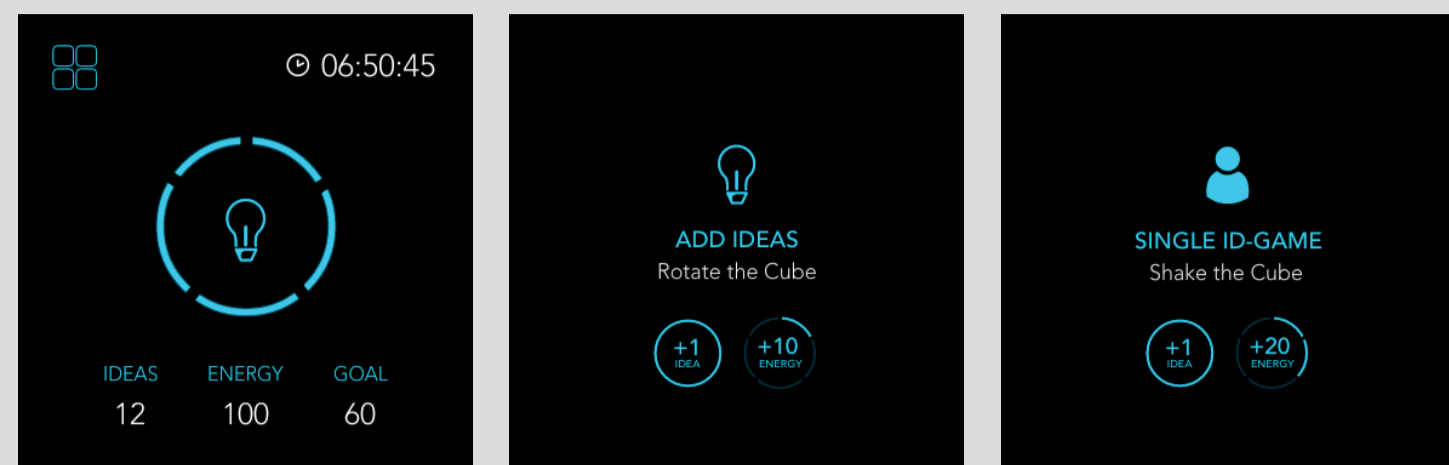


TIC THE IDEATION CUBE

A new way to generate many creative ideas in a distributed interdisciplinary team.

