Tiles Idea Generator

TRIGGERS

WHAT CARDS TO USE?
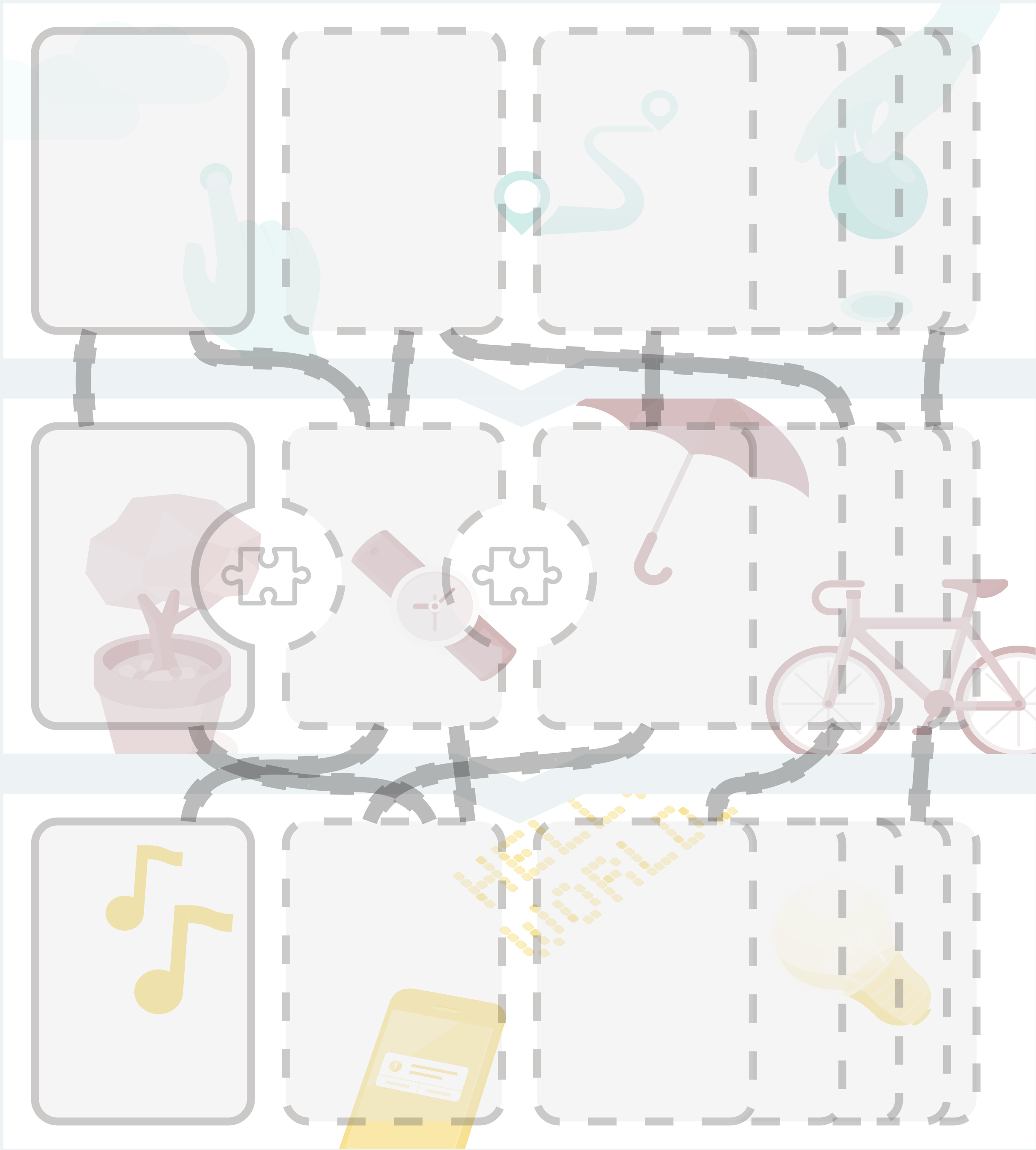
Human Actions · Services

Sensors
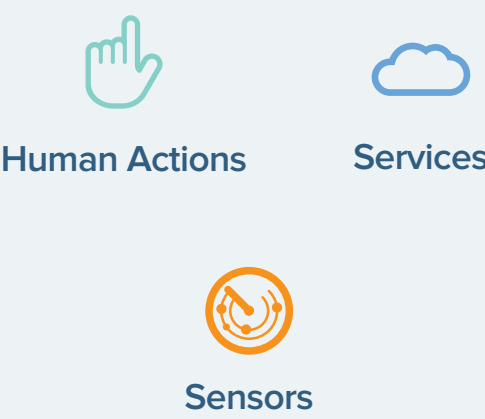
THINGS

WHAT CARDS TO USE?

