Concept generation 1

New Editor Experiences

What we will do today

Our progress

- Steeping workshop
 - Gathered ideas and precursor solutions
 - Got together as a team for the first time
 - Practiced, learned and iterated about fully remote creative workshops
- Focus
 - Decided what to focus on
- Concept generation (#5 and #8)
- Concept generation (#7 and #9)
- Concept evaluation

Agenda

- Guidelines and mindsets for concept generation (10 min)
- Shared understanding of findings discussion (20 mins)
- Concept generation framework (45 mins)
 - Tour and housekeeping for our mural and template (10 mins)
 - Adding existing and new ideas to framework (20 mins)
 - Talk about, and decide on the areas to brainstorm in (10 mins)
- 15 min break
- Individual brainstorming to generate more ideas
 - self directed on a topic you choose (25 mins)
 - Share out (25 mins)
- 15 minute break
- Team brainstorming
 - Break out groups, x discipline teams of 3 (25 mins) (assigned)
 - Share out (20 mins)
- Clustering to systematize, and reduce redundancies (30 mins)
 - Re organizing into groups reflecting implementation

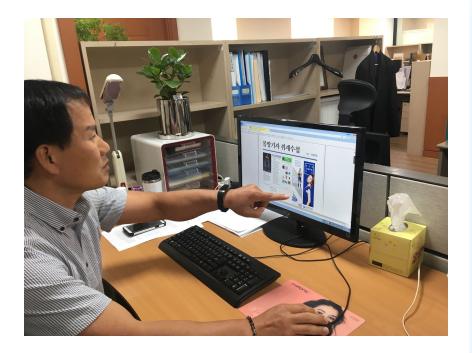
Guidelines for this workshop

- Using chat to indicate you have something to say. The facilitator will manage the stack and call on the next person. Please don't use the chat for anything else.
 - Indicate if you have a direct response and to whom
 - Raise your hand
 - Explain what you are +1'ing if possible ("+1 to staying flexible"), though all +1s are welcome
- Please turn your video on when speaking (bandwidth permitting)
- We will do another retro, just asynchronous like last time.
- We are going to publish the content of this workshop
 - Notes
 - Pdf of mural
 - Will send a note and ask for review before it is published.

Mindsets

- Challenging assumptions
- Standing in the future
- Exploring concepts at the fringes
- Seeking clearly added value
- Narrating stories about the future.

Shared understanding of findings



Page Discussion



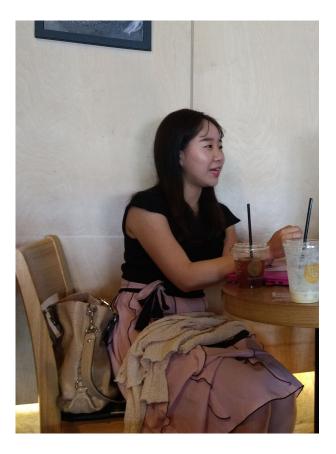
From 위키백과

Revision as of 14:18, 2 December 2016 by 박현 (talk | contribs) (diff) ← Older revision | Latest revision (diff) | Newer revision → (diff)

박현은 다음 뜻으로 쓰인다.

- 박현 (축구 선수)(1988~)
- 박현 (야구 선수)(1985~)
- 박현 (가수)(1974~)
- 박현 (쥬드)(1974~)
- 박현 (배우)(1962~)
- 박현(기자)(1962~)

Finding 8: Hyun, the "hunk reporter"



• February 6-9, 2017

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• They spend a while composing the page in their sandbox. February 10, 2017

- 2:35: they create a page under the title "지속가능발전" (one character different from the existing title, but apparently that difference matters to scholars)
- 2:53: it's deleted, citing licensing issues
- 3:48: they ask on the talk page why it was deleted and make an appeal that it be kept.
- 4:18: they post the same article again (possibly being confused why it wasn't there and thinking they had made a mistake)
- 4:25: it's deleted (by TwoTwo2019) saying that it was page previously deleted.
- 4:48–5:13: they work on editing the existing page
- 5:26: they try creating the page again
- 5:29: Neoalpha reverts their edits to the existing page
- 5:30: Neoalpha tags their new page for deletion
- 5:57: they undo Neoalpha's revert of their edits
- 5:57: Jeresy723 reverts their revert.
- 6:48: Revi explains on the talk page of the new page that it was deleted as a duplicate of an already existing article.
- 6:54: they explain on the talk page of the new page they think the title is wrong and that they want to create a new page with the correct title.
- 6:59: TwoTwo turns the new page into a redirect to the existing page

