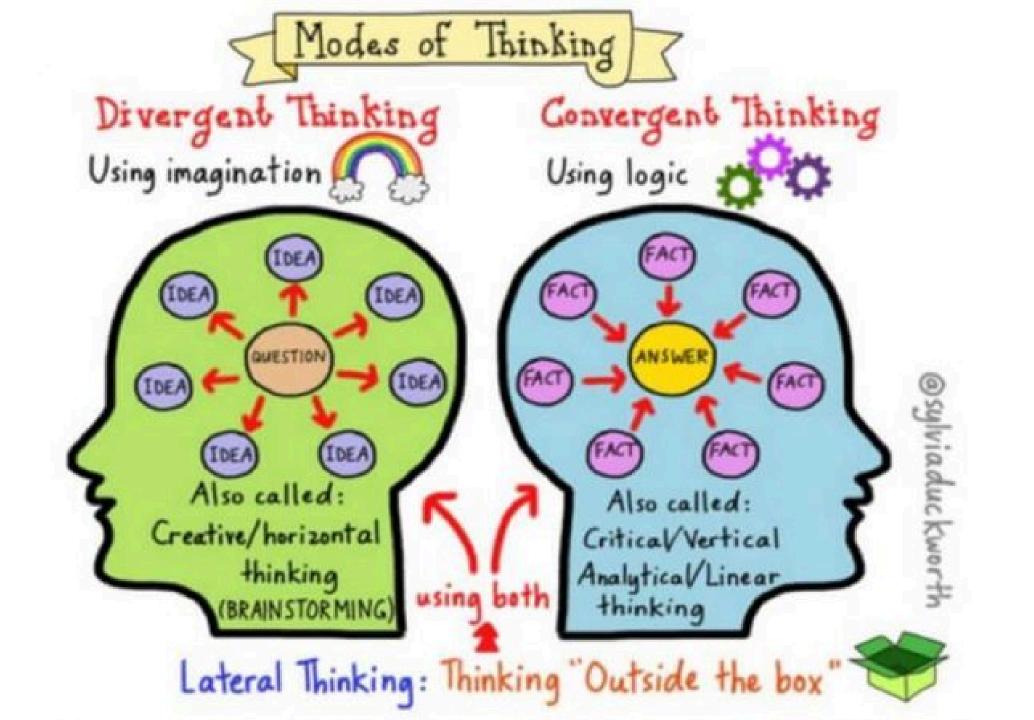


Brainstorming and Ideation

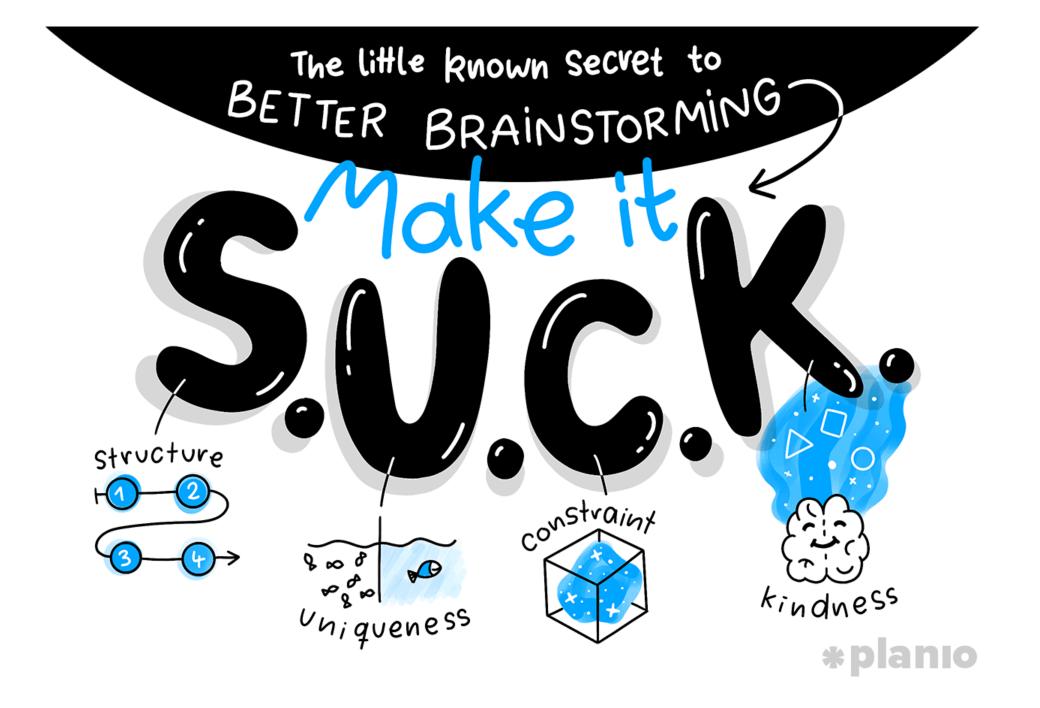
- Changing Education Paradigms
- Sir Ken Robinson
- https://www.youtube.com/watch?v=zDZFcDGpL4U



Creativity

- 1. **Defer judgment** separating idea generation from idea selection strengthens both activities.
- 2. **For now, suspend critique** Know that you'll have plenty of time to evaluate the ideas after the brainstorm.
- 3. **Encourage wild ideas** breakout ideas are right next to the absurd ones
- 4. **Build on the ideas of others** listen and add to the flow if ideas. This will springboard your group to places no individual can get to on their own.
- 5. **Go for volume** the best way to have a good idea is to have lots of ideas
- 6. **One conversation at a time** maintain momentum as a group. Save the side conversations for later.
- 7. **Headline** capture the essence quickly and move on. Don't stall the group by going into a long-winded idea.

Brainstorming Techniques



The S.U.C.K. Method

Structure: Make your brainstorming sessions mirror the creative process

Uniqueness: Brainstorm for questions before you look for solutions

Constraints: Keep brainstorming sessions guided, on track, and intentional

Kindness: Make psychological safety your primary concern

More Methods

Question Burst: "Brainstorming for questions rather than answers makes it easier to push past cognitive biases and venture into uncharted territory. Yet lingering in a questioning mode doesn't come naturally to most people, because we're conditioned from an early age to just keep the answers coming."

Rapid Iteration: By pairing rapid ideation with another brainstorming technique called gap analysis will help you turn those ideas into a solid and clear plan forward.

Resources

https://plan.io/blog/brainstorming-techniques/

https://www.mindtools.com/brainstm.html

https://www.ideou.com/pages/brainstorming

Make Constraints

Make teams of pairs (make a case if you want to be three)

Expand Green City - Destroy Green City (Godzilla when too much energy)

Meet the **new hungry fish** in the aquarium - hunter or prey

Take the bouncing ball and other examples into a game - multi-player pong

Work on your ideas (but make constraints)