Things · Connectors

RESPONSES

WHAT CARDS TO USE?

Feedback · Services

Storyboard
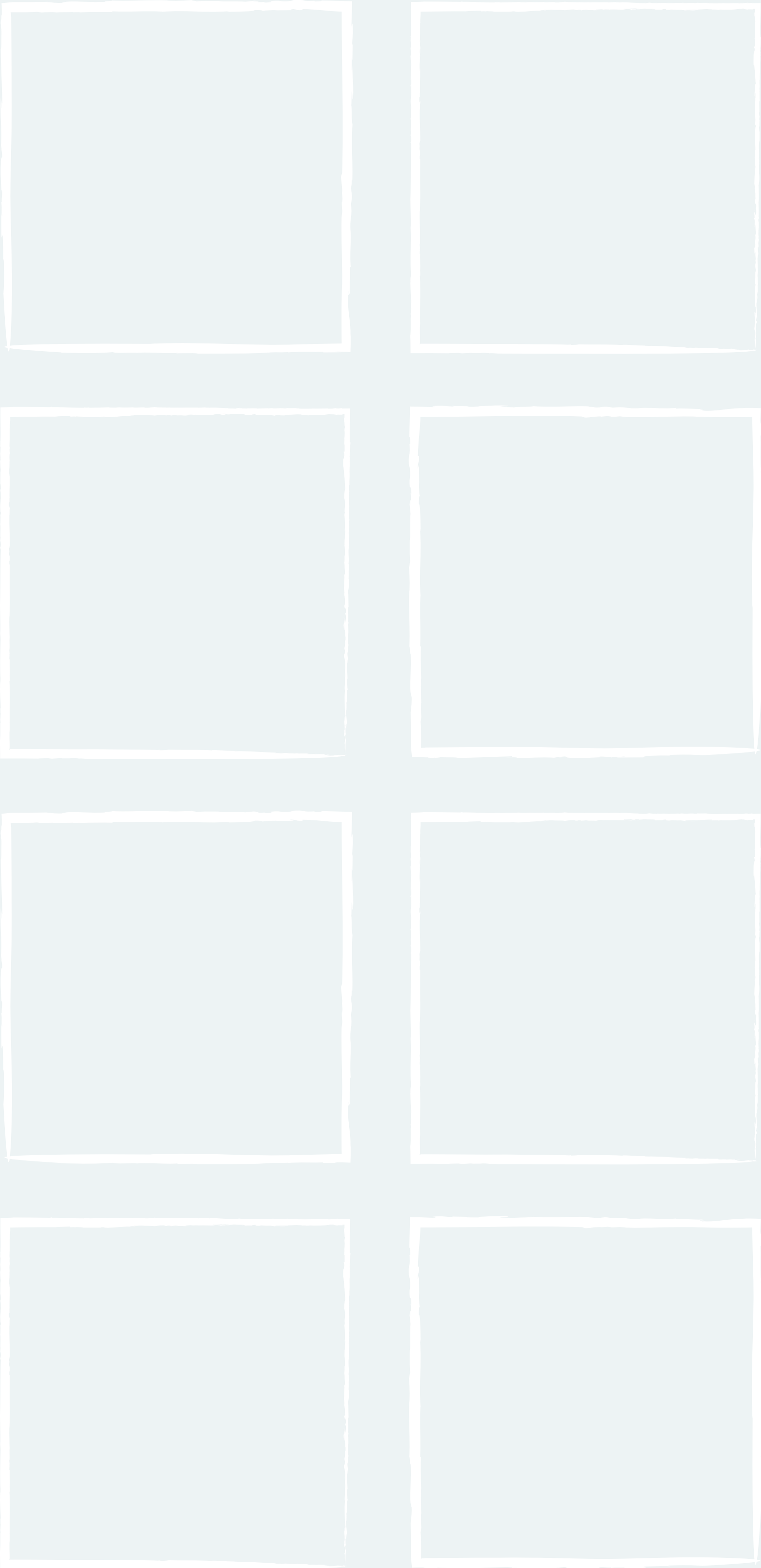