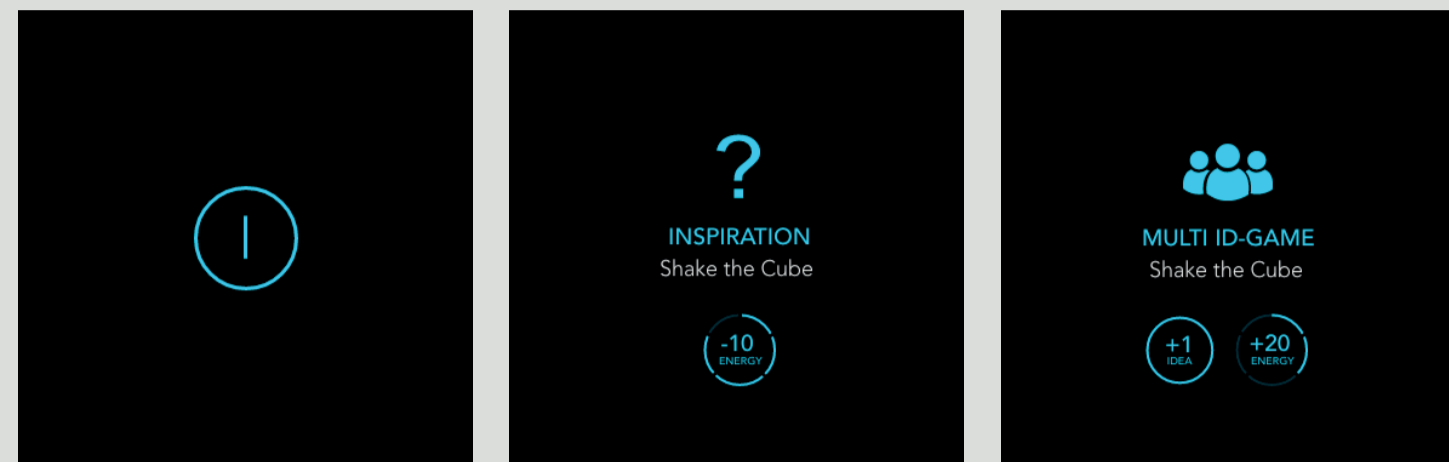
Main Screens Overview



01 Dashboard: Overview of the goal, the time duration and the energy status.

02 Give Ideas: Contribute your own ideas to achieve the goal and share own ideas with the group to inspire others.

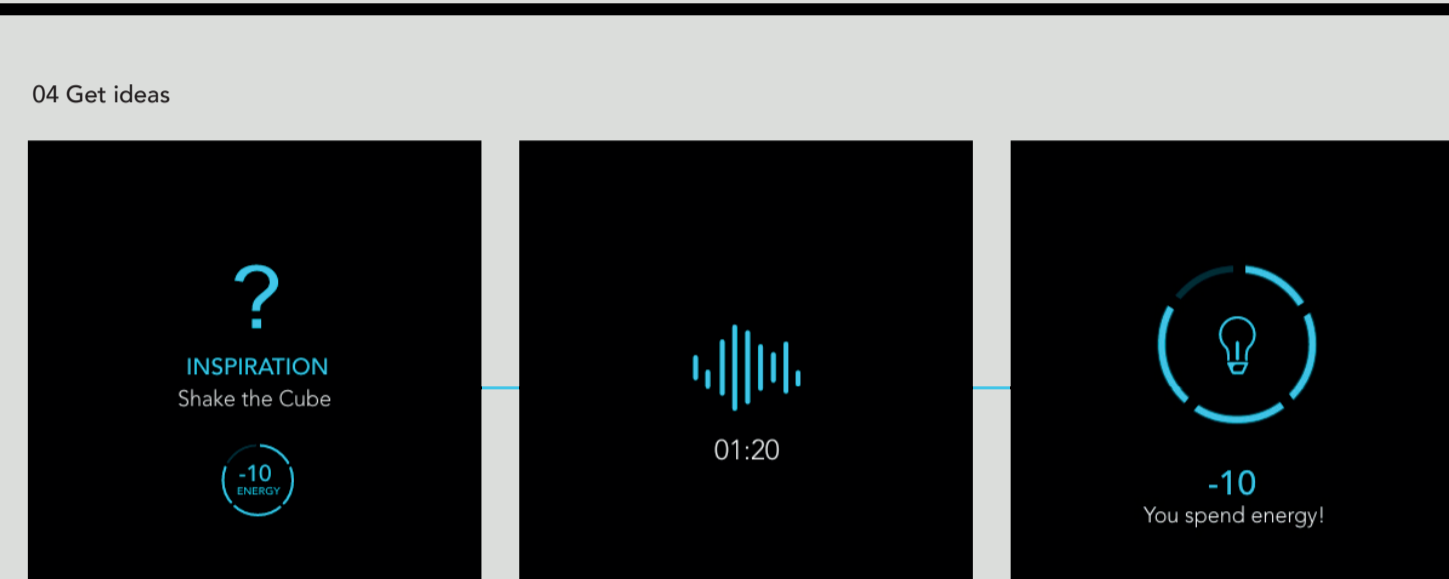
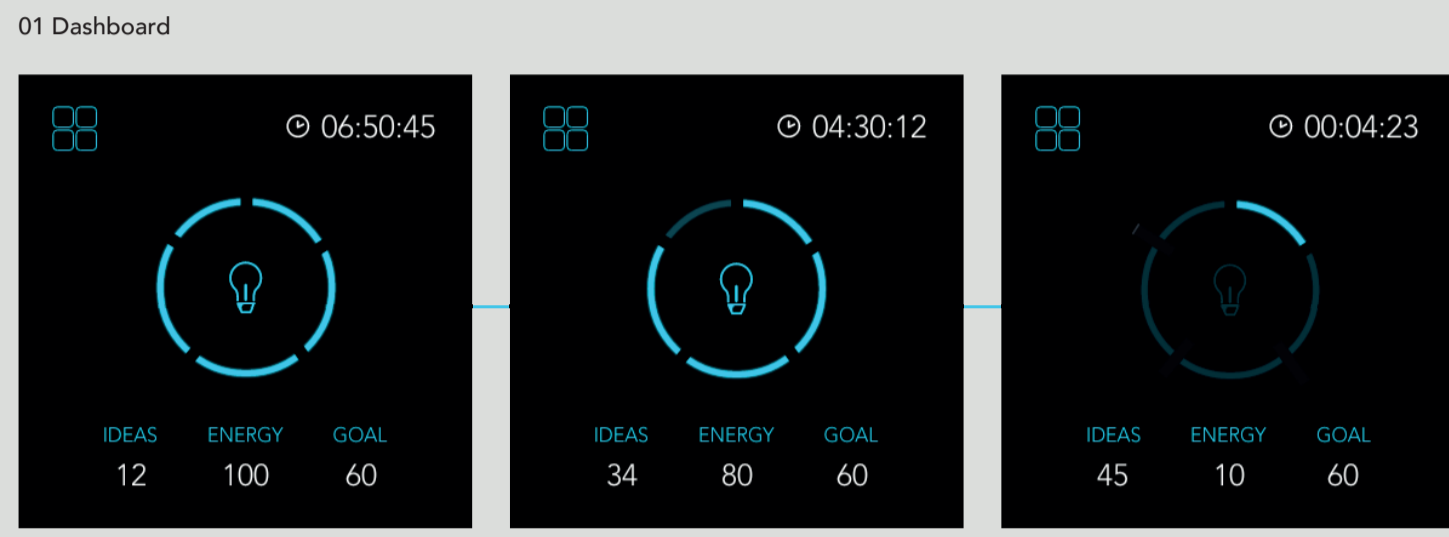
03 Single ID-Game: Play into single ideation games and generate new creative ideas and ideas by following instructions.



