

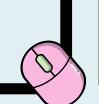


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# **Ideation Workshop**

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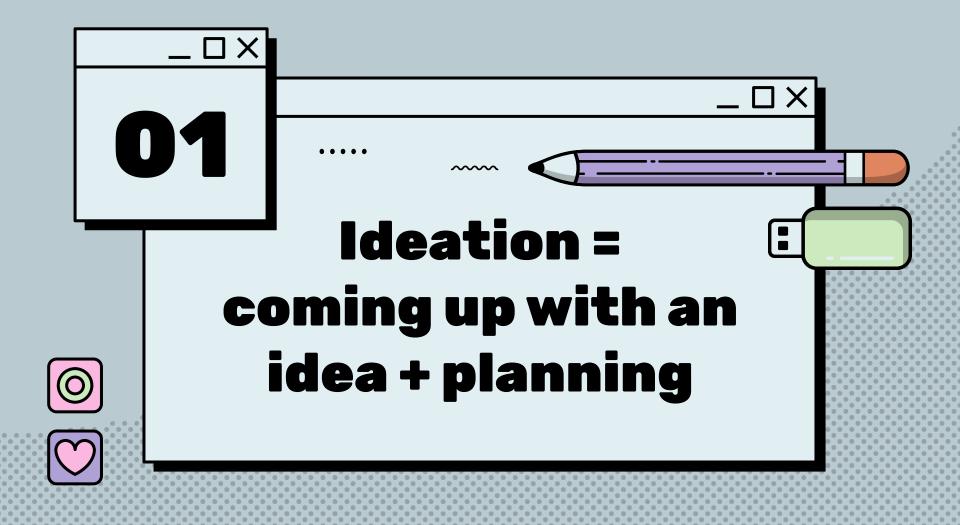
**01** What is ideation?



**12** How to ideate

**03** activity 1 & example

**04** Brainstorming activity 2



# Why is ideation important?

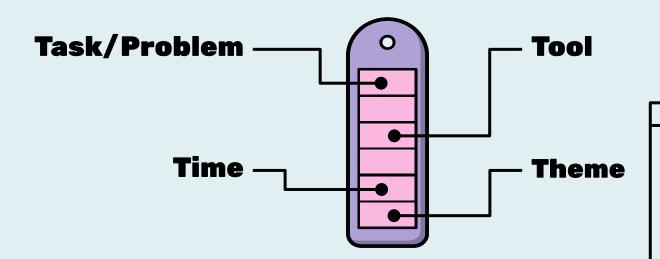
- Learn **how to plan**
- Gives structure to project and brings those ideas to life
- Allows creative thinking
- Practice communicating ideas
  - Give and receive feedback
  - Allows for improvements
  - Collaboration



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# Ways to brainstorm ideas using the 4 T's

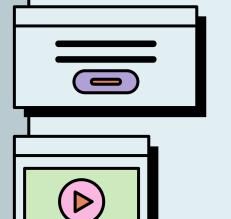


- Start with one of the 4 approaches
- Build onto any of the next T's
- Use all 4 as a foundation



### **Task/Problem**

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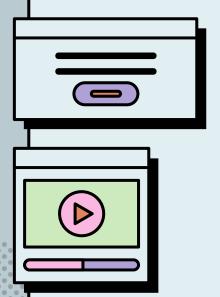
- Identify a problem
- Think of a task that can be accomplished
- Address realistic problems that can be solved given time and resources of hackathon





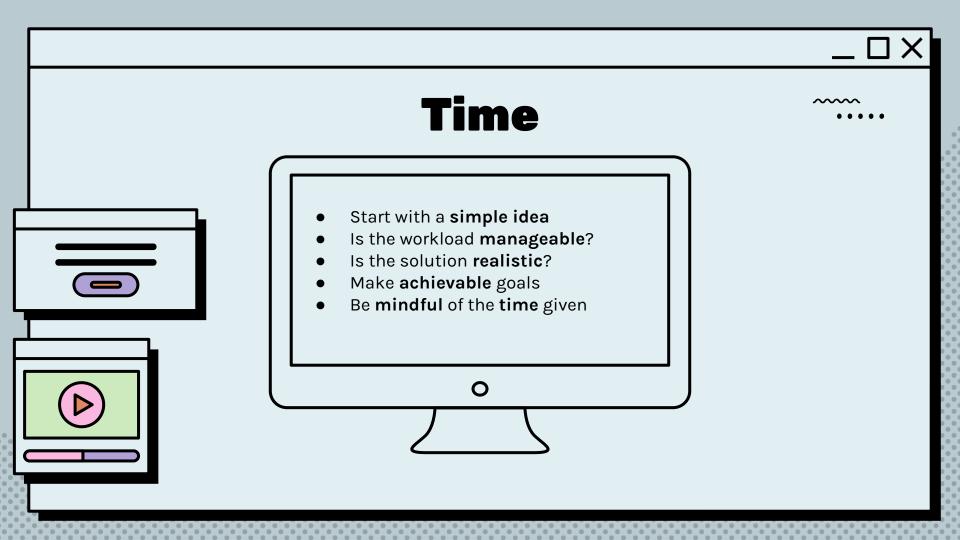
### Tool





- Find the **best fit tool** based on the problem
- Discuss the tools/ programming languages team members are familiar with
- Encourage exploring new tools and broadening skill sets

