

Post-it Voting – also known as Dot Voting

Why

At some point in your ideation sessions, you'll have reached a critical mass of ideas, and it will become unproductive to attempt to keep pushing for more. This is different from the natural creative slumps that teams experience throughout ideation sessions, and means it is a good point to stop and focus on pruning. This is referred to as the 'convergent stage' where ideas are evaluated, compared, ranked, clustered and even ditched in an attempt to pull together a few great ideas to act on. Hang onto those unused ideas, though; they may prove useful in future ideation sessions as stokers or idea triggers. Right now, the aim is spotting potential winners, or combinations of winning attributes, from a number of ideas.

Best practice: How

- You write all of the ideas which have been generated in the ideation session down on individual Post-its.
- Then you give all participants a number of votes (around three to four should do) to choose and
 write down their personal favourite ideas. This process allows every member to have an equal
 say in the shortlisted ideas.

[Continued on next page]



[Continued from previous page]

• Participants vote by using stickers or simply using a marker to make a dot on the ideas they like.

You can also use variations in colour in order to let participants vote on which ideas they like the

• most or which they dislike the most.

You can invent other voting attributes when it makes sense.



Learn more about how to use this template

Methods of using this template are taught in our online course **Design Thinking: The Beginner's Guide**. Make full use of this template and learn more about design thinking by signing up for it today.

Design Thinking: The Beginner's Guide

■□□ Beginner course

The world's leading companies, such as Apple, Google and Samsung, are already using the design thinking approach—because they know it's the way forward when it comes to innovation and product success. Through **Design Thinking: The Beginner's Guide**, you will deep dive into the five phases of this paradigm-shifting approach to problem-solving—empathize, define, ideate, prototype, and test. By receiving detailed guidance on problem-solving activities ranging from ideation techniques—such as brainstorming and using analogies—to ways of gathering feedback from your prototypes, you'll be able to download the other templates involved and effectively use them in your work. Get ready to unpack, explore, and master design thinking—using it to set yourself apart and unlock the next stage of your professional life.

Learn more about this course >

About the Interaction Design Foundation



Founded in 2002, the Interaction Design Foundation (IDF) is on a mission to provide accessible and affordable design education to people across the world. We provide open-source educational materials as well as online, self-paced UX Design courses. Through taking our courses, you'll benefit from course materials developed by leading practitioners and academics from top-tier universities like Stanford University and MIT. Learn more about the IDF

How to advance your career with the IDF



Attend lessons at your own

Learn from UX experts and professors, from anywhere and at anytime



Network online and offline

Discuss with your peers in your courses, and meet with them in your city



Advance your UX career

Get an industry-trusted Course Certificate to add to your résumé

See all our courses >

