16 Speed Dating For Ideas Generation
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Summary of Teaching & Learning Context

Group activity, ideally 5 or more people.
Helps come up with ideas and build on each other's ideas.This can be used as a starting point for an assessment.

Implementing the Strategy

The steps involved in carrying out the Speed Dating for Idea Generation are:

• Make sure everyone has the tools necessary (pen & paper, whiteboard, online meeting access, etc).

• Present the topic in a clear concise manner.

• Invite everyone to come up with ideas around the specified topic.

• Ask the students to come up with as many ideas as possible in a given time (e.g. 5 minutes), then to build upon each other's ideas and/or make other people's ideas even better.

• Start with their own idea (no more than 5 minutes).

• After writing that down, they will move clockwise (or whatever suits the room) to their neighbour to discuss each other's ideas and to build upon their own.

• After that, they move again to the next idea to build upon that.

• Make sure it is clear how they will be moving to the next idea (clockwise, etc) and how you will be keeping and announcing time (2 minutes per person).

• This will repeat until they are back at their own 'starting' point.

• When people have rotated back to the starting point, ask them to reflect on their initial idea and how it has evolved. Ask them to also think about the new ideas, which ones they like and dislike.

• Finally allow some time for the entire group to discuss.

• Be sure to encourage openness and positivity (even when critiquing)

• This can be done in-class or online using breakout rooms.

Your Observations/Reflections

It is a good way to engage students who are reluctant to engage in large group discussions or speak out in class.

Students enjoy the discussions and feel more relaxed than if they were to speak in larger groups.

Students can become 'side-tracked' so it is important to keep them focused on the topic.

Keep a firm grasp on time keeping. Coming towards the end, the list of ideas is getting longer, so a little more time may be needed.

Take note of where people start, how much time you have and how long it will take for them to make the full rotation.

Sample Topics

Examples of topics used:

Module: *Advanced Client Programming*

Discuss the use of design principles in a specific website.

• This shows an understanding of the principles as well as requiring the students to analyse and evaluate.

• Discussing the topic leads to a better understanding as well as encouraging the students to explore the principles and evaluate the given website for the use of these principles.

Module: *Software Testing*

What attributes determine the quality of a software application?

• Again, taking the understanding to a higher level where they have to apply that knowledge to a real-life situation.

• This simulates the assessment of a piece of software and what measures would indicate a quality piece of software. This in turn leads to how a tester might test the application for these qualities.