Handstorm principles for creative and collaborative working

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TU/e | Handstorm® Knowledge Center

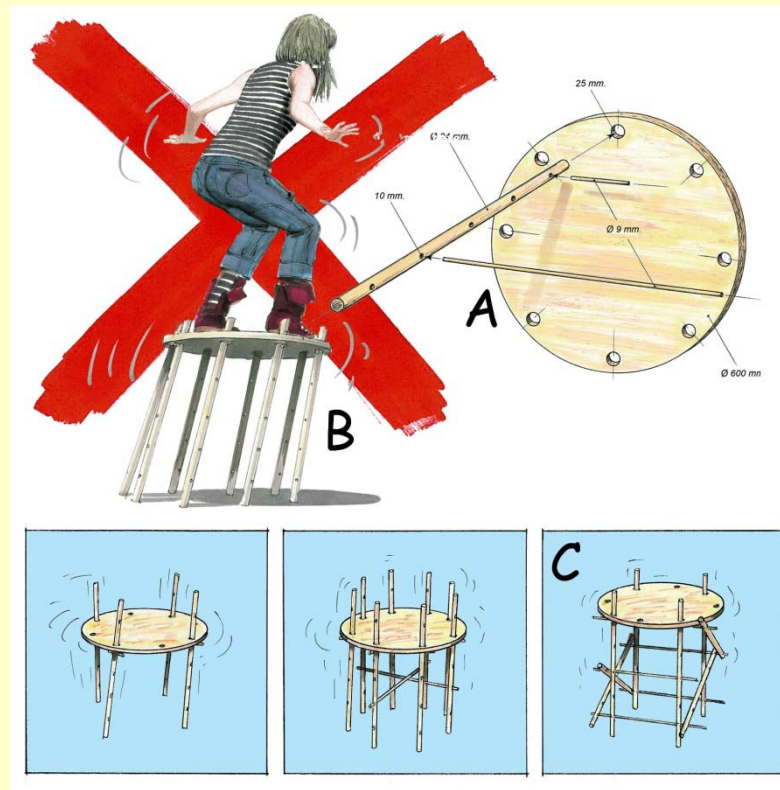**The set of Handstorm principles is a method to improve design meetings.**

Meeting activities are:
- designing artifacts
- enhancing processes
- developing shared visions
- solving problems
- creating ideas
- learning creativity skills
- drawing up business plans

The principle:
"Led the hands do the thinking"

Een voorbeeld

What can be learned from this experiment?

The body has a great potential on rich experiences.

Not only with words these experiences can be made explicit.

But by acting together and reflecting about this.

Handstorm

Principes

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1. Prepare a detailed meeting plan

2. Invite a variety of participants

3. Explain working methods in a simple way

4. Have participants listen to each other

5. Set a reluctant participant to work

6. Create rhythm in activities

7. Reformulate the question

8. Don't be afraid to deviate from your meeting plan

9. Continuously change the circumstances

10. Take participants out of their comfort zone

11. Let the participants do the work

12. Let the hands do the thinking

13. Alternate between being strict and lenient

14. Close the meeting with a perspective

15. Choose the working method appropriate for your meeting

Principles to improve design meetings

1. Prepare a detailed meeting plan
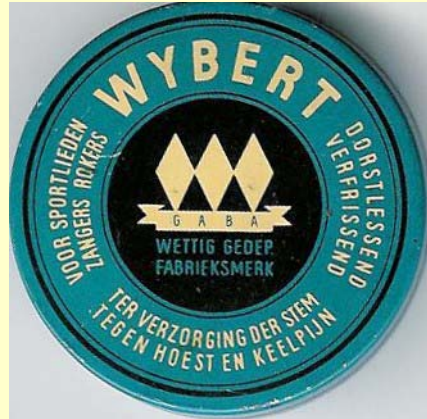
Work methods

Meeting room

Meeting scenario

Aim → [Meeting activities] → Result

Work methods

6. Create rhythm in activities

Basis rhythm:
• Formulating the design question
• Diverging
• Converging
• Writing down the result

Do the Handstorm principles work?

Fashion students at a university in Brazil
1. Referenties zoeken
2. Brainstormen
3. Scenario's maken
4. Conceptuele matrix maken
5. Handstormen

Evaluation
• Less design faults
• More innovative in design, material and color usage

Result Handstorm session

Concluding

Handstorm
• Successful design method
• Validated design principles
• Focus on "Let the hands do the thinking"

Brainstorm ^{plus}