6 THE CHOSEN ONE

01 REVIEW & VOTE

Take some time to review all the ideas that your team generated from *Activity Sheet #5 Ideas Overload*, and get ready to vote!
15-20 minutes

This next stage is known as *Convergent Thinking* - rather than branching out to as many ideas as possible, we're narrowing them down to the best ones.

Before you begin, here's what you need:
- Your team's HMW question written somewhere large and visible for everyone to see (e.g. on the board, chart paper on the wall)
- Sticky notes in clusters OR printed Google Doc OR written document of ideas from *Activity Sheet #5 Ideas Overload*
- **Metrics Method Cards**
- Voting stickers (3 colours) 👍👍👍
- Markers

Individual Voting
- Each person has 3 votes, one for each of the following categories.
  - **Impactful:** Which idea will create the biggest transformation for your team's persona?
  - **Delightful:** Which idea sounds the most exciting and fun?
  - **Easy:** Which idea seems the easiest for your team to implement?
- To vote, place a sticker on the idea (on the sticky note or wherever the idea is written). Make sure to use different coloured stickers to mark the categories.
- Discussion is allowed but should be kept to a minimum. This is the time for each member to make their own judgment.
- Once everyone has finished voting, count the votes and identify the top 3 ideas with the most stickers regardless of colour/category.

02 DISCUSSION

Your team now has to discuss and decide on which idea to move forward with. *30-45 minutes*

Identify and Refine Your Ideas
- Use the **Metrics Method Cards**, discuss how each of the top 3 ideas contribute to the metrics:
    - **Looks:** Will it make the space more inviting and welcoming?
    - **Usage:** How often will it be used?
    - **Value:** What good does it bring to the user?
- If it helps your group to decide, consider giving scores to each idea based on these metrics and count the final scores

Advice for Your Team
- **Consider the persona:** Always go back to the persona's perspective and their context. Use the persona's story to remind the team that we are designing for this particular persona. What will this person think of the idea, given what we've imagined about him or her?
- **Don't get tied up in execution:** A lot of these ideas, if imaginative, will not have been implemented before (that's what we're here for!) . Encourage the team to vouch for ideas that will achieve a great impact, even if the idea is unheard of, or a little crazy. We'll worry about making it happen in the prototype phase
- **Combine, add, reimagine:** Don't be afraid to combine ideas, tweak ideas, or add new ones if something comes up in the discussion. Have the team explore the experience behind the ideas - what value does the idea bring? Is this idea the best way to bring that experience to the persona?
    - Eg. A theme park in the middle of the city for kids to have fun - What kind of fun does a theme park provide for kids? Is a theme park the best idea to bring that kind of fun out?

By the end of this activity sheet, your team should've decided on a project idea to design and prototype. Make sure to share this idea with your Mentor to get their feedback!

03 SUBMISSION

Submit the following items to your school chapter folder on Google Drive:

1. Create a new subfolder and name it "Activity 6"

2. Upload the following items in the subfolder:
- Photo(s) of voting stickers on sticky notes from *Section 01 Review & Vote*. Make sure each idea is legible (voting stickers should not cover any text).
- Meeting minutes about the voting process and discussion