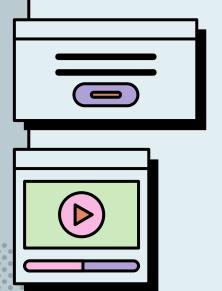
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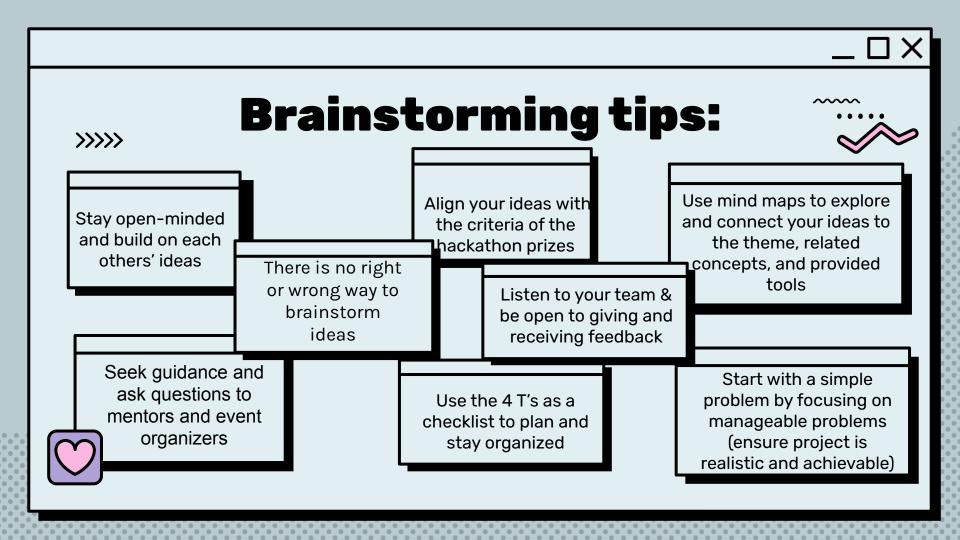
### **Theme**

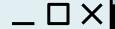




- Gain an understanding of the theme
- Draw connections to the theme
  - From social, environmental, or technological aspects
- Make solutions relevant and impactful









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What if students faced challenges in staying organized with their assignments and schedules?

What if teachers wanted to gamify the learning materials for elementary students studying mathematics?



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### **Example**



#### What if...

What if when my friends and I go out to eat, we can never decide what to eat, leading to indecision and wasted time?

#### Hypothetical theme:

Incorporate the word "idea" or one of the letters somewhere in your project

Task/ Problem	Wasted time deciding what to eat with another person or with a group of people
Tool	Since I want to create a mobile app, I will use Thunkable
Time	Problem is simple and realistic: program helps users decide and not waste time
Theme	App name: What to <b>e</b> at?

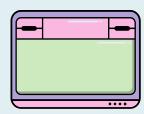
#### **Solution:**

Help friends decide what to eat by creating a mobile app where each friend swipes left (don't want to eat) or right (would like to eat) on different cuisine categories and the program will find the best fit category for the group.



## Now it's your turn!

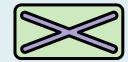
- In your breakout rooms, come up with a "What if"
- Use the 4 T's as a checklist to create a plan
  - Answering the 4 T's is planning
- Come up with a solution
- Hypothetical theme: "I for idea"
  - Incorporate the word "idea" or one of the letters from the word somewhere in your project
  - o Eg.
    - App name uses idea in it
    - program that identifies breed of dog given its picture















# **Upcoming workshops**



Click "Sign up" to go to the registration links for the workshops

#### **PYTHON BASICS**

Date: Jan 27, 2024 Time: 10:00AM -

12:00PM (PST)

Sign up

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#### INTRO TO HTML/CSS

Date: Feb 24, 2024

Time: 10:00AM - 12:00PM (PST)

<u>Sign up</u>

### TURTLE GRAPHICS IN PYTHON

Date: Feb 3, 2024 Time: 10:00AM -

12:00PM (PST) Sign up

### MACHINE LEARNING

Date: Mar 2, 2024

Time: 10:00AM - 11:00AM

**FOR KIDS** 

(PST)

<u>Sign up</u>

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#### **MOBILE APP DEV**

Date: Feb 10, 2024 Time: 10:00AM -

12:00PM (PST)

Sign up

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### HOW TO PRESENT YOUR PROJECT

Date: Mar 2, 2024

Time: 11:00AM - 12:00PM

(PST)

Sign up