

**Generating Project Ideas**

**Step 1: Silent brainstorm (5 minutes)**

* Write down your thoughts and/or ideas on post-its/cards. If you want, you can visualise your ideas with little drawings. Use one post-it/card per idea.

**Step 2: Sharing (10 minutes)**

* Present your ideas to the other group members and put your post-its/cards on the table or a flip-chart;
* Other group members can add ideas spontaneously.

**Step 3: Voting (5 minutes)**

* Use the two stickers to vote for the two project ideas you like most.
* Choose the two project ideas with the most votes.

**Step 4: Specifying your project ideas (10 minutes)**

* Specify the two remaining project ideas within your team: what could your project look like?
* Collect your ideas on post-its/cards.

**Step 5: Select a project (15 minutes)**

* As a team, review the list of generated projects.
* Discuss selection criteria for your projects (remember, it lasts the entire semester! so, consider your schedule, other courses (your “portfolio”)).
* Choose one of the screening models we discussed.
* Apply the screening model to come to a final decision of your project.
* Write down your final project idea in one sentence, be as clear and as precise as possible.

Source: Openmijnd: Innovation Roadmap. Design Thinking in der Theorie und Praxis. Berlin.

**Teaching Note**

* This step-by-step guide to generating project ideas should help students come up with creative and relevant project ideas.
* Split the class into groups of max. 5 students.
* Hand out the instructions above.
* Students follow steps 1 to 4.
* Keep an eye on the time: make sure students stick to the time indications. At the end of this 40-minute session all groups should be able to present their project idea in one sentence.
* Now that students have two possible project ideas, they are ready for some input on quality criteria for projects.
* After the input, student groups choose their final project ideas and write them down in one sentence (step 5).