


Ideas


TRIGGERS

What actions trigger the object?

The object might respond to inputs of different types, either from human interaction, sensors, or data from internet sources.

WHAT CARDS TO USE?


Human Actions


Data channels



THINGS

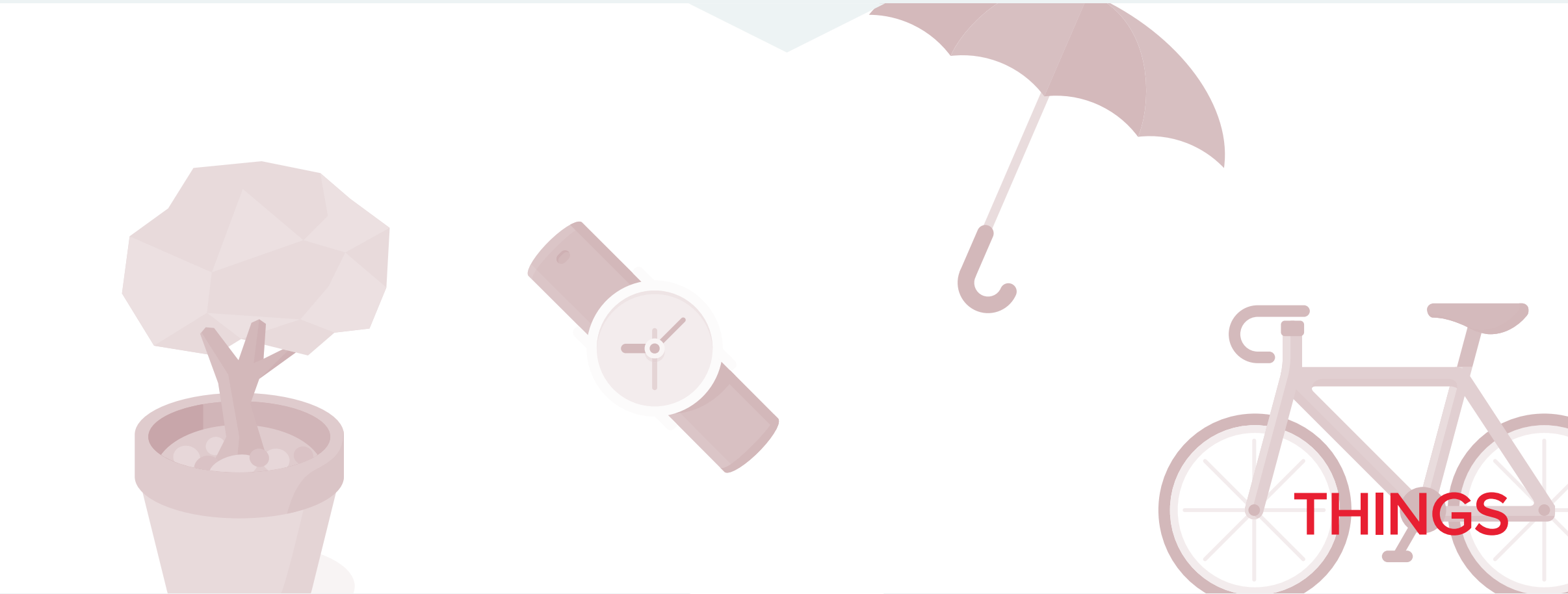
What objects are central to your users and can help them solve the needs you have identified?

Start with a Thing card and place it in the center of the board. If you see an opportunity to use multiple objects to solve the problem, you can add additional cards, and use the Connector piece to connect them.

WHAT CARDS TO USE?


Things


Connectors



RESPONSES

How does the object communicate back to the user?

The response can be direct feedback through the object itself, or it can be by sending data to an app or internet service.

WHAT CARDS TO USE?

