CMSC 434
Intro to Human-Computer Interaction

In-Class Project Team Brainstorming
Wednesday, February 1st, 2012
Instructor: Jon Froehlich
TA: Kotaro Hara
Kotaro and I working on grouping the teams together based on your project proposal votes.
Welcome to the CMSC434 Spring 2012 Project Proposal Voting system. Please read each proposal carefully. Although it took a fair bit of work for Kotaro and I to prepare this system, we did so to democratize the project proposal process and reduce the traditional top-down hierarchy in the classroom. It is to your benefit to take this voting process seriously as it will directly affect the project that you will work on for the rest of the semester.

At the end of the survey, you will be asked to select your top four favorite projects so keep track of your favorites as you go along (perhaps in another application like notepad or simply jot the project titles down on a piece of paper). Kotaro and I will try our best to make sure that you get placed on a team working on one of these four projects.

See you Wednesday @ 2PM. Be ready to team-brainstorm!

Jon and Kotaro
To be honest I found this to be a pretty weak collection of ideas (not that mine were any better).

I think we would have benefited from being placed into groups before brainstorming, in order to give us a chance to bounce ideas off of each other and refine ideas with good core concepts into ones that would make great projects.
There were a lot of good proposals but it seemed like most of the ones that were feasible have already been done fairly well before...

and most of the ones that I was interested in didn't really give solid information about how they would be different from current solutions.

CMSC434 Student
Break into teams
Team Ice Breaker

Brainstorm objective: get to know your team and your energy flowing

Rules

Simple, completely ridiculous and a lot of fun. The first person says a word, for example 'The'. The second person says the first word and ADDS a second word of their choice, and so on.

For example, 'The aardvark spiralled into the puddle of custard clutching his skateboard while whistling his favourite Bjork melody.'
Brainstorm objective: iterate and refine project proposal problem and solution

Potential Topics

1. What does a “win” look like for this project?
2. Who does proposed solution benefit?
3. Why is technology central to this solution?
4. Who are the core users?
5. What sort of technology or platform is the ideal for these users?
6. Who can you talk with to find out more about your problem space and core users?

Project Objective: build an interactive technology that solves some social problem
IDEO Brainstorming Rules

1. Be visual
2. Defer judgment
3. Encourage wild ideas
4. Build on the ideas of others
5. Go for quantity
6. One conversation at a time
7. Stay focused on the topic

[http://www.openideo.com/fieldnotes/openideo-team-notes/seven-tips-on-better-brainstorming]
1. Sharpen the focus
2. Playful rules
3. Number your ideas
4. Build and jump
5. The space remembers
6. Stretch your mental muscle
7. Get physical

[Kelley, The Art of Innovation]