


User Interface Software Projects

Assoc. Professor Donald J. Patterson
INF 134 Winter 2012



The author of this work license copyright to it according to the
Creative Commons Attribution-Noncommercial-Share Alike 3.0 United States License
<http://creativecommons.org/licenses/by-nc-sa/3.0/us/>

Brainstorming Exercise

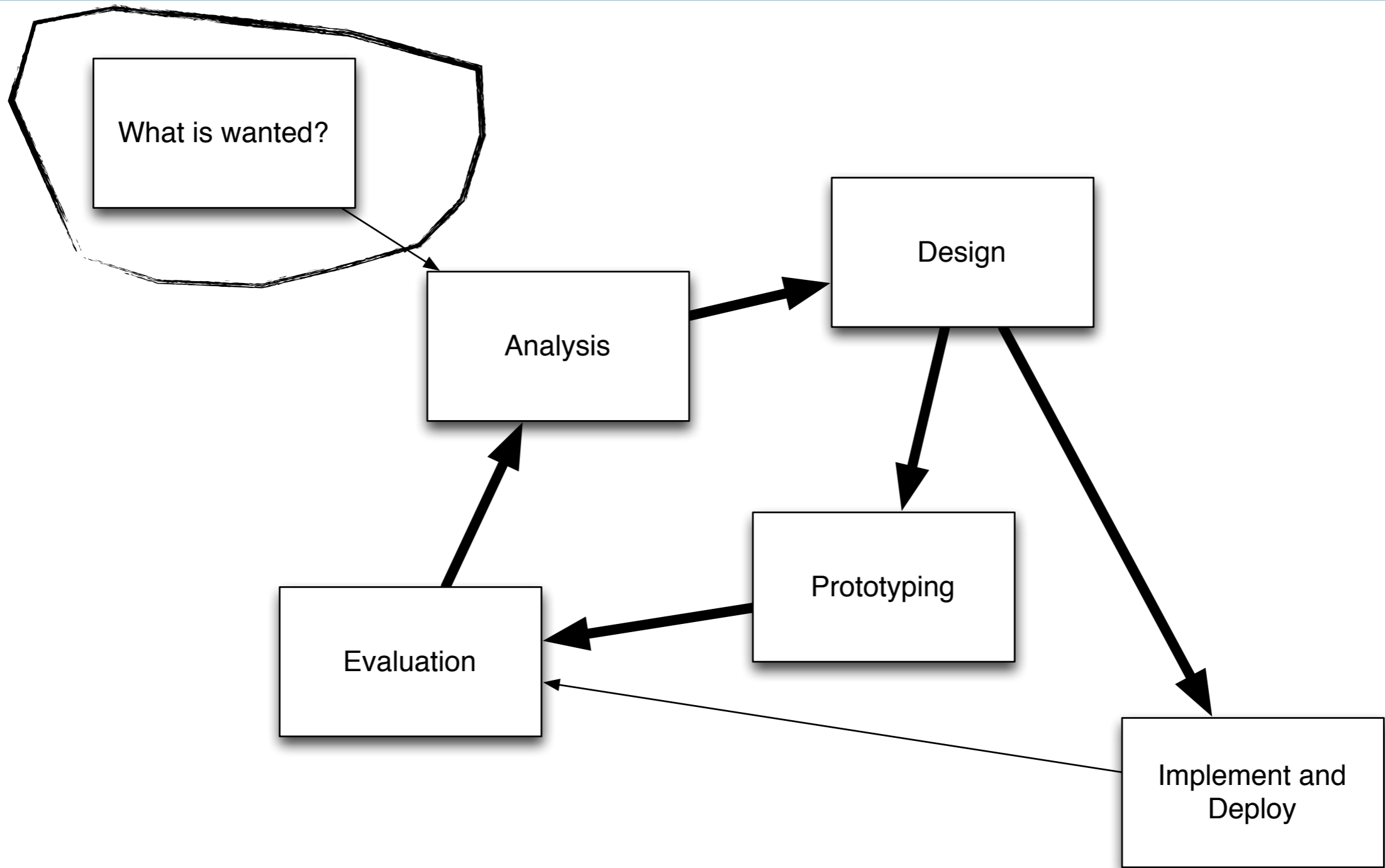


Brainstorming

- We are brainstorming in order to come up with
 - interesting
 - fun
 - provocative
 - places
 - sites
 - scenarios
 - where we can design a technological intervention



Design Process



Brainstorming

- Today is about trying to get as many ideas generated as possible so we have a good set to pick from
- We don't have a lot of time, so we have to work hard and fast



Brainstorming

- After the brainstorming, whatever is on the board is going to be photographed and analyzed for the next step of the design
- This is 50% about practicing brainstorming and 50% about needing ideas



Brainstorming

- Remember the ground rules
 - No negativity
 - Combine and extend ideas
 - One conversation at a time
 - Quantity and Speed not quality
 - Get everyone involved



Brainstorming

- Warm-up Exercise
- Break into groups
- Start with a theme
- Mix up groups
- I'm going to throw in some catalysts
- We are going to spend about 10 minutes reflecting on brainstorming

