

THIRD IDEATION SCRIPT

Main Objective

To collaboratively generate innovative ideas that empower sports fans to organize local Olympic Games between two international editions.

Ice Breaker (10 minutes):

"Local Olympic Trivia".

Each participant shares a fun fact or personal experience related to the Olympics or local sports events.

This activity helps participants connect and sets a positive tone for the workshop.

Main Steps of the Second Ideation Process

Define the Problem Statement (10 minutes)

C (the leader) presents the problem statement: "How might we help sports fans organize local Olympic Games in between two international editions?"

Allow participants to ask clarifying questions to ensure everyone understands the challenge.

Mind Mapping (20 minutes)

Participants will create a mind map on a whiteboard or digital tool.

Start with the central idea (organizing local Olympic Games) and branch out with sub-ideas, themes, and related concepts.

Encourage free association and creativity; no idea is too far-fetched.

Idea Development in small Groups (30 minutes)

Divide participants into small groups (2-4 people).

Each group selects one or two branches from the mind map to develop into concrete ideas.

Groups should consider aspects like logistics, community engagement, funding, and sustainability.

Prepare a brief presentation (2-3 minutes) for their developed ideas.

Present Ideas Developed (30 minutes)

Each group presents their developed ideas to the larger group.

After each presentation, allow for a brief Q&A session to clarify and discuss the ideas further.

Idea Prioritization Using “Impact vs. Effort” Matrix (30 minutes)

Participants will use an "Impact vs. Effort" matrix to evaluate each idea.

Draw a large grid on a whiteboard or digital tool with four quadrants:

High Impact, Low Effort

High Impact, High Effort

Low Impact, Low Effort

Low Impact, High Effort

Each participant places sticky notes representing their ideas in the appropriate quadrant based on perceived impact and effort required.

Voting Process (15 minutes)

Each participant receives three votes (using stickers or dots) to allocate to their favorite ideas from the "High Impact" quadrants.

Participants can distribute their votes among different ideas or concentrate them on one idea they believe is most impactful.

Selection of the Main Idea (10 minutes)

Tally the votes and identify the idea with the most votes as the main idea to pursue further.

Time Schedule Overview

Time Schedule

Activity	Duration(minutes)
<i>Ice Breaker</i>	10
<i>Defining the problem statement</i>	10
<i>Mind Mapping</i>	20
<i>Idea Development in small Groups</i>	30
<i>Present Developed Ideas</i>	30
<i>Idea Prioritization</i>	20
<i>Voting Process</i>	15
<i>Selection of Main Idea</i>	10

Use dot stickers for participants to vote on their preferred ideas, clustering around the most popular choices.