

# L2D Summer School '19 Brainstorming

## Need:

- Sticky Notes
- Pens/Markers

## Before starting:

- Define a clear purpose for the session
  - The purpose for this brainstorming session is to develop a project idea that will be executed during the month-long session. This idea should be creative, challenging, yet practical and attainable, and can incorporate aspects of web, physical interactive, and game design, but is not limited to one discipline. It would be a bonus if this project served some sort of greater purpose. It could be helpful to identify each member of the team's skills and strengths that are applicable to this project.

## Rules:

- Everyone should speak
- No one should dominate the conversation
  - Hold each other accountable to both of these

## General Outline:

- Everyone has a pad of sticky notes and X minutes (decided by group)
- In that time, each person should develop X ideas (determined by group)
- After writing each idea, put the sticky note in one pile in the middle
- At the end of the determined time, go put all of the sticky notes up on the wall and go through and share each one briefly
- Separate into yes/no/maybe columns
- Review the yeses and maybes and work on narrowing down options and choosing
  - It's important at this point to consider the logistics, details, and practicalities of the front runners.
- Once the group chooses, begin to work on a pitch that will be presented Wednesday morning.
- For the pitch consider the following:
  - Each team member's role
  - What is the project
  - What will it accomplish or what is its function
  - Is there anything you need additionally

## Suggestions:

- Set time limits / a timer for what needs to be accomplished
  - Brainstorming
  - Going through the ideas
  - Choosing
  - Developing pitch
  - Determine minimum number of ideas