Reflection criteria
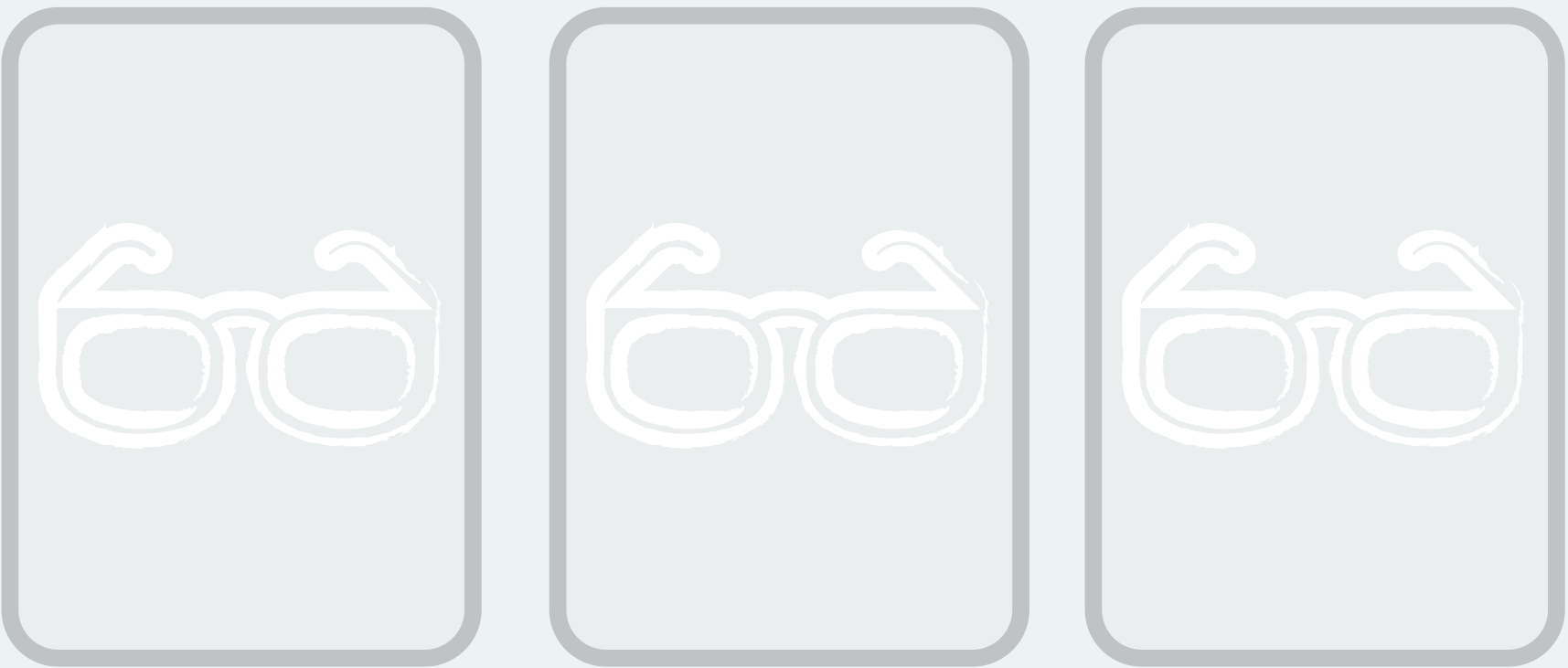
Elevator pitch
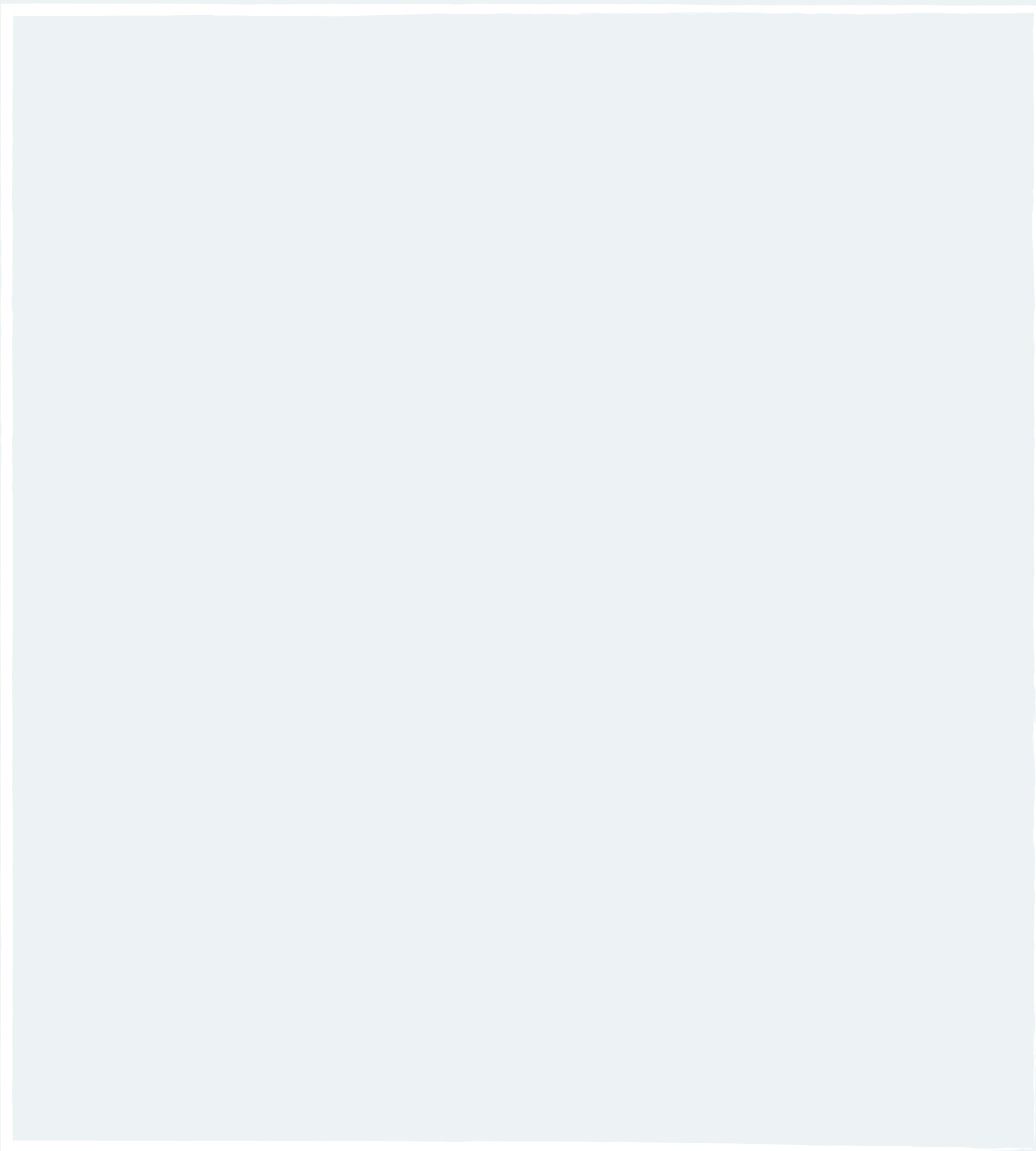
Playbook

