

01

Jaco



Choose your *group name!*

then personalize each member of the group

facilitator

Dorbi Lertic

title of the project

### The Prototype

Specify the technical aspects:

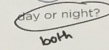
- o1. What is the project scale?
  - draw a square respecting the future scale
- o2. Draw your project?
  - ask if someone wants to try, or do it by yourself
- o2. Softwares, skills, technologies?
  - discuss what does the prototype requires
  - circle the accurate symbols
  - add some more if needed
- o2. Who is doing what?
  - ask people which aspect they want:
  - to work on
  - to discover
  - to try

your project's users description

when?



time/period?



both



spring



summer



autumn



winter

*We should keep them running at all times or cycles with the beach whenever*



who?

03

where?

### The Context

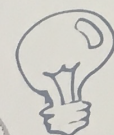
recision of the idea (ask, circle, note)

- o1. Who?
  - who is the target of your project?
  - who can use it?
  - a group? a service? a job?
  - an animal? a plant?
  - an environment? an activity?
  - can you precise your target's age? living/working environment?
- o2. When?
  - is it taking place during a moment of the day? of the week?
  - is it for daily life? or a special event?
- o3. Where?
  - is it a precise geographic location?
  - a private or public space? real or virtual?
  - natural or artificial? or several places?

Share your *ideas*

Wider cycle tracks

a VR based puzzle game



mountain biking tracks at Phear park

PROMOTION

To make a VR game in order to make cycling more fun

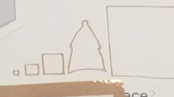
SAFETY METAL FENCE



PERMITTES

Video

What is the *scale?*



### The Group

Ice breaker + team building:

- o1. Let them introduce themselves:
  - name
  - color
  - accessories which define them
  - wig, glasses, animal etc.
- o2. Meanwhile they are talking:
  - write their name close to the respective colored character
  - (try to) draw the accessory
- o3. Give them the colored sticker

### The Ideas

Brainstorming of ideas:

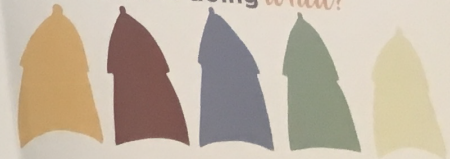
- o1. Let them describe their projects:
  - the person on your left begins
  - stimulate the discussions
- o2. Meanwhile they are talking:
  - write the ideas in the bubbles
- o3. Then, bridge the ideas together:
  - pin the stickers on their favorite projects
  - draw arrows between the bubbles to connect the closest ideas
- o4. Keep ONE idea for the group:
  - write it on the side of the central box

technologies?

virtual reality



Who is doing *what?*



04





## The students of the School of Design

The students had a long discussion with the “youth workers” to work on adequate tools to simplify the creative process. These are elements to frame the process, largely illustrated.



Their role during the first day was to participate in the workshops (as underwater testers) but also to link special relationships with young people to understand their motivations, their feedback, and the effectiveness of the devices.

On the second day, the students of l'Ecole de design played the role of tutors and project accelerators. At this stage, they used the tool [journey to your project](#), aimed at

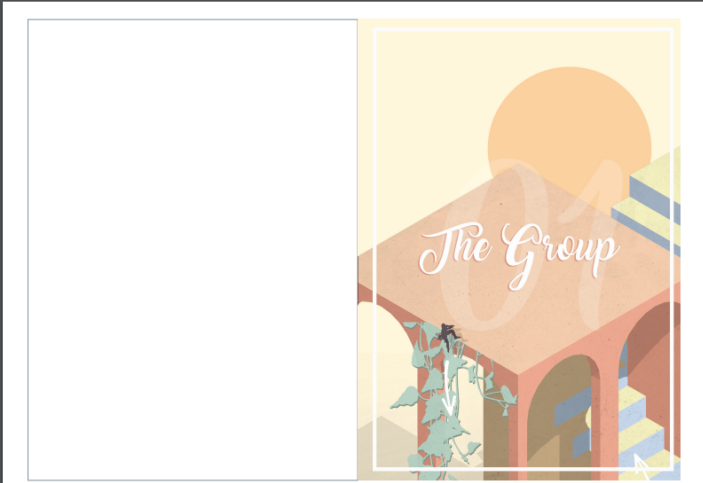
dynamising the ideation work within groups.



They also helped to synthesize and script ideas.

Their participation within the groups also allowed to divide a group in two to work on 2 separate projects.





your project's users description

**03**

*when?*

time/period?

day or night?

spring summer autumn winter

*who?*

*where?*

**04**

**What is the scale?**

object or space?

**What about software, skills, technologies?**

filming & editing  
laser cut  
software  
3d printer  
virtual reality

**Draw your project**

**Who is doing what?**

**01**

**Choose your group name!**

then personalize each member of the group

facilitator