02 Standby: Turn the cube on this side to set your class in a standby or inactive mode.

04 Get Ideas: Take a look at the ideas from the group to get some inspiration.

06 Multi ID-Game: Connect with other Cube team members to play multi-ideation games in order to increase creativity and find new ideas with the cooperation of other team members.



Take Ideas: Shake the cube to get a random idea output.

Voice idea output.

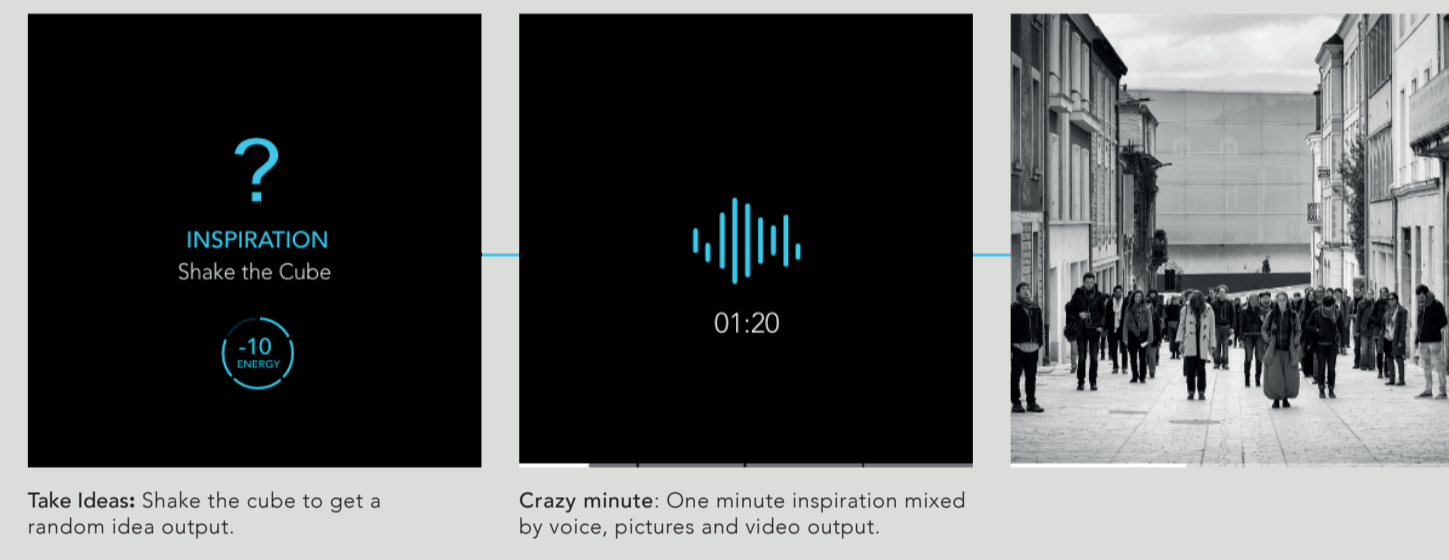
Voice Spending: -10 energy for getting another idea.



Take Ideas: Shake the cube to get a random idea output.

Picture idea output.

