



DOT VOTING TECHNIQUE

As a group select popular ideas to continue.

 **Participants**
Group

 **Design skill**
Define your direction

 **Prior design experience**
None

 **Duration**
10 - 15 minutes

 **Design step**
Selecting ideas

Description

Each participant is given six dots (stickers). They then rank the 1st, 2nd and 3rd best ideas with 3, 2 and 1 stickers respectively. Participants are encouraged to rank the ideas based on their gut feeling or agreed criteria.

After pasting the stickers the interesting and loved ideas will be differentiated from the rest. It became immediately clear that the bulk of ideas is not interesting. These ideas are put to the side. It is also worth paying particular attention to the ideas that received three stickers from an individual.



The participants are encouraged to discuss why a particular idea is interesting and any negative points it has. Through the discussion they all feel more connected with the ideas.

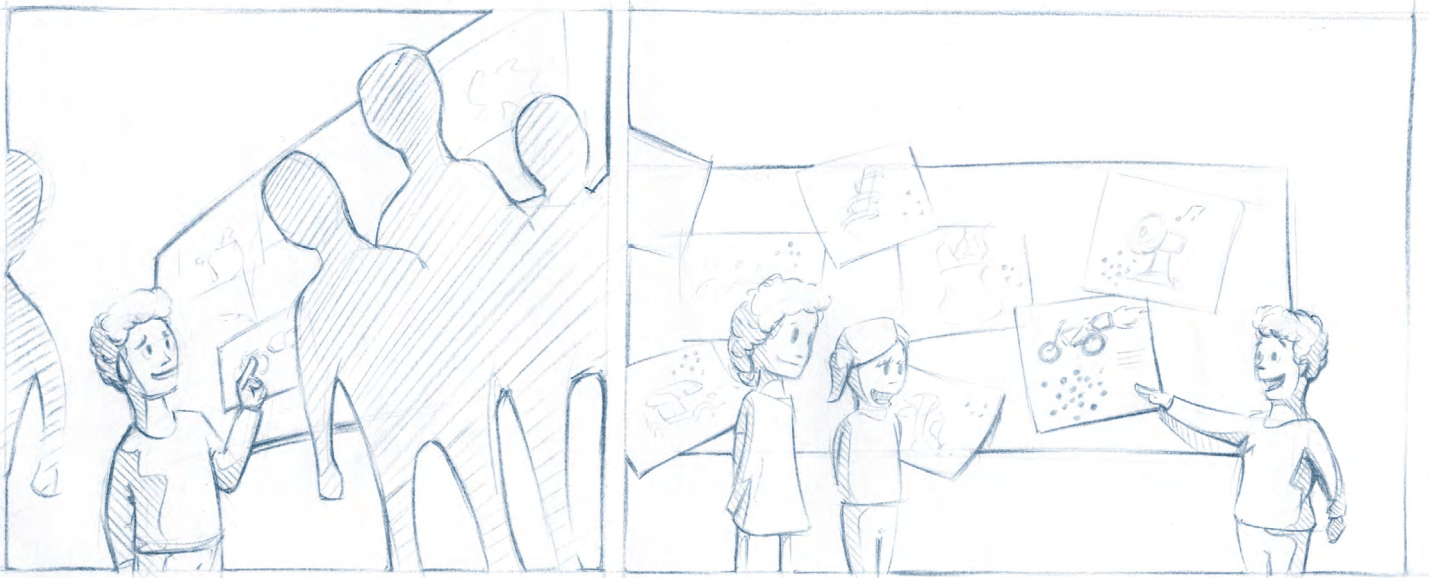
At the end of this process they will make a final choice. Everyone must agree that the idea is relevant to the problem. Participants can also choose to combine elements of ideas into a new idea.

Effect

Participants select many and different ideas in a quick and practical way and jointly think about their favourite ideas. When sticking dots, the participants are not hindered by peer pressure as much as with group discussion.

Without the Dot voting technique

With the Dot voting technique



Example

Seagulls cause the director of a large company on the coast a lot of problems during the breeding season. Groups of students from year group 5 came up with lots of solutions for this design problem. The students used the Dot Method to decide what idea to develop further.

Lucas stuck three stickers on the idea 'a flying scarecrow'. The idea 'a large net across the entire factory' received most of the stickers. The group asked who voted for the scarecrow idea. Lucas explains that a drone shaped as a bird of prey can be used to move the seagulls away from the factory. The group decides that this idea is promising and innovative, they choose to develop this instead.

Step by step

- 1 Ensure there is a sufficient number of ideas; each on a separate sheet.
- 2 Decide whether to use coloured dot stickers or felt-tip pens for placing the dots.
- 3 Explain conditions to the activity: can they choose their own ideas, how much time do they have, how many stickers can they use per idea (a total of 6; 3-2-1), how much time do they have for pasting, etc.
- 4 Spread out all ideas on a table or wall. Identical ideas are put in a stack with a paper clip to hold them together. Everyone in the group must be able to reach each idea. Participants can ask and/or explain what a drawing is. Avoid discussion about the quality of ideas.



- 5 Have the participants stick the dots. Emphasize that participants should choose their favourite idea by themselves, without consultation!
- 6 Have the participants evaluate how the dots are divided themselves. Each participant should have the opportunity to explain their favourite ideas. Encourage discussion in the group.
- 7 The participants then decide which idea to develop further as a concept. Combining elements of ideas into a new one is possible!

Tips

- ▶ Make sure the participants do not secretly discuss or influence each other while sticking the dots.
- ▶ To increase the chance of original and innovative ideas, you can agree on selection criteria with the participants such as original, promising or fun.
- ▶ Be careful that the group doesn't choose an idea just because it has the most dots. If the participants cannot agree on which idea to choose, offer help with this process – e.g. by adding criteria. Do not make the decision for them.

Materials

- ▶ Ideas on individual sheets
- ▶ Dot stickers or felt-tip pens

