

Ideation Phase


Brainstorm & Idea Prioritization Template

Date	27 June 2025
Team ID	LTVIP2025TMID29500
Project Name	EduTutor-AI_personalized-learning-withgenerative-ai-and-lms-integration
Maximum Marks	4 Marks

Brainstorm & Idea Prioritization :




Step-1: Team Gathering, Collaboration and Select the Problem Statement


Template



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





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

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

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


**Learn how to use the facilitation tools**
Use the Facilitation Superpowers to run a happy and productive session.

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Define your problem statement


How might we create a personalized learning experience that adapts to each student's needs and keeps them motivated to reach their goals?

 5 minutes

PROBLEM


personalized learning experience








Key rules of brainstorming


To run a smooth and productive session


 Stay in topic.

 Encourage wild ideas.

 Defer judgment.

 Listen to others.

 Go for volume.

 If possible, be visual.

Step-2: Brainstorm, Idea Listing and Grouping

2 Brainstorm

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

10 minutes

TIP
You can select a sticky note and then it will be moved to the selected icon to start drawing.

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 can break it up into smaller sub-groups.

20 minutes

TIP
Add a sentence-like label to group notes by theme to help you find, browse, organize, and understand important ideas by grouping them with your notes.

*"Alright team, let's not rush. Let's just think about what really helps the learner. Maybe... we create something that feels personal to them, like an experience that **adjusts based on how they're doing**. A tool that doesn't just give them tests, but actually helps them get better. We could have **weekly insights**, something soft, not overwhelming. And maybe a way to **track progress visually**, like a roadmap that tells them — 'you've come this far, here's what's next'. Let's also not forget the parents or teachers — maybe just a **gentle dashboard** for them too... simple, informative, caring." 🗒️ Tags: #strategy #progress #support #insight*

— Naga Sehu 🗨️

*"broo, this is where we go next level. We integrate an **AI-based quiz engine** — adaptive, smart, always learning. Like, if a student keeps messing up derivatives, boom — more practice on that. We can even do a **chatbot tutor**, 24/7 support with natural language replies. I'm also thinking **voice input for doubt-solving** — especially helpful for mobile-first learners. And yeah — **OAuth with Google or Moodle** so users log in fast and securely. No delays, no friction. This can be a tech playground if we build it right." 🗒️ Tags: #AI #functionality #automation #login*

— Sai Reddy A 🗨️

*"Okay... so I'm still learning but... what if we just... made things look nice and clean? Like, a **minimal dashboard** with colors that change based on performance? And... oh! **Badges** for when students do well? I know users like that. Maybe even a **progress streak** counter — it could encourage them to keep going! I think a **mobile layout** is super important too. Most students I know use phones more than laptops. I don't know all the frameworks yet but I can sketch the screens and we can build it in React maybe?" 🗒️ Tags: #UX #gamification #mobile-first #design-simplified*

— Surya Simhani 🗨️

Step-3: Idea Prioritization

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

TIP
Type your paragraph...

Quadrant 4 – Low Hanging Fruit (Low Impact, High Feasibility)
Easy to build, but consider if they're valuable.

- Simple badge system (Surya Simhani)
- Sketch screens in React (Surya Simhani)
- Static parent dashboard (Naga Sehu)

Quadrant 2 – Quick Wins (High Impact, High Feasibility)
Build these first! High value, easy to implement.

- Weekly performance reports (Naga Sehu)
- Learning streak tracker (Surya Simhani)
- Gamified learning paths (Surya Simhani)
- Google/Moodle login (Sai Reddy A)
- Minimal dashboard with color-coded feedback (Surya Simhani)

Quadrant 1 – Transformational (High Impact, Low Feasibility)
Important but harder to implement. Keep a close eye on these.

- AI-based adaptive quizzes (Sai Reddy A)
- AI-driven tutor (Sai Reddy A)
- Voice-based doubt solving (Sai Reddy A)

Quadrant 3 – Avoid or Reevaluate (Low Impact, Low Feasibility)
Low value / hard to build usually not worth it.

- Voice-based doubt solving for now (if target audience doesn't request it soon)