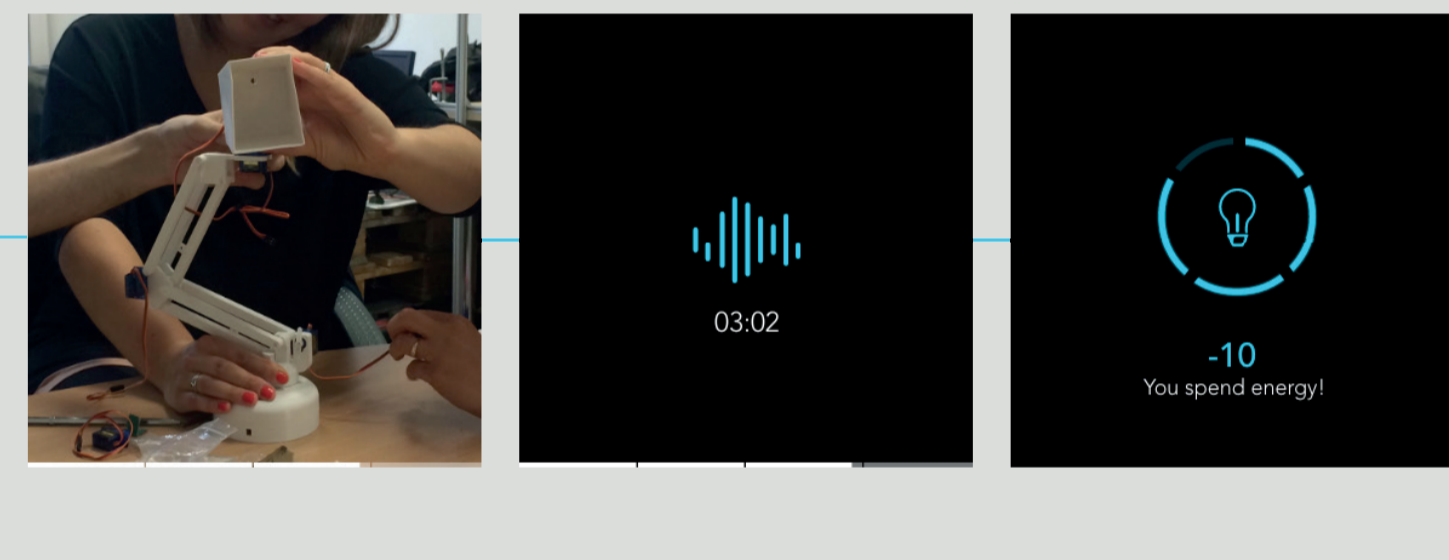
Picture Spending: -10 energy for getting another idea.



Take Ideas: Shake the cube to get a random idea output.

Coxy minute: One minute inspiration mixed by voice, pictures and video output.

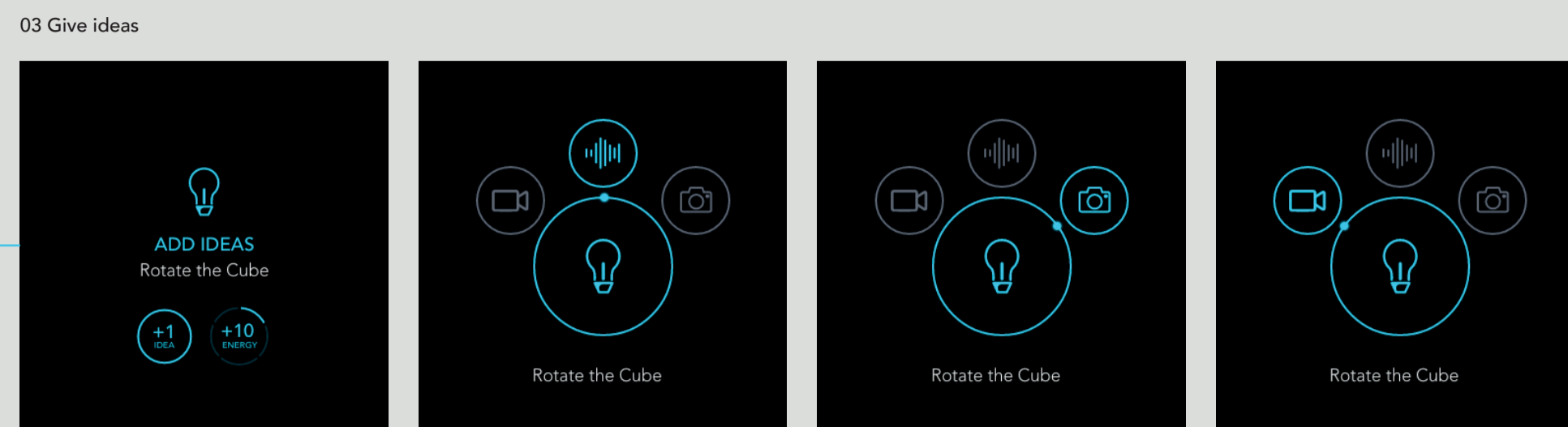
Voice Spending: -10 energy for getting another idea.



