VISION DEVELOPMENT

Aligning on a unified vision and outcomes

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The Postcard from the Future

Participants write a postcard to their current selves from five years in the future, describing what the organisation looks like now that the goal has been achieved.

Cover Story

Ask participants to imagine the project is so successful it's featured on the front page of a newspaper three years from now; what do the headlines and quotes say?

The North Star Statement

A collaborative drafting session where the team develops a 100-word mission.

A Cheers to Success

Participants imagine they are meeting at a cafe three years in the future to celebrate their accomplishments, using the setting to describe their long-term vision in plain, jargon-free English.

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IDEA GENERATION

Generating creative ideas and solutions to identified problems

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Crazy 8's

Participants fold a piece of paper into eight sections and have 8 mins to fill it with 8 ideas. It's a fast-paced exercise designed to tap into thinking without restriction.

Yes and...

Building on the ideas of other participants, each response must begin with "Yes, and..." to further develop these without criticism or judgement.

How would google do it?

Explore your solutions as if you were the CEO of a company like Google, Amazon, Apple, a Kickstarter project, the United Nations, Ikea, etc.

Lighting Demos

Participants research and present existing solutions or "best-in-class" examples from other products to capture specific features that could inspire their own project.

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PRIORITISATION

Deciding what to tackle first by weighing value, effort and risk

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Buy a Feature

Participants are given a limited "budget" of play money to spend on a list of potential projects, forcing them to put their "cash" behind what they value most.

Dot Voting

Each team member is given a set number of sticky dots to place on their top ideas. This is a democratic way to surface collective priorities before deeper analysis.

MoSCoW Method

Ideas are categorised into four buckets: Must have, Should have, Could have, and Won't have (this time). It creates a clear hierarchy of requirements.

Bullseye Diagram

Participants place ideas into three concentric circles: the "Inner Circle" for items that are mission-critical, the "Middle Ring" for important but secondary items, and the "Outer Ring" for long-term "nice-to-haves."

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EMPATHY BUILDING

Stepping into the shoes of residents, practitioners etc.

Perspective Swap

Participants adopt a specific resident persona to uncover the unique daily frictions and hidden opportunities seen only through that person's eyes.

The Emotional Rollercoaster

Participants plot a resident's journey on a graph, marking "peaks" for moments of delight and "valleys" for moments of frustration or confusion.

The "Why" Ladder

Starting with a simple resident problem, teams ask "Why?" five times to dig past the surface-level frustration and find the deep-seated emotional or systemic root cause.

Empathy Mapping

A collaborative exercise where teams brainstorm what a specific "persona" is thinking, feeling, saying, and doing in a given situation.

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