

Group Brainstorming Session

Name:

Brainstorming Protocol

1. Designer Intro of Work & Ideas - **Collaborators do not talk!** (1 min)
2. Inquire (1 min)
 - a. Collaborator asks probing questions for the designer. These questions help the designer expand their thinking about the project. However, probing questions **should not be “advice in disguise”**. For example, “Have you considered...?” An example of a good probing question would be, “What font will you use for the title?”
3. Collaborators Discussion without Designer (2 mins)
4. Group Brainstorming (3 mins)
5. Brainstorming Next Steps Reflection - This will be written after all designers share.

Designer Step 1 - *What do you need help with while brainstorming? Write in complete sentences.*

1.

2.

Designer Step 2 - *What ideas grab your attention? Jot down notes and ideas as your group discusses.*

Group Brainstorming Session

Talking Ideas!

Designer Introduction:

1. Explain your design concept
2. Your goals for the design
3. Colors or fonts you want to use
4. Concerns or sections where you need help

Inquire:

1. What colors will you use?
2. What fonts will you use?
3. What is the concept behind your design?
4. What were you hoping to achieve?
5. What will your next steps be?

Collaborator Discussion:

1. What if they tried...
2. How do you think the design principles are being used?
3. I think the design would be stronger if they...
4. Is there a tutorial they could use to increase their skills?
5. Where can they push themselves and their design skills?

Brainstorming:

Designer Talk

1. Can you explain _____ idea a little bit more?
2. How can I improve my use of the design principles in this design?
3. What is the strongest part of my design?
4. What is the area that I can show the most improvement?
5. I still have a question from step 1 that needs to be answered.

Collaborator Talk

1. We were thinking you could do _____ to make your design even stronger.
2. _____ design principle could be improved if you....
3. Have you thought about adding _____ effect?
4. Maybe you could use a _____ tutorial to push your design skills.