Take Ideas: Shake the cube to get a random idea output.

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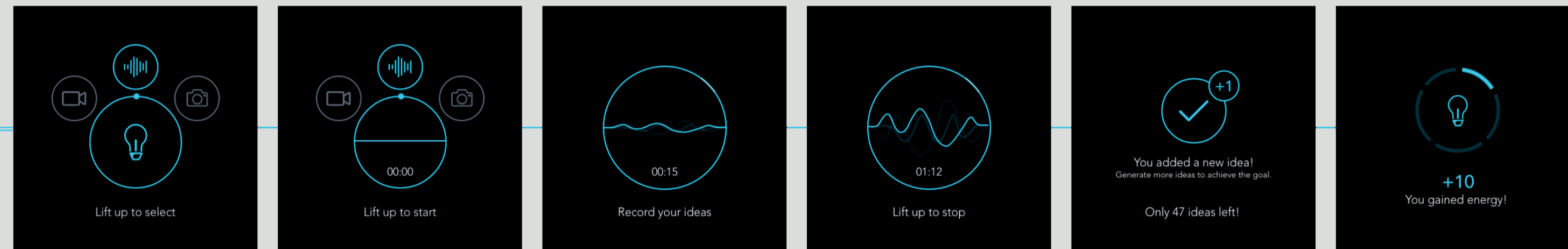


03 Give Ideas: Rotate the cube to activate and select an action.

Give Ideas: Audio input.

Give Ideas: Photo input.

Give Ideas: Video input.



Audio input: Lift the cube up to confirm the action.

Audio input: Lift the cube up to start the audio record.

Audio input: Audio record starts.

Audio input: Lift the cube up to stop the audio record.

Audio input: Successfully added a new idea into the cube to save and share it with other team members.

Audio input: Gained +10 energy for adding a new idea.

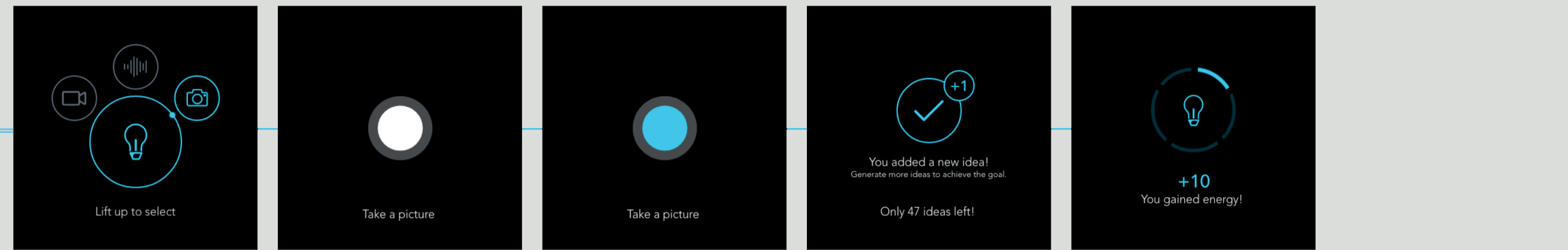


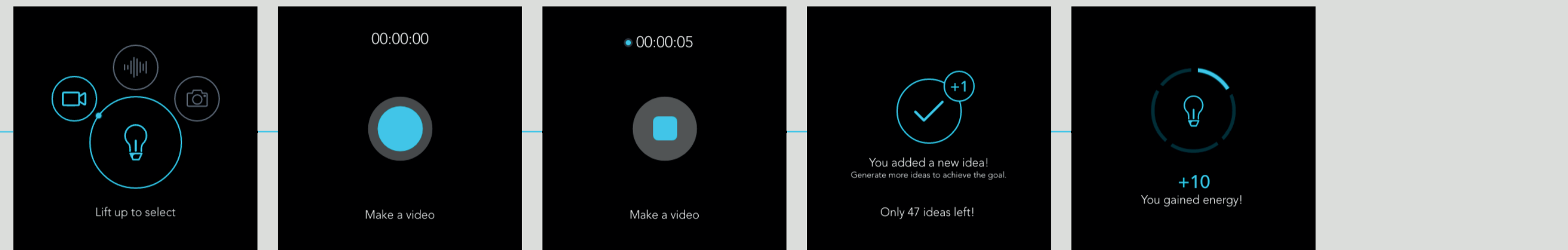
Photo input: Lift the cube up to confirm the action.

