## **Brainstorming Data**

Team \_\_\_\_

1. Silent Brainstorming (how many ideas did each member contribute?)

	<u>leam Member</u>				
# 1	# 2	# 3	# 4	# 5	Total
#ideas					

- 2. # of Team Ideas Remaining After the Boggle Exercise \_\_\_\_\_
- 3. # of categories\_\_\_\_\_, maximum\_\_\_\_\_, minimum \_\_\_\_\_
- 4. # of additional Team Ideas Generated Using Osborn's Checklist (i.e., the <u>DEPTH</u> of the list) ............
- 5. # of additional Team Ideas Generated Using Random Stimulation (i.e., the <u>WIDTH</u> of the list) ......
- 6. List top ideas:
  - 1.

3.

4.

2

From Fogler, H.S. & LeBlanc, S; Strategies for Creative Problem Solving, Software, 1995