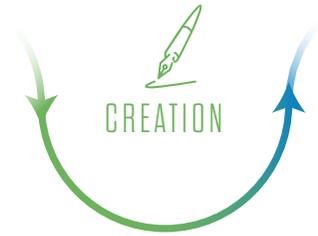




QUICK VOTING

Quick Voting is a tool used by designers to rapidly get the majority's view. Designers use Post-it or a marker such as a Dot to select the ideas they like or see value. This process allows every member to have an equal say in choosing from the listed ideas.



PREPARATION:
up to 15 minutes

DURATION:
30 minutes

FACILITATORS:
1 per workshop

RESOURCES:
Ideas in cards/Post-it, Pens, Post-its, Dot stickers, large sheet of paper or whiteboard

PARTICIPANTS:
Up to 30 per group, design team, partners, community members

EXPECTED OUTCOME:
Filtering ideas

DESIGN PHASE:
Creation

TEMPLATE OR GUIDELINES:
n/a

Designers use Quick Voting with users, employees, or any other relevant stakeholders to the design challenge.

1. START:

State the design challenge (i.e. the selected "How Might We" statement) or a sub-focus area of it.

2. IDENTIFY:

Based on your HMW statement or the focus of what you are interested in, define the criteria and select the suitable participants.

3. PREPARE:

Think about what expectations will be set up-front, how you will start and end the workshop, and how much time participants are expected to dedicate to this activity. Then, organize a meeting with the selected participants, and prepare the results of the idea generation by printing out the full list of ideas in cards or Post-its (visual way). Gather the necessary resources and supplies.

4. CONDUCT:

Use all the collected ideas, categorize them and display them on a table, wall or whiteboard. Then, it is time to narrow the ideas down by selecting the most valuable ones. This is done by each participant voting with a Dot. Each participant receives 3-4 votes to use.

5. REPORT:

Right afterwards, calculate the votes and the ideas with most points are taken further in the design process. Discuss the results and write up the key outcomes from this exercise.