Total time: circa 35mins

1 · *Approx. time: 5 min*

Start selecting a persona and a scenario that you have agreed to focus on

What specific needs or problems are you trying to solve for the selected user? You can place the chosen Scenario and Persona cards in the card placeholders on the bottom left corner of the board.

2 · *Approx. time: 20 min*

Refine the mission

Challenge yourself to think creatively about the purpose or mission of your idea. Use up to three Missions cards to challenge and guide your idea.

3

What objects are central to your user?

What objects are central to your users and can help them solve the needs you have identified? Look through the Things cards, select Things as your starting point and place them on the card placeholders in the THINGS section of the board.

4

What actions trigger the Thing?

Explore what types of input are needed, whether they are Human Actions, Sensors, or Services from an external source. A thing can have multiple triggers, and the same trigger can affect multiple things. Place your selections on the card placeholders in the TRIGGERS section of the board.

5

How does the object respond when it is triggered?

Responses allow the object to communicate back to the user when it is triggered, either by a direct Feedback from the object itself or by sending data to an app or service through Services. Place your selections in the RESPONSES section of the board.
If you like, show how multiple objects are connected using Connectors cards in the THINGS area.

6

Flesh out the idea

The Storyboard section of the board is your sandbox to describe and illustrate the idea you are working on. Try to make notes and sketches to show how, where and when the concept works and looks, and what it might feel like to use it. Imagine a story which depicts a use case for your object, you can sketch each step on a post-it and stick them in the boxes.

7 · *Approx. time: 10 min*

Reflect and improve

Look through the different Criteria and discuss how well your concept scores on each. Select a few strenghts and weaknesses of the concept, and see if you can come up with improvements to resolve the weaknesses, you can change the other cards and the storyboard if you feel the need.
Write down a brief description of the final idea in the Elevator Pitch box.

http://tilestoolkit.io