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

Take your own report

PROBLEM

The biggest problem in the gaming industry is the treatment of actual developers. The industry grappled with various headwinds ranging from worsening macroeconomic conditions, a post pandemic softening in demand, ongoing supply issue, changes in the mobile privacy framework and a significantly increased legal and regulatory focus.

Key rules of brainstorming

To run an smooth and productive session

- 😐 Stay in topic.
- 💡 Encourage wild ideas.
- 😐 Defer judgment.
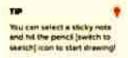- 👂 Listen to others.
- 🔋 Go for volume.
- 👁 If possible, be visual.

2

Brainstorm

Write down any ideas that come to mind that address your problem statement.

⏱ 10 minutes

Person 1
- provide them with interesting, meaningful work
- advertise yourself on streaming platforms
- diversify your supply chain and products

Person 2
- offer options for career development
- draw users with special events
- try new shipping methods

Person 3
- recognise awesome code code
- collaborate with gaming influencer

Person 4
- improve distribution network
- allow personal projects give them the best tool
- find an online community
- build healthy supply relationships

Person 5

Person 6

Person 7

Person 8

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 and break it up into smaller sub-groups.

🕐 **20 minutes**

provide them with interesting, meaningful work. offer options for career development. recognize awesome code. allow personal projects, give them the best tool.

For increasing the sales in vedio games, you must engage with your customers on allonline problems. Collaborate with the gaming influencers, advertise yourself on social medias like facebook twitter.

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**

Importance

If each of these tasks could get done without any difficulty or cost, which would have the most positive impact?

advertise yourself on streaming platforms

For increasing the sales in vedio games, you must engage with your customers on allonline problems. Collaborate with the gaming influencers, advertise yypourself on social medias like facebook twitter.

collabroate with gaming influencer

try new shipping methods

improve distribution network

diversify your supply chain and products

build healthy supply relationships.

build healthy supply relationships.

draw users with special events

provide them with interesting, meaningful work

Feasibility

Regardless of their importance, which tasks are more feasible than others? (Cost, time, effort, complexity, etc.)