Photo input: Cube opens automatically to show the camera. Picture taking button appears on the screen.

Photo input: Press the button to take a picture.

Photo input: Successfully added a new idea into the cube to save and share it with other team members.

Photo input: Gained +10 energy for adding a new idea.



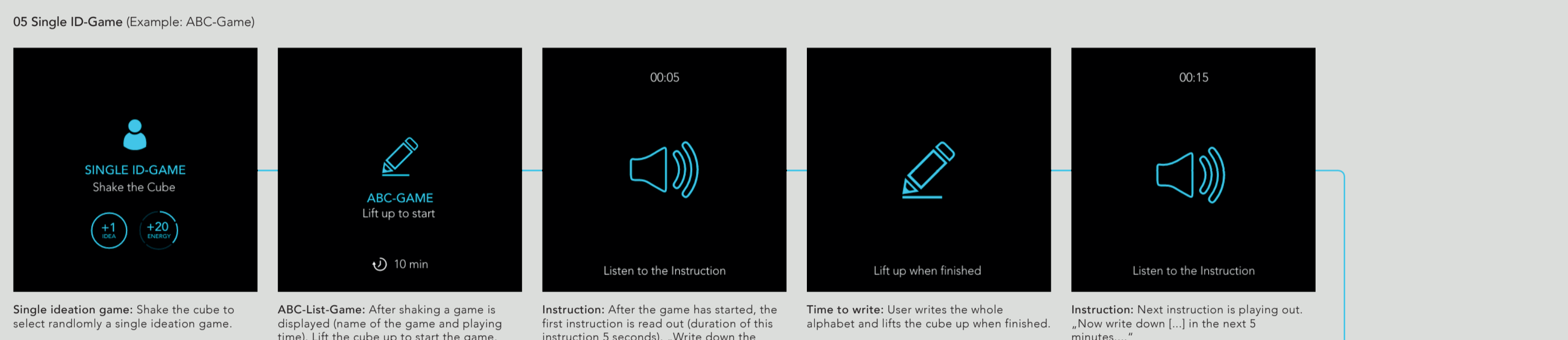
Video input: Lift the cube up to confirm the action.

Video input: Cube opens automatically to show the camera. Video taking button appears on the screen.

Video input: Video is started by pressing the button. Press the button again to stop the video.

Video input: Successfully added a new idea into the cube to save and share it with other team members.

Video input: Gained +10 energy for adding a new idea.



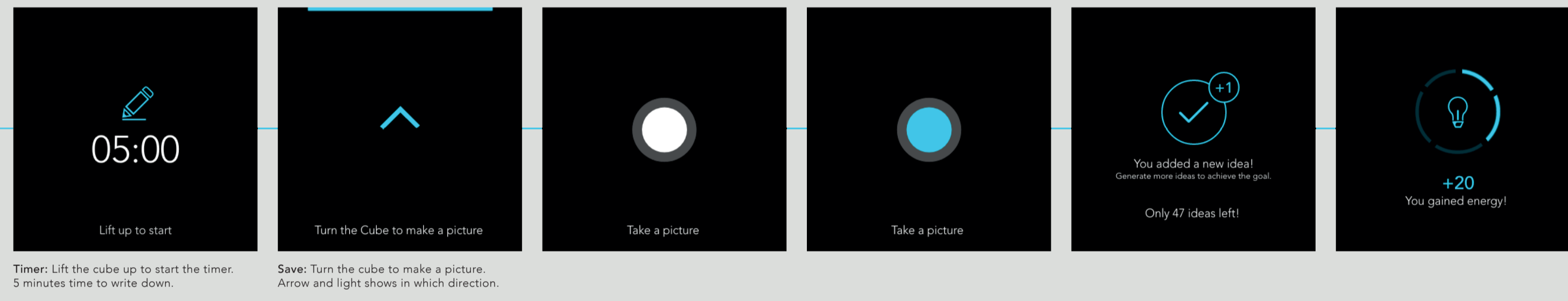
05 Single ID-Game (Example: ABC-Game): Single ideation game: Shake the cube to select randomly a single ideation game.

