Mind Lab

Session 1 - Ideation - 1hr/1.5hrs

Ideation - The formation of ideas or concepts.

**Summary**

Mindlab allows students to design, research and prototype solutions to problems affecting society. The process consists of four sessions spread across the week, with students giving a final presentation on the last day to several SGD staff members.

Students learn about design thinking as a process to ideat, prototype and test. The first session of Mindlab focuses on ideation and aims to get students comfortable with generating ideas that are wild, innovative and silly.

The scribbly mess shows the entire design thinking process across, however, this session covers just the first section.

**Delivery**

**Materials:**

Every table should have:

- Post its - blue, yellow and red
- Markers
- A3 Paper
Room setup:

This setup is used for groups of 20/25. Adjust accordingly based on numbers. Groups should not exceed 5 students.

Introduce the workshop:

Divide students into groups, pay particular attention to gender balance. Remind students this process is primarily about creativity and groups are most successful when every member is listened to equally.

As seen below, this slideshow accompanies the introduction.
SPECULATIVE DESIGN

**EAT YOURSELF** - designed to help you harvest edible fungus from your own body

Problem - Agricultural crisis + pollution
User - Healthy adults
Tech - Chemistry Kit / Farming

DESIGN THINKING FROM YOUNG PEOPLE

**Plastiles by TY Students**
- A tile made from compressed recycled plastics.

**Seafloor by NCAD Students**
- A tile made from a reclaimed ocean plastic and sand composite.
DESIGN THINKING PROCESS

THE SCRBIBLE MESS

UNDERSTANDING & DEFINING THE PROBLEM
GENERATING IDEAS

ITERATIONS ONCE IDEA IS CLEARER
MULTIPLE PROTOTYPES
LOTS OF FEEDBACK AND REVISIONS

PROTOTYPING & TESTING/FEEDBACK

FINALIZE PROTOTYPE

END

EMPATHY & IDEATION

TECH
KINDS OF TECHNOLOGY

- WiFi
- Artificial Intelligence
- Transport

USER
CONTEXT AND ENVIRONMENT

- A grandmother in a nursing home
- A student preparing for exams

PROBLEM
THE IMPACT OF PLASTIC

- Mental Health
- Loneliness
- Mobility
- Well Being
Timeline:

Introduction
- Divide into groups
- Reminder of ground rules, respect, listen etc.
- Talk through slideshow

Post-its
- **Yellow** - Students write on yellow post-its examples of technology and bring them to the top table. Talk through these and group them into similar piles. X 2
- **Blue** - Students write on blue post-its examples of users and bring them to the top table. Talk through these and group them into similar piles. X 1
- **Red** - Students write on red post-its examples of problems associated with PLASTIC and bring them to the top table. Talk through these and group them into similar piles. x1

Ideation
- Facilitator picks one post-it from each table and combines them to create a business, charity, product, art piece, exhibition.

- **Example** - Wifi, Students with visual impairments, Microplastics.
- A tactile art installation that explains how microplastics escape water treatment. This installation can travel remotely to schools.

- Students should follow this process and develop an idea with a name, tagline and logo. X2
- Each group should make a rough poster for their idea to share with the group and get feedback.

Presentation
- Each group should present their ideas.
- Encourage everyone to speak.
- Encourage critical feedback.