

Brainstorming

Idea/Introduction

Thinking of just one problem to solve can be difficult. This activity is meant to get the participants' creative juices flowing and help them frame a project idea.

Learning Outcome

Participants will be able to specify a problem that interests them - and frame that problem so that it is ready to prototype from.

Time

10min

Activity

Use the Brainstorming Mad Lib to help participants narrow down their ideas. Participants will select where their problem takes place and what type of problem they are interested in solving. This should help participants who may need some structure to begin their creative process, and it may also help highly creative participants focus the scope of their project.

Framing for slower-paced participants

Participants who struggle with higher-level problem solving may need to work through the thought process out loud. Have App Authors volunteers talk participants through the worksheet together if participants seem unable to work through it by themselves. Have participants circle a where and what and then help them fill out the Mad Lib.

Framing for faster-paced participants

For participants that have clear ideas about their apps, we want them to be able to break down those ideas into individual actions. Translating ideas into app interactions is the first step to conceiving the kind of code development that will be needed to construct an app. Have participants begin flushing out their Ideas in the "MVP Definition" module.