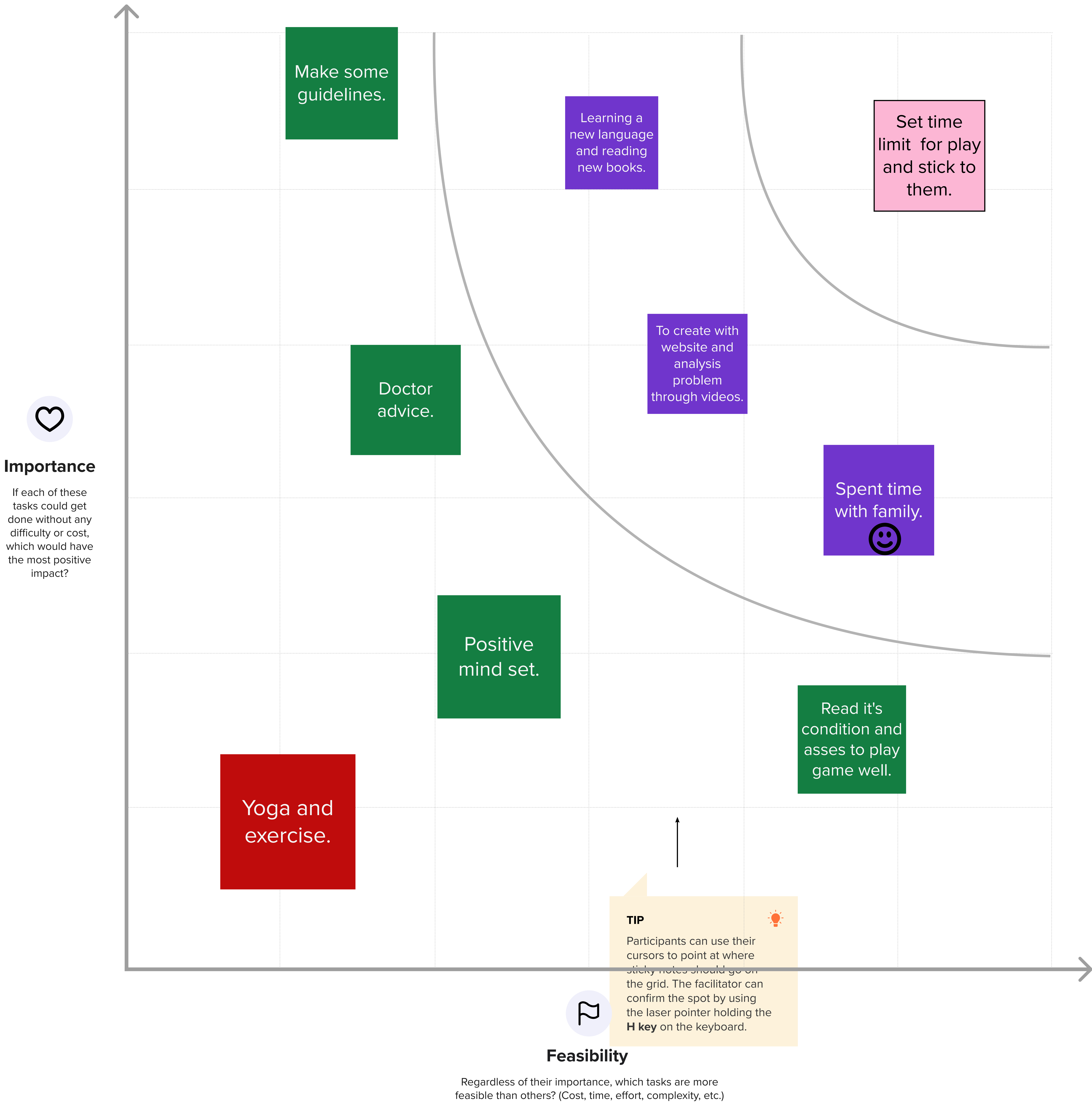
Add customizable tags to sticky notes to make it easier to find, browse, organize, and categorize important ideas as themes within your mural.



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

- A

**Share the mural**  
**Share a view link** to the mural with stakeholders to keep them in the loop about the outcomes of the session.
- B

**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](#)