Finding 8: Gj-agenda, sustainable development intern



Tento článek **není dostatečně ozdrojován** a může tedy obsahovat informace, které je třeba **ověřit.** Jste-li s popisovaným předmětem seznámeni, pomozte doložit uvedená tvrzení doplněním referencí na věrohodné zdroje.

Counterfeit je anglická punkrocková kapela z Londýna, která vznikla v roce 2015. Leaderem kapely je herec a zpěvák Jamie Campbell Bower. Dalším kapely je ne za zpěvák Jamie Campbelle Bower. Dalším kapely je ne za zpěvák Jamie

Finding 5: Markéta, barista

Concept generation framework

Concept generation framework, a tour

Our framework

- 4 personas
- their user journeys
- Attraction, Engagement and Extension
- choose, try, interact, extension
- finding 5 and finding 8

• Long distance dragging doesn't work as well as copy and then paste where you want the object.

Concept / idea template

- title or name
- descriptive text
- Your name, contact name/s
- links / sketches
- personas

title / name	persona/s
descriptive text	sketch or link/s
your name or names	

Building ideas

How to make use of the template

- Copy paste a template for yourself
- "Ungroup" it (right click)
- Build your idea
 - Copy/paste, drag/drop links or images into the mural, and arrange them on your template.
 - Write descriptive text.
 - Decide which personas it will help most, (even if is all of them).
 - Add your name/s
- Highlight <u>all</u> the elements of your idea and re group it by right clicking and selecting "group"



Adding ideas to our framework

- Is it an idea for a specific persona at a specific point in their user journey?
- Does it support "Attraction", "Engagement", or "Extension"?
- Does it address "Struggles with policies", finding 8?
- Does it address Wikipedia's unknown model and hidden community?, Finding 5?
- Does it address both in some way?



Adding ideas to our framework

- 20 minutes
- Look in spreadsheet if an idea or precursor that applies doesn't say "added to Mural" next to it's title, you can add it.
- Add new ideas you have

Seeing the gaps

Gaps to focus on and gaps to ignore

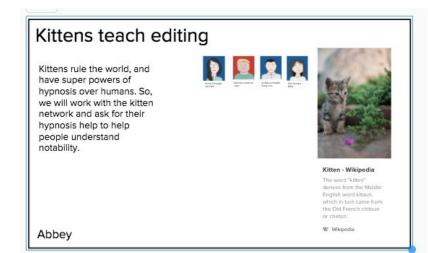
- Are there areas we don't have ideas for?
 - If so, do we need ideas there? Or not?
- Are there dependencies on one idea for another to succeed?
- Is there a gap where a dependency is?
- Is a gap not important to address? If so, let's note that.
- Decide together which areas need some more ideas.



Individual brainstorming

Individual brainstorm

- You choose the topic
- Add your ideas to idea templates
- Place them in the framework
- 25 minutes to create and add ideas
- 25 minutes to present our ideas to each other
 - Each person presents 1 idea
 - 2 minutes per idea max





Team brainstorming

Team brainstorm

- Define teams (see next page)
- Teams take on different areas to brainstorm (from the areas we decided to brainstorm in earlier)
- 25 minutes to create ideas together
- 20 minutes for us to share out
 - take notes
 - record iterations of ideas
 - Note open questions

Teams for brainstorm

James, Pau, Alex: Hangout "nex-team-a"

Joe, Abbey, Sati: <u>Hangout "nex-team-b"</u>

Dan, Neil, Rita, Maria: <u>Hangout "nex-team-c"</u>

Ed, Nick, Amir, Daisy: <u>Hangout "nex-team-d"</u>

Clustering and systematizing

Organizing

Combine redundant ideas

Are there dependencies on one idea with another idea?

Are there ideas that can combine to become more powerful?

We are reorganizing the ideas into groups that make sense for implementation.

We are done. Thank you everyone!