

DESIGN THINKING MINDSET / DESIGN PHASE / IDEATE

# **Generate 100 Ideas** in 30 Minutes

Go for quantity in your idea generation with a wider focus on your challenge.

## Why To

## Generate 100 Ideas in 30 Minutes

This brainstorming technique helps a team of about 6 - 10 participants to come up with a large number of ideas in a short timeframe using different constraints simultaneously.

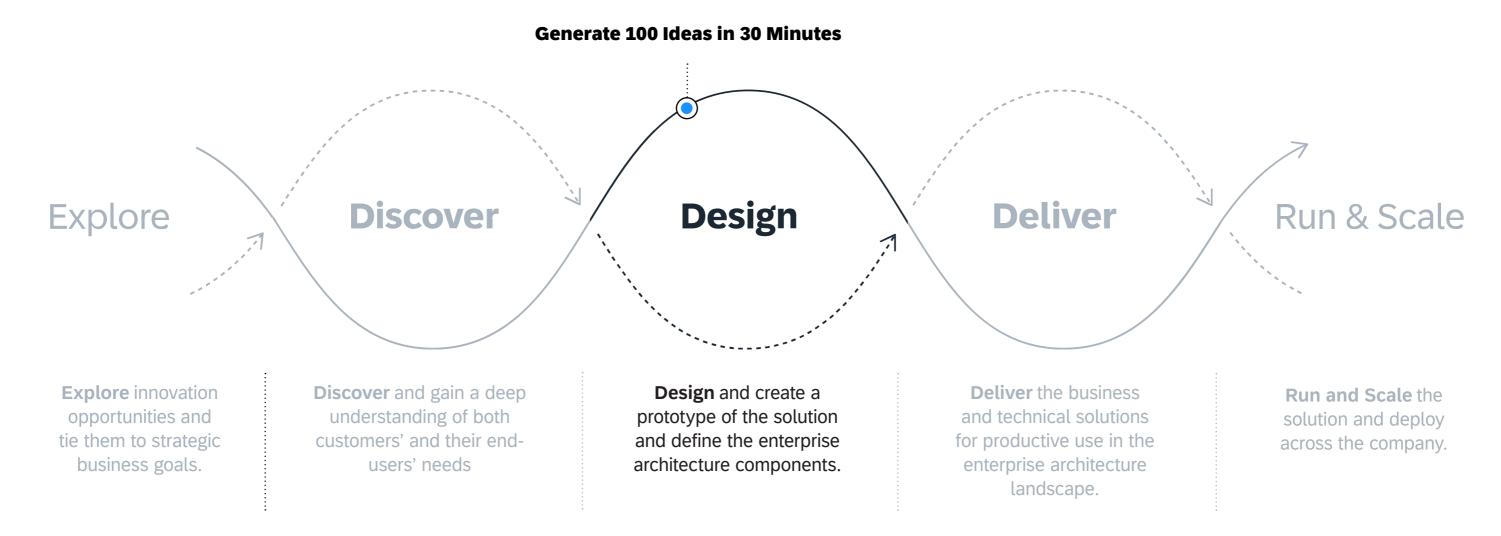
This technique is especially useful with larger teams and limited time for ideation, as it allows participants to contribute without needing to share each idea.

## **When To**

## Generate 100 Ideas in 30 Minutes

Ideation techniques are used at the beginning of the Design phase to generate as many ideas as possible to solve the challenges identified during the Discover phase. A productive brainstorming session requires a **problem statement** (aka

"how might we question") used as the focus for the ideas. Several techniques can be combined in one ideation session.



Learn more about SAP's Human-Centered Approach to Innovation: https://apphaus.sap.com/approach



### **How To**

## Generate 100 Ideas in 30 Minutes



Duration **Approx. 60 Minutes** 



Participation **6 - 10 People** 



Roles **Designers, Architects, End Users** 



**Use Input From** 

- Formulate a Problem Statement
- Define a Persona
- Map the User Experience Journey

#### **Steps**

- Prepare any in-person session as follows (not needed for virtual sessions, as the Mural board is already prepared):
  On a whiteboard or brown paper, draw a grid with 11 columns and 10 rows. Also, reserve some space for clustering later on. Use the first column of the grid to define specific constraints or conditions that the ideas in the corresponding rows must meet. Write each constraint on a large post-it note and stick it in the appropriate cells of the first column. Start by placing a post-it labeled 'no constraint' in the first cell of the first row. In the following rows, add more constraints or conditions these can be actual project limitations or creative, imagined constraints to inspire out-of-
- Work together to fill the grid within 30 minutes. Before starting, take a few minutes to review each constraint to ensure everyone understands them. Each participant can add ideas to any row until it reaches 10 entries. Once a row is full, no more ideas can be added. Ensure that each idea aligns with the constraint at the start of its row. Focus on quantity over quality.

the-box thinking.