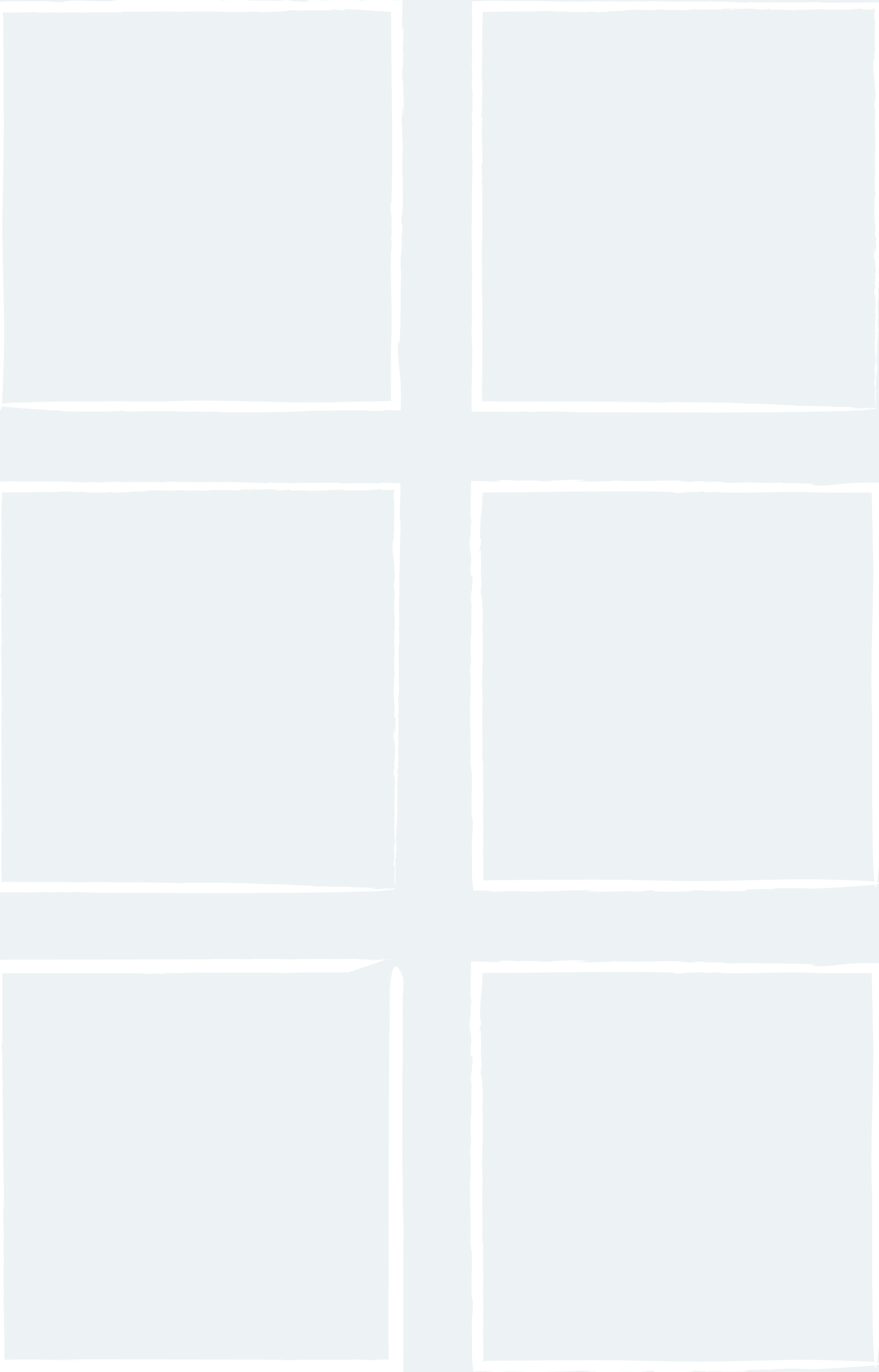

Feedback


Data channels



Storyboard

What is it like to use the object? How, where and when is it used? What does the user feel and think? Show what the object looks like, and how someone might go about using it.



Themes

Themes are new ways to frame the problem to help you think creatively. Use the themes to discuss the purpose of your concept, and try to relate your idea to a bigger picture.



Reflection

When you have an idea formed, use the Criteria cards to reflect on it. The criteria can reveal strengths and weaknesses of your concept and help you find ways to improve it.



Playbook

1

Approx. time: 5 min

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2

Approx. time: 15 min

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3

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4

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5

Approx. time: 15 min

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6

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7

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Start with a user and a context that you have agreed to focus on

What specific needs or problems are you trying to solve for the user? You can write them down on the game board for reference.

What objects are central to the your user?

Look through the Thing cards together, select a Thing as your starting point and place it on the center of the board. You can use multiple things if you like and show how they are connected with Connector cards.

What actions trigger the Thing?

Explore what types input are needed, whether it be human actions, sensors or data from an external source. An object can have multiple triggers, and the same action can trigger a response on multiple objects. Place your selections in the "Triggers" section of the board.

How does the object respond when it is triggered?

Responses are the ways that the object can communicate back to the user when it is triggered, either by the object itself giving feedback, or by sending data to an app or service. The response could also be to set another object in motion.

Flesh out the idea

The Storyboard section of the board is your sandbox to describe and illustrate the idea you are working on. Try to make notes and sketches to show how the concept works and looks, and what it might feel like to use it.

Refine the theme

Challenge yourself to think creatively about the purpose or theme of your idea. Can you approach the problem from another angle? Use the Themes cards for ways to challenge your idea, then go back and refine the Idea and Storyboard contents.

Reflect and improve

Look through the different Criteria and discuss how well your concept scores on each. Select a few strenghts and weaknesses of the concept, and see if you can come up with improvements to resolve the weaknesses.