

INTERVENTIONS FROM DYNAMIC HOUSE OF QUALITY

Make sure you have the interventions from the Dynamic House of Quality as a sticky note (one intervention per sticky note). Attach them to this document.

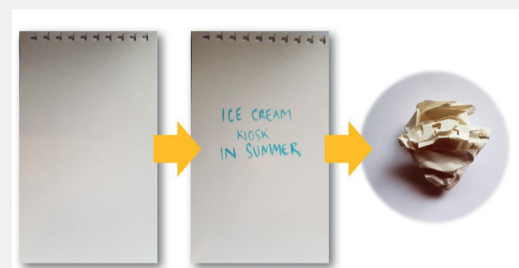
KEYWORDS FROM THE PLACEMAKING METHOD

During the Placemaking method and stakeholder engagement you wrote down a keyword or sentence from your placemaking video.

It was e.g. elements of the values, perceptions, memories, and/or traditions on a landscape give meaning to geographic space. Attach that sticky note to this document.

LAUNDRY WASHING BALLS

1. Take a piece of paper and a pen.
2. Take a moment to think about something, which makes you happy or joyful. It can be a product (e.g. ice cream, Trivial Pursuit), a service (e.g. ice cream kiosk, amusement park), or an activity (playing board games with friends, climbing).
3. Write it down on paper, but don't show it or tell it to others. Crush the paper into a ball..



IDEATION WASHING MACHINE

1. One team member randomly selects one intervention sticky note, one placemaking sticky note and throws one wash ball into the washing machine.
2. IDEATE! Let's start with a fun section! How could the three items in your washing machine be combined? It can be a small detail or larger entities. Do the ideas work together as part of a product or do the ideas build a process of service where they are used sequentially? Think about which of the things could add value to the idea and how? Don't be too serious or precise. One of the post-it notes can also serve as a metaphor or a fun addition to your idea. Be crazy with your ideas and remember the rules ("Yes, and...")!! At this point, anything may still be possible.
3. Draw the polished idea on a A4 paper and repeat until all the ideas and wash balls have been used. One washing program lasts max. 8 minutes!



Tip for wash balls

Trivial Pursuit (product): Learning knowledge in a playful way and with friends -> how can your idea help to teach knowledge playfully with friends?

Ice cream kiosk (service): freedom to choose from different options (taste, size, details) -> how the freedom of selecting different details work in your idea and how it could be picked up in one "window"?

Climbing (activity): your own, familiar community with whom you have built trust -> how can your idea strengthen trust in the community?