Co-Creation 3: Prototype Ideation

WHAT will we have when this activity is complete?	Your coalition will have a list of possible prototype ideas that are possible solutions to your Problem Statement and "How Might We?" Statement
WHY is this activity important?	You'll tap in to the creativity of your coalition to solve a problem that's important to your community
HOW do I do this activity while keeping the habits in mind?	Focus on *co-creation* by generating lots of ideas very quickly without judgment or editing, promote divergent (out-of-the-norm) thinking, and encourage collaboration
WHEN in the process does this activity come?	Do this activity AFTER Ideation Warm-Up and BEFORE Selecting an Idea to Prototype
WHO needs to be involved with this activity?	Complete this activity with your full coalition

Tips & Considerations
While ideating with your team, keep the following suggestions in mind.
Stay on Topic: It is easy to veer off and take lots of different directions during brainstorming sessions, especially when you are trying to be open-minded and unconstrained in your efforts to come up with ideas. It is important that members stay on topic.   **Defer judgment or criticism, including non-verbal**: The brainstorming environment is not the time to argue or for questioning other members' ideas; each member has a responsibility to foster relations that advance the session.   **Encourage weird, wacky and wild ideas**: Free thinking may produce some ideas that are wide off the mark, but brainstorming is about drawing up as many ideas as possible which are then whittled down until the best possible option remains.   **Aim for quantity**: Brainstorming is effectively a creative exercise, in which design thinkers are encouraged to let their imaginations run wild. The emphasis is on quantity, rather than quality at this stage.   **Build on each others' ideas**: One idea typically leads on from another; by considering the thoughts, opinions, and ideas of other team members during the brainstorming session, new insights and perspectives can be achieved, which then inform one's own ideas.   **Be visual**: The physical act of writing something down or drawing an image in order to bring an idea to life can help people think up new ideas or view the same ideas in a different way.

- **One conversation at a time**: Design thinkers (or brainstormers) should focus on one point or conversation at a time so as not to muddy their thinking and lose sight of the thread or current objective.

In-Person Directions
Provide a step-by-step walkthrough of the process for this module if teams are facilitating in-person sessions. Provide suggestions for in-person facilitation methods. Templates and scripts may be included in this section.

The process of this activity is meant to mirror the Ideation Warm-Up activity. Your coalition will first ideate individually, then come together in small groups to generate ideas together

Materials & Set-Up:
- Give each coalition member a set of post-it notes or blank paper with a writing utensil
- Have small group areas set up with chart paper/markers; divide your coalition into small groups (at least 2)
- Post your Problem Statement and "How Might We?" statement in the front of the room (on a projector, large chart paper, etc.)

Process:
1. Review your Problem Statement and "How Might We?" statement as a team. The "How Might We?" statement will be the prompt for this ideation session. As you ideate, think of solutions to address this statement. Stay focused on the topic.

2. Set a time limit of _____ minutes

3. Each individual writes down as many solutions to the "HMW" question as possible on post-it notes or blank paper (this allows for quiet think-time and gives everyone an opportunity to contribute later in small groups)

4. Once the timer ends, individuals should huddle up with their small group

5. Assign one person in the group to record the list of ideas. Set another timer for ___ minutes, this time sharing ideas aloud within the small group and building on those ideas to add new suggestions

6. Once the second timer ends, come back together as a whole coalition to share the different lists of ideas from each small group (place chart papers side-by-side, etc.)

7. After reviewing the list of ideas, take a moment to allow for last minute additions (REMEMBER: this is not a time to judge or discuss the ideas themselves. Stay focused on generating all possible ideas for now. Quantity is key.)

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Virtual Directions
Provide a step-by-step walkthrough of the process for this module if teams are facilitating a virtual design session. Provide suggestions for virtual facilitation methods.Templates, virtual tools, links to workspaces, and scripts may be included in this section.

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The process of this activity is meant to mirror the Ideation Warm-Up activity. Your coalition will first ideate individually, then come together in small groups to generate ideas together

Materials & Set-Up:
- Post your Problem Statement and "How Might We?" statement below or on another virtual working space
- Each individual will need access to this document or a virtual ideation tool like Padlet or Mural (set up in advance)

Process:
1. Review your Problem Statement and "How Might We?" statement as a team. The "How Might We?" statement will be the prompt for this ideation session. As you ideate, think of solutions to address this statement. Stay focused on the topic.
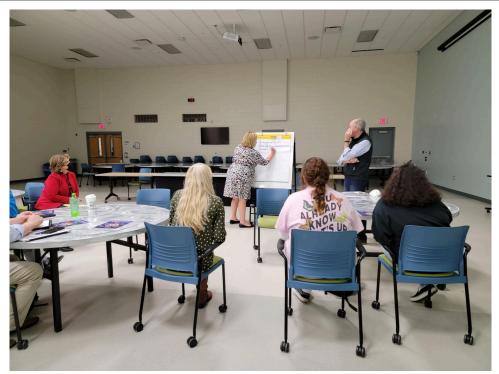
Our Problem Statement:	<mark>Insert Here</mark>
Our "How Might We?" Question	<mark>Insert Here</mark>

2. Set a time limit of _____ minutes (here's a virtual countdown tool)

3. Each individual types as many solutions to the "HMW" statement as possible into one line of the table below or in another tool like Padlet or Mural (this allows for quiet think-time and gives everyone an opportunity to contribute later in whole group)

Name (optional)	Ideas

4. Once the timer ends, host small groups via breakout rooms (if able to do so) and take ___ minutes to share in small groups, adding to the lists if any new ideas are sparked by sharing. If you do not wish to breakout into small groups, this can also be done with the whole coalition.

Gut Check & Reflection
Prompt teams to evaluate their product based on the module objectives, the habits, and their work from previous modules

In closing, reflect on the following questions as a team:
- Did we focus on the topic of our Problem Statement and "How Might We" statement?
- Did we create space for everyone to contribute ideas in a safe and encouraging way?
- What went well? How can we improve our practice of co-creation together?

Reflections or notes:

Example Process & Product

Provide a sample to guide teams in the creation of their intended process and product for the module; include photos or links to a document if helpful

Resources & Links

Provide links to supporting tools, strategy resources, templates, etc to support the module
https://www.interaction-design.org/literature/article/stage-3-in-the-design-thinking-process-ideate   https://www.amazon.com/Innovating-People-Handbook-Human-Centered-Methods/dp/0985750901
Next Steps   *Provide a direct link to the next module*
The next module in the design sequence is Selecting an Idea to Prototype. Your team will use your list of ideas to look for trends, narrow down, and select an idea that you'll prototype into a student experience and accountability model.

Module List DRAFT