

Kickstart Brainstorming



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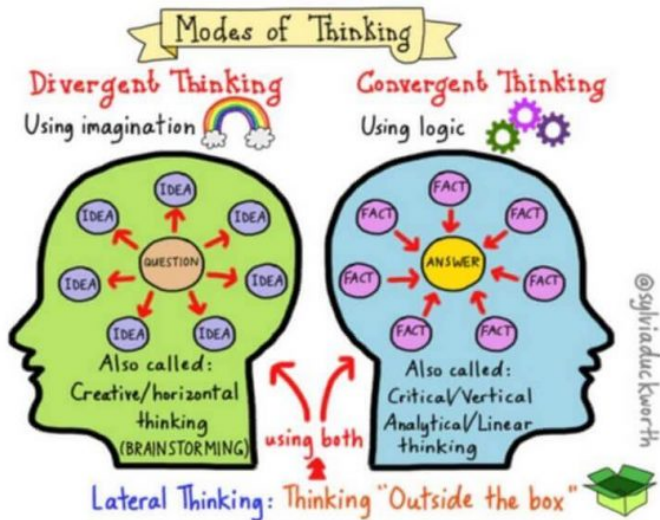
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Design IFOs

- Explore Divergent Thinking
- Practice some Brainstorming Techniques
- Generate some ideas for a mini project

Modes of Thinking



Brainstorming

General Rules of Engagement

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 brainstorming.
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** – 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 for Computer Game Idea

1. Begin with a central idea and branch out.
2. Connect related concepts visually.
3. Great for exploring components of the game world and mechanics.

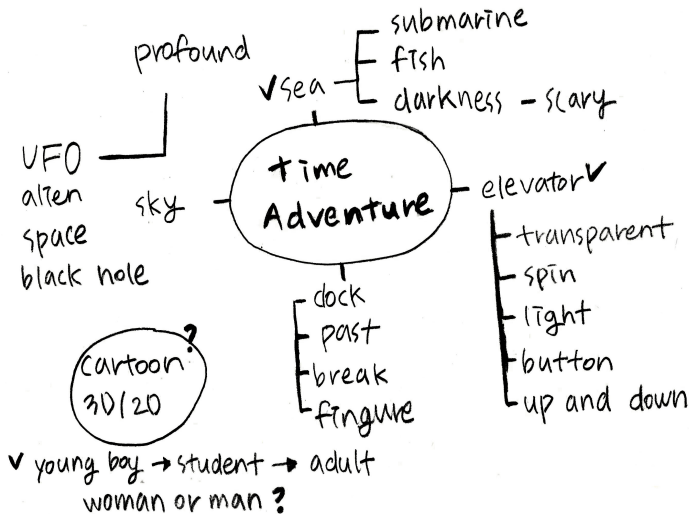
Brainstorming

Serious Mindmap



Brainstorming

Sketch like



SCAMPER

- **Substitute:** Replace elements of existing games to create something new.
- **Combine:** Mix two game concepts or genres.
- **Adapt:** Modify an existing game mechanic for a fresh take.
- **Modify:** Change the scale, size, or scope of game elements.
- **Put to another use:** Repurpose a game mechanic in a novel way.
- **Eliminate:** Remove elements to simplify or create a new challenge.
- **Reverse:** Flip game dynamics, like making the villain the hero.

Scamper

Diagram

SCAMPER Idea Generation Template

Select a topic or issue and then use the SCAMPER elements as a stimulus to generate ideas. Move through each letter and enter your ideas and thoughts based on the related questions.

Praxie

S	Substitute	What could replace what's there to vastly improve it? Use different elements as substitute for what currently exists.	
C	Combine	Could it be made part of a bigger solution? Combine or bundle what exists with other elements or components to create something better.	
A	Adapt	What can be modified and used in a different way? Alter or change its function.	
M	Modify	What happens if dramatically change its size, shape, tone, frequency,...? Modify what exists in its overall scale and scope.	
P	Put to Another Use	What else can it be used for? Use what existing as something for which it wasn't originally intended.	
E	Eliminate	What can be remove that <u>actually improves</u> things? Eliminate features or attributes in ways that make it simpler.	
R	Reverse	How can move thing around to add value or create improvements? Reverse the order of things or put in different sequence.	

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Want more best practices? Visit [Praxie.com](https://praxie.com)

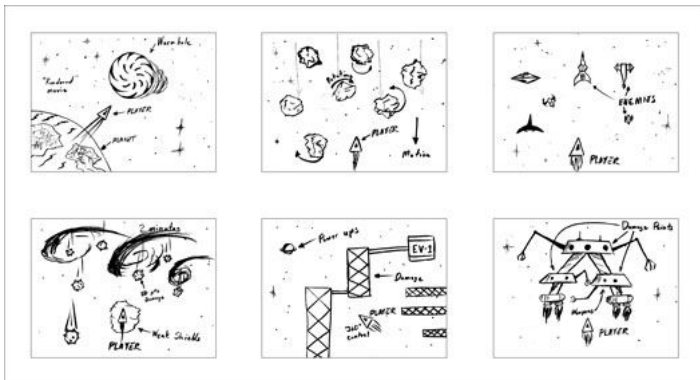


The “What If” Technique

Pose hypothetical situations or challenges. Example Questions:

- What if the character couldn't jump?
- What if the game environment constantly changed?
- What if there's no antagonist but the environment itself?

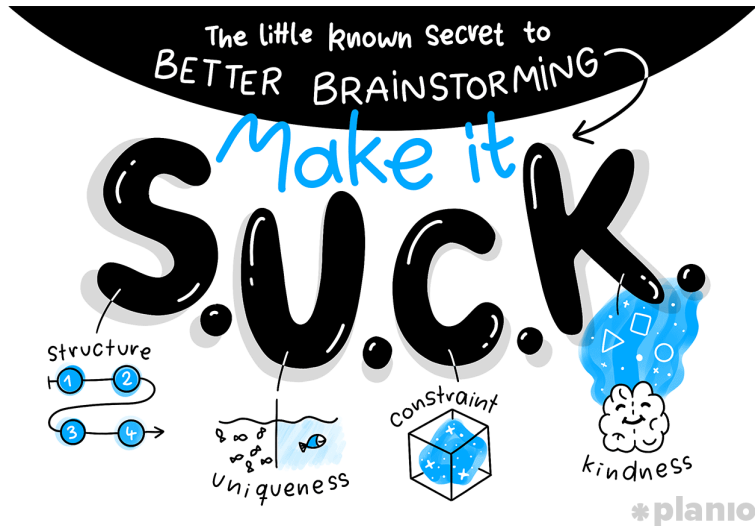
Role Play & Storyboarding



- Role Play: Step into your character's shoes. Act out potential game scenarios.
- Storyboarding: Visually plot out game scenes, levels, or interactions.
- These methods help to visualise player experience and narrative flow.



Make it S.U.C.K.



Your Mission

- Generate some ideas
- Make a team with some people (good idea)
- Generate some ideas
- Get feedback & input from everyone

