

# **Worst Possible Idea**

# What

The Worst Possible Idea method is a fun and effective ideation icebreaker technique. However, your team may also very likely be able to extract and come up with amazing ideas from really bad ideas. The Worst Possible Idea is a lateral thinking method which is very much about standing back, looking at the big picture, and understanding concepts. It also requires that you focus on the parts that have perhaps been overlooked, challenging assumptions, and seeking alternatives. This method of the Worst Possible Idea produces novel combinations or completely new ideas. With ideas, one leads to another, bad ideas lead to good ones, sometimes in ways we could never have imagined. At times, the best idea stems from its exact opposite—the worst. This is why the Worst Possible Idea is actually an ideation method, one which you can use to provide disruptive insight within the ideation process.

### Why

Instead of going for good ideas and putting the pressure on, call for the worse and, yes, the worst possible ideas your team can come up with. Doing this relieves the anxiety and self-confidence issues and allows people to be more playful and adventurous, as they know their ideas are most certainly not going to be scrutinised for missing the mark. It's way easier to say 'Hey no that's not bad enough.' than the opposite. Better still, it helps ensure that mental constipation is never responsible for keeping a breakthrough idea from getting out into the open.

[Continued on next page]

INTERACTION DESIGN FOUNDATION INTERACTION-DESIGN.ORG

## **Best practice: How**

- The facilitator briefs ideation session participants about the problem statement (also called Point Of View), the overall goals, and important user insights.
- 2 Then the facilitator asks the participants to come up with extremely bad, terrible, stupid, or even illegal ideas. You can do this as a collective brainstorm session, or you can ask all participants to write down their worst ideas individually – this method is called Braindumping. You could also use the Brainwriting method, where each participant fills out idea cards/papers with his/her worst possible ideas for 3-5 minutes and then passes on the idea card to another participant, who elaborates on his/her worst possible ideas, and so forth.
- As the facilitator, be sure to push your group to generate *extremely* bad ideas! This will help get participants laughing and re-engaged. As a facilitator of ideation sessions, it's your job to help participants open their minds and hearts, and the Worst Idea method can help you do just that especially if you combine it with the collective Brainstorm method.
- 4 The technique includes generating as many terrible ideas as *possible*.
- 5 It includes listing the attributes of the worst ideas.
- 6 Investigate which attributes of the ideas make them really bad.
- 7 Once the participants have generated a list of their worst ideas, you as the facilitator should challenge the group to turn those horrible ideas into *good* ones. They can either consider the ideas' opposites, or they can look for aspects within the terrible ideas that might inspire a *good* one. Or, you can consider simply removing the worst attribute and replacing it with something else. Mix and match different bad ideas, and see what comes out.



# 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 >



INTERACTION-DESIGN.ORG

# About the Interaction Design Foundation



# 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 pace

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 >



INTERACTION-DESIGN.ORG

© (i) (i) Creative Commons BY-SA license: You are free to edit and redistribute this template, even for commercial use, as long as you give credit to the Interaction Design Foundation. Also, if you remix, transform, or build upon this template, you must distribute it under the same CC BY-SA license.