Ideation & Prototyping Activities

Team Time Round Two

Overview

Table one features an overview of several different activities your team can use to go deeper with ideating solutions for your team's Design Challenge. You might choose to do one or more of these activities – with several building off of each other. Some of the activities may also result in visual maps and charts that you might use as prototypes for your final presentation.

Table two features an overview of several options for sharing prototypes to provide inspiration for how to share your work during the final presentations.

Detailed instructions for each of the following activities are in your team packets.

Table 1: Ideation games & activities

Note that the following activities are sorted from more simple to complex, from idea generation to sorting and sense-making. Many activities are well suited to build off of others.

Activity	Brief description	Suggested time
Draw the problem	This activity can help you clarify the problem to make sure everyone is on the same page before ideating on solutions.	20-30 min.
The 5 whys	This game helps you to move beyond the surface of a problem and discover the root cause, because problems are tackled more sustainably when they're addressed at the source.	15-30 min.
Five-fingered consensus	A simple process to help your team gauge the level of perceived consensus without spending an unnecessary amount of time talking about it.	5 min.
Object brainstorm	For those looking to be inspired by out-of-the box thinking, using objects can help to externalize the thought process. Because objects suggest stories about how they might be used, they make a great starting place for free association and exploration.	15-30 min.
Heart, hand, mind	The objective of this game is to examine an issue from another perspective, and find significance in the issue.	10-60 min.
Brainstorm	Identify key HMW questions that your team is now concerned about solving and do a simple brainstorm. You might sort the results using an affinity map and/or the "innovative and do-able grid".	15-30 min.
Bundle ideas	This activity can help you move from several strong individual concepts through a game of mix and match, with the end goal of putting the best parts of several ideas together to create more complex concepts.	15-30 min.
Empathy Map	Use the empathy map to get closer to understanding the problem from the point-of-view of those most directly affected by the problem (or end-user).	10-15 min.
Six Thinking Hats	A CoreAlign fellow favorite - this activity helps you to think through solutions to your problem from a variety of perspectives.	20-40 min.
Brainwriting	Some of the best ideas are compilations from multiple contributors. Brainwriting is a simple way to generate ideas, share them, and subsequently build on them within a group.	30-45 min.
The 4Cs	A simple, quick game to help you gather and organize ideas using four key concepts – components, characteristics, characters, and challenges.	30-60 min.

Activity	Brief description	Suggested time
Mission Impossible	To truly create something innovative and do-able, we must challenge constraints. In this activity, your team will take a design, process, system, or idea related to your problem and change one foundational aspect to make it "impossible" in function or feasibility. This activity works well for thinking through assumptions and obstacles to reimagine solutions.	45-60 min.
Spectrum mapping	Designed to reveal the diversity of perspective and options around any given topic and to organize them into a meaningful spectrum.	30-60 min.
Create a framework	This process involves developing a visual representation of a system, and is a great way to make sense of data. Use frameworks to highlight key relationships and develop your strategy.	30-60 min.
Journey map	This activity allows you to identify and strategize for key moments in the product, experience, or service you're designing.	30-60 min.
Cover Story	Use this imaginative game to think expansively around the solution of your problem, imagining a changed world after your solution has been implemented – and what the cover of a magazine says about it!	60-90 min.

Table 2: Presentation of prototypes ideas

The following table offers ideas for the presentation of your final prototypes for the design challenge show-and-tell and showcase.

Activity	Brief description	Suggested time
Determine what to prototype	A brainstorming activity to help your team decide what to prototype and how you want to present your ideas in the Design Challenge.	15 min.
Role play	Act out the scenario, environment, and solution in character with a role play.	30-45 min.
Storyboard (visual story)	This game asks players to envision and describe an ideal future (or solution for any topic) in sequence using words and pictures.	30-60 min.
Make a world (3D model)	The purpose of this activity is to create a three-dimensional model of a desired future state.	30-60 min.
Pecha/Kucha (slide deck)	Design a radically visual slide deck using constraints and guidance of Pecha Kucha style of presentations – 20 slides; 20 seconds per slide.	30-60 min.
Video	Use video technology to share the story of your design challenge. You might fashion this as a documentary, or do role playing on video.	45-60 min.