ABC-List-Game: After shaking a game is displayed (frame of the game and playing time). Lift the cube up to start the game.

Instruction: After the game has started, the first instruction is read out: "...Start telling the story to the cube..."

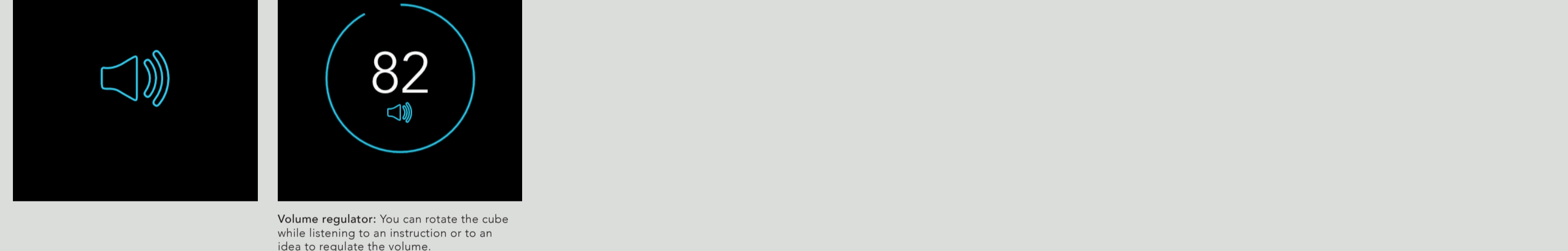
Time to write: User writes the whole alphabet and lifts the cube up when finished.

Instruction: Next instruction is playing out: "...Now write down [] in the next 5 minutes..."

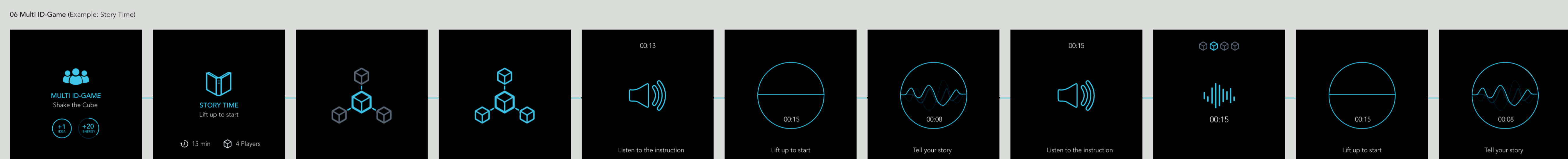


Timer: Lift the cube up to start the timer. 5 minutes time to write down.

Save: Turn the cube to make a picture. Arrow and light shows in which direction.



Volume regulation: You can raise the cube while listening to an instruction or to an idea to regulate the volume.



06 Multi ID-Game (Example: Story Time): Multi ideation game: Shake the cube to select randomly a multi-ideation game.

Story Time: After shaking a game is displayed (frame of the game, playing time and number of players). Lift the cube up to start the game.

Connection: Other team members are invited to join the game.

Connection: Cubes are highlighted when the other team members have turned their cubes to participate. After all cubes are connected, the game starts.

Instruction: After the game has started, the first instruction is read out: "...Start telling the story to the cube..."

Story telling time: 15 seconds. Start by lifting the cube up.

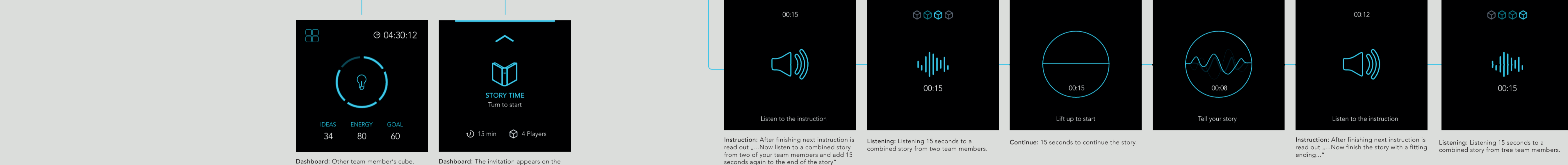
Story telling time: 15 seconds counts down.

Instruction: After finishing next instruction is read out: "...Now listen to the beginning of a story from one of your team members... and continue the story..."

Listening: Listening 15 seconds to a story from another team member.

Continue: 15 seconds to continue the story.

Tell your story.