Review each row and move the best-fitting ideas to the clustering area. Select all or only some ideas as needed. Once collected, group similar ideas into rough concepts, duplicating any that fit multiple clusters. Finally, vote for the cluster that best addresses the problem statement.

#### **Expert Tips**

Here are some examples for constraints: "has to work without extra budget", "has to work without people", "has to work offline", "how would Superman solve the problem?", "how would Winnie the Pooh solve the problem?", "has to be illegal or forbidden", "how would it work as a game?"

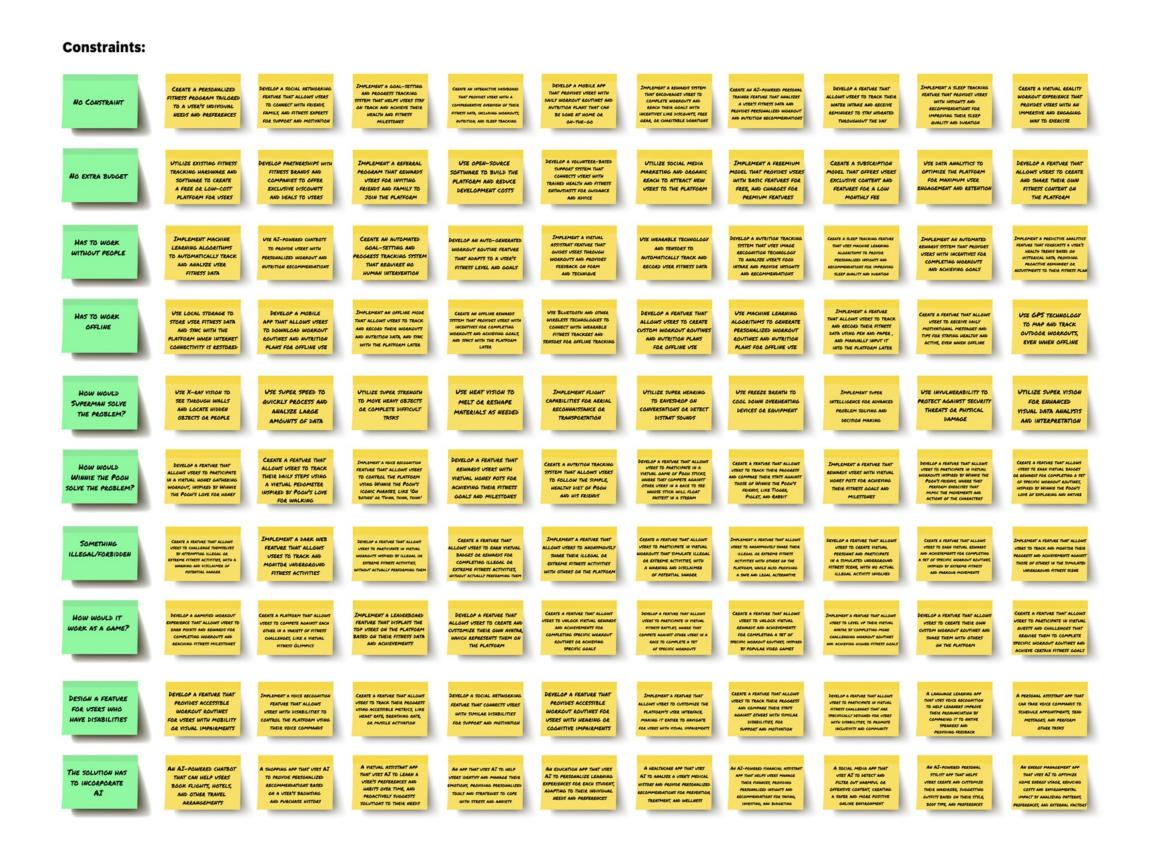


## **Example**

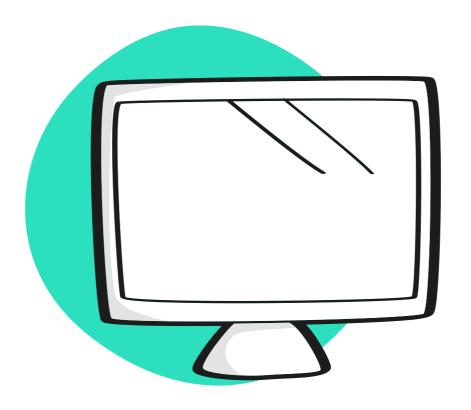
## Generate 100 Ideas in 30 Minutes

#### **Problem Statement:**

How might we design a software or app solution for a fitness tracking platform that helps users achieve their health goals and maintain a healthy lifestyle?



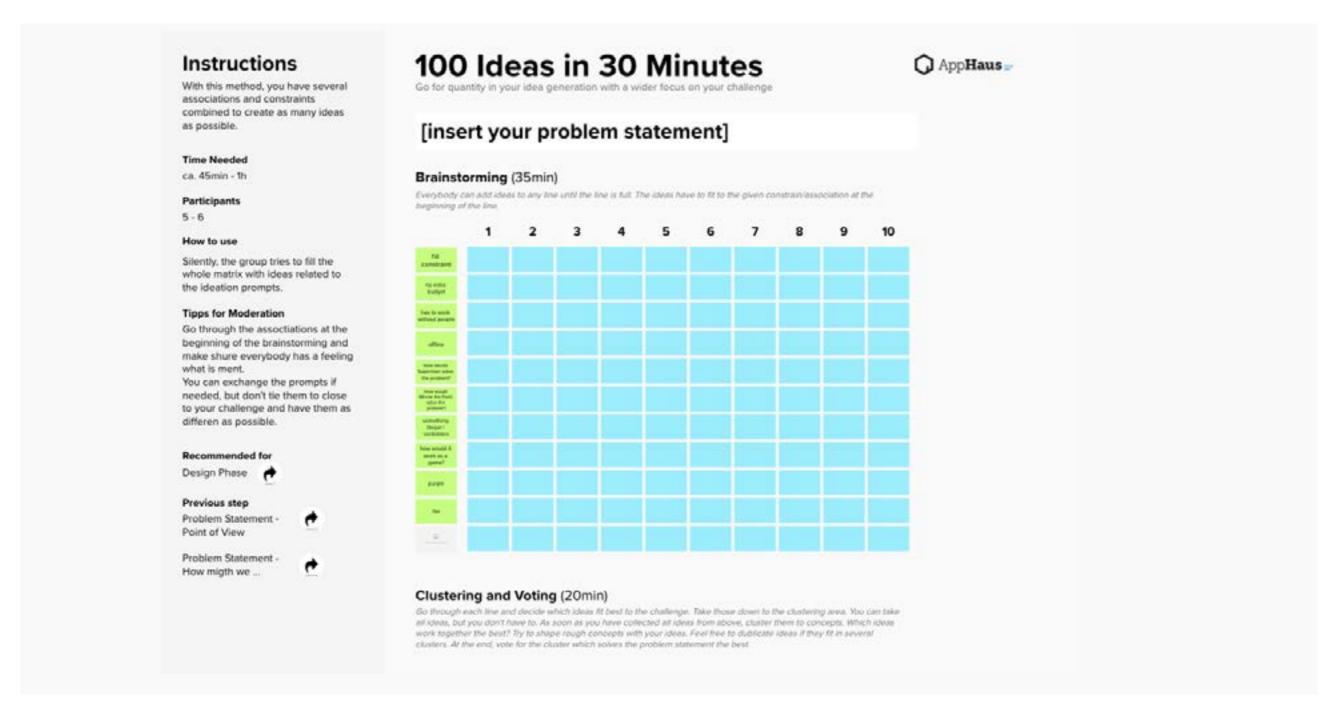




## Virtual Collaboration Template

## **MURAL Template**

## Generate 100 Ideas in 30 Minutes



Access the MURAL template\*: https://app.mural.co/template/cef2f219-f3b9-4723-a96b-9849a2eb6424/8796f61e-1c7a-48b6-b6e6-21023e8e55bc

\*Registration required

