

Brainstorming is a tool for generating ideas, exploring different perspectives, and identifying the core problem in a larger issue. It involves free-flowing discussion and idea generation to better understand the problem at hand. It can be used in any stage of your project.

What wider problems relating to our project have we noticed so far and what are the smaller issues contributing to the larger problem?

What are the visible signs of a larger issue related to our project (e.g., long wait times, frequent complaints, frequent system failures, poor user feedback, or inefficiency in production)? What specific challenges (e.g., communication gaps, resource shortages, or inefficient workflows, design inconsistencies, supply chain issues, or coding errors) are fueling the larger technical issue) are contributing to the bigger issue? How do these affect our stakeholders?

What might be the causes and consequences of the problems?

What underlying factors could be causing the issues (lack of staffing, outdated procedures, poor communication, poor quality control, design flaws, or a lack of proper testing etc.)? What are the potential technical, financial, or user experience impacts if we don't solve the core problem?

What patterns or recurring issues do we find?

Are there common trends customer complaints, staff feedback, or service outcomes that point to a deeper problem? Are there recurring failures, user complaints, or production delays that reveal a pattern in the technical issue?

What solutions or ideas have we not yet explored?

Are there models, new technologies, or workflow improvements that haven't been considered in addressing the problem? Are there alternative designs, materials, or testing methods we haven't tried yet that might solve the problem? Could the brainstorming generate creative solutions we haven't thought of?

Based on our brainstorming, what should we do next and who should do what? Why?

Who does what in our group in order to continue our project in such a way that we include our learnings from the brainstorming session? What do we now know that we didn't know before? What do we still not know and how could we fill that knowledge gap? What should we do next?