Listening: Listening 15 seconds to a story from another team member.

Continue: 15 seconds to continue the story.

Tell your story.

Instruction: After finishing next instruction is read out: "...Now finish the story with a fitting ending..."

Listening: Listening 15 seconds to a combined story from two team members.

Continue: 15 seconds to continue the story.

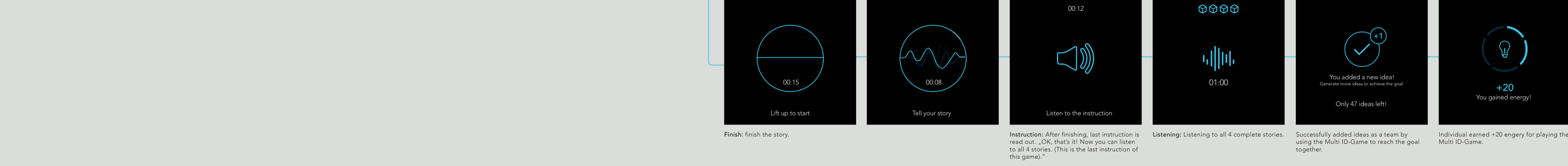
Tell your story.

Instruction: After finishing next instruction is read out: "...Now finish the story with a fitting ending..."

Listening: Listening 15 seconds to a combined story from two team members.

Continue: 15 seconds to continue the story.

Tell your story.



Finish: finish the story.

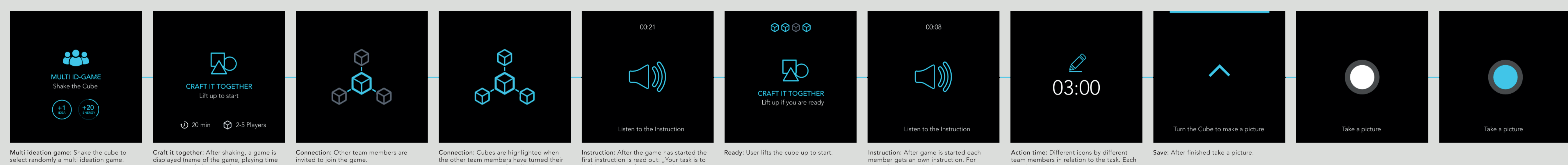
Tell your story.

Instruction: After finishing, last instruction is read out: "...OK, that's it! Now you can listen to all stories. (This is the last instruction of this game)"

Listening: Listening to all 4 complete stories.

Successfully added ideas as a team by using the Multi ID-Game to reach the goal together.

Individual earned +20 energy for playing the Multi ID-Game.



05 Multi ID-Game (Example: Craft it together): Multi ideation game: Shake the cube to select randomly a multi-ideation game.

Craft it together: After shaking, a game is displayed (frame of the game, playing time and number of players). Lift the cube up to start the game.

Connection: Other team members are invited to join the game.

Connection: Cubes are highlighted when the other team members have turned their cubes to participate. After all cubes are connected, the game starts.

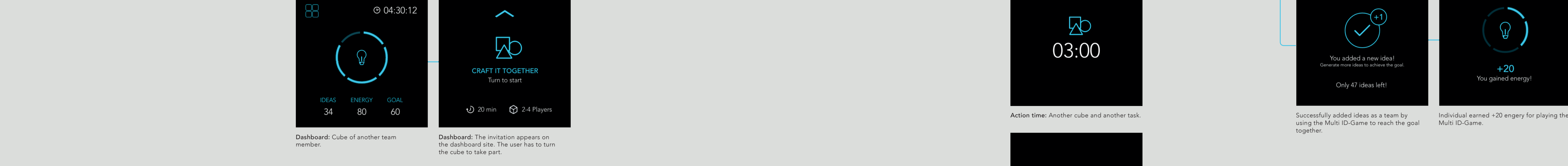
Instruction: After the game has started the first instruction is read out: "...Your task is to build a product. If you are ready to get your task lift the cube up..."

Ready: User lifts the cube up to start.

Instruction: After game is started each member gets an own instruction. For example: "Just think about a concrete shape for the product..." OR "Just think about the sounds/noises of the product..."

Action time: Different tasks by different member gets an own instruction. Each member gets 3 minutes to complete the task.

Save: After finished take a picture.



Action time: Another cube and another task.

Save: After finished take a picture.

Successfully added ideas as a team by using the Multi ID-Game to reach the goal together.

Individual earned +20 energy for playing the Multi ID-Game.



Action time: Another cube and another task.