



Announcements
P2 Brainstorming

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Forum, Lab Section, and Phones

CS247 Forum on piazza.com under “**cs247**”.
Major announcements will be posted there.
Please ask course-related questions there.

You should complete the **required setup** before coming to Wednesday’s lab section.

We have Android phones for groups who need them. Form a P3 pair, request at cs247@cs.

P1 Thoughtless Acts

Pick up P1 posters after class in the hall.

Scoring guide for P1:

plus	plus	plus	plus	→ A+
check	check	check	check	→ A
minus	minus	minus	minus	→ B-

Announcements

P2 Brainstorming

Brainstorming Session

Goal: to extract insights from your interviews and start turning these into design ideas.

Session teams will consist of your **P2 group**.

Overview:

Insight Generation	(20 min)
How Might We...?	(15 min)
Design Ideas	(15 min)
Bodystorming	(15 min)

Brainstorming Rules

Defer judgment. Separate idea generation from idea selection. For now, suspend critique.

Encourage wild ideas. Breakthrough ideas are next to the absurd ones.

Build on others' ideas. Listen and add to the flow.

Go for volume. To have a good idea, have lots of ideas.

One conversation at a time. Keep momentum; save side conversations for later.

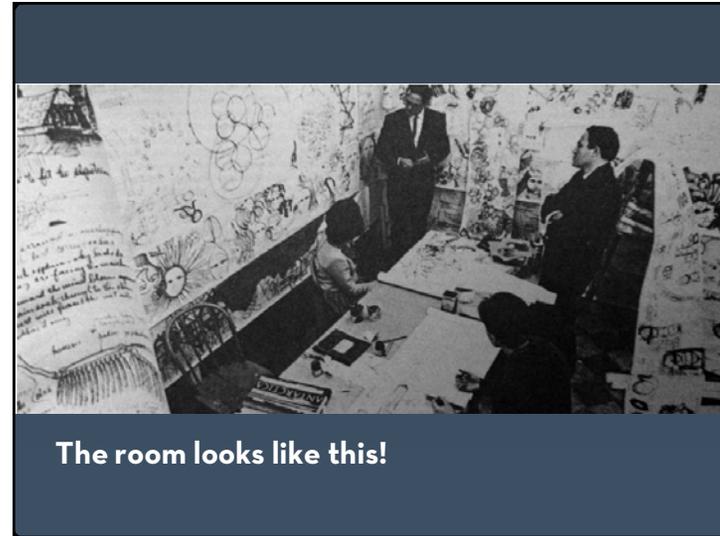
Headline. Capture the essence and move on. Don't stall the group with a long-winded idea.

Brainstorming Success

Fluency: you leave with a lot of good ideas. A good brainstorm can result in ~100 ideas/hour.

Flexibility: you have a wide variety of concept directions hidden in the mess of ideas.

Springboards: you leave with a handful of great springboards that you can start to prototype.



The room looks like this!

Insights

Write down insights about your P2 topic area: observations, practices, or quotes that surface habits, needs, concerns or aspirations.

Write one insight per post-it note. Place post-it notes on the wall. As a group, organize the notes into emergent clusters or themes.

Vote (draw a star on the post-it) for the insights you find most insightful. You get 4 votes.

How Might We...?

Using your insights as starting points, generate "How might we ...?" questions that suggest design opportunities (again, 1 per post-it).

Example: *How might we encourage runners to surpass their previous best times on a route?*

Don't worry about concrete design solutions yet; focus on questions that surface user needs.

Again, sort the post-its and vote for your favorites (4 votes per person).

Design Ideas

Pick the group's top 3 "how might we" questions

Brainstorm concrete design ideas for each.

As a group, pick one idea to use in your P2 skit.

Bodystorming / Skit Design

With the remaining time, begin designing your skit for Thursday.

Determine roles for various stakeholders and physically act out the parts.

Brainstorm approaches for performing your chosen topic area and design idea. What situations and props will you use?

Thursday Class / P2 Deliverables

Thursday you will be perform your skit in front of the class. Bring props, costumes, or whatever else you need to perform.

Hand-in any additional materials (interview materials, scripts, etc) for your group. Make sure the materials are suitably organized and and bundled (e.g., by paper clip or folder).