

# Protostorming



Australian Government



[www.questacon.edu.au](http://www.questacon.edu.au)



# Science as a process, rather than a product

- Experience inquiry process
- Think resourcefully
- Hone analytical skills
- Strengthen creative problem solving



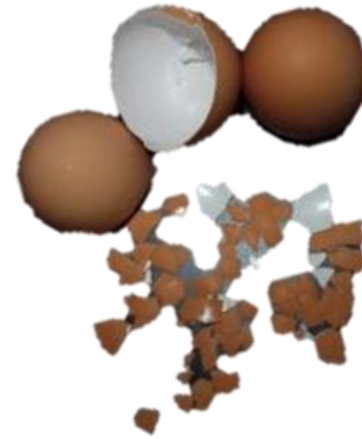
# Protostorming Guidelines

- Go for **quantity** (dozens of ideas) rather than **quality** (perfectly-formed ideas)
- Be verbal: say your ideas out loud
- Be visual: draw, show, build
- Share the weird ideas; don't wait for a "great" idea
- Build on the ideas of others
- Overcomes analysis paralysis - 'Let's see what happens if...'



# Round 1: Material Dissection

- What is your thing 'like'?
- What are its properties or features?
- In your group, list as many properties as possible
- Don't worry about *how* the thing is used



# Round 2: Visualising Ideas

- Draw what could be built using this material as the KEY (not sole) ingredient
- A post-it note for each idea





# Round 3: Protostorm

- Rapidly build lots of very rough, unfinished prototypes or models
- Use any available materials
- Label each model with a Post-It note or write a new one

