



# YES/NO LIST

Make a quick, rough selection of ideas to continue with.



**Participants**  
**Group**



**Design skill**  
**Define your direction**



**Prior design experience**  
**None**



**Duration**  
**10 - 15 minutes**



**Design step**  
**Selecting ideas**

## Description

Participants choose which ideas they want to develop and the ideas they don't want to develop. They do this spontaneously, based on their first impression of an idea. The decision can be made purely by personal preference but deciding criteria in advance enhances the process. For example, 'Is the idea new and special?' is a widely used and strong criteria.

Every participant receives their own Yes/no worksheet. Each idea is numbered. Each participant individually lists the numbers of the ideas they find special in the Yes box and the ideas they don't find special

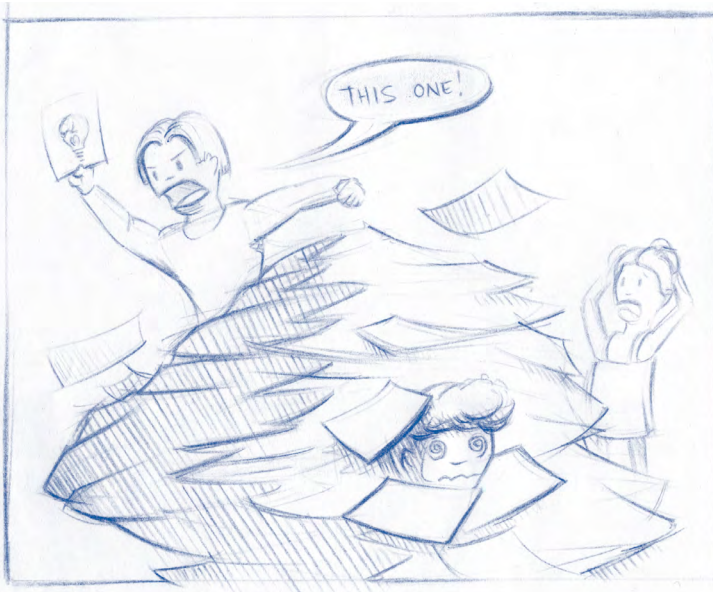


in the No box. Initially participants do not see what the others decide. Once every participant has completed the worksheet the group collects the ideas rated 'Yes' by at least one person. Ideas with multiple 'Yes' votes are particularly interesting. Why did one participant choose an idea while the others did not? The participants' argumentation clarifies the differences in opinion.

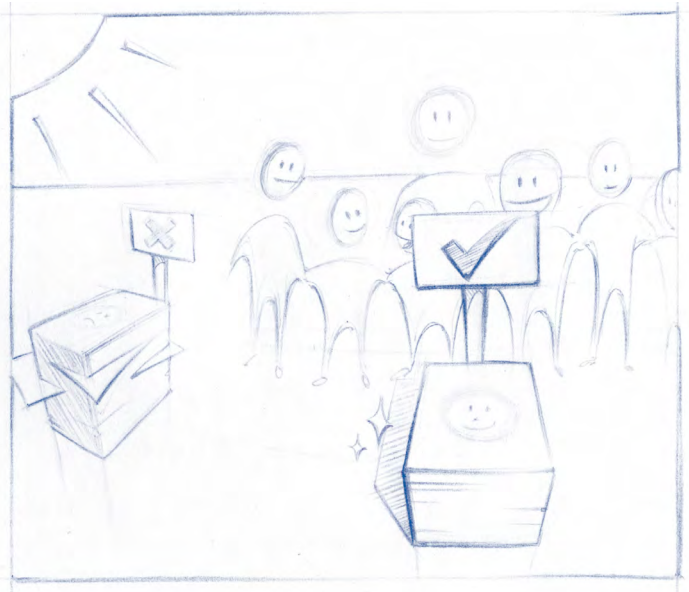
## Effect

Participants quickly make a (first) selection from all the different ideas. Because choices are not discussed immediately, every participant has a chance to develop their own preferences. This forms an equal group dynamic where every participant has a say.

*Without the Yes/no list*



*With the Yes/no list*



## Example

Year 4 students from the Riverside primary school were asked to help think about a social problem, namely obesity among young people. One of the causes of being overweight is the fact that children are moving and exercising less.

The students came up with solutions for the design question: 'How can we ensure that children get more exercise?' The students came up with many different ideas and then removed identical ideas. Then the teacher asked her students to use the Yes/no list to make a selection. It was good that Mrs Miller did it! When removing the identical ideas, only a few students were speaking. However, when using the Yes/no list, the quieter children felt more comfortable and were happy to speak about their preferences as well during the selection.

## Step by step

- 1 Make sure the participants have come up with lots of different ideas, you could use a brainstorm technique.
- 2 Clearly display all the ideas and place repeated ideas in a stack with a paper clip. Demonstrate this if necessary.
- 3 Have the participants number all the different ideas. They will use these numbers later. An added bonus of counting is that the participants see how many ideas they have created!
- 4 Explain to the participants that they will use the Yes/no list to select ideas for development. Discuss the criteria for choosing an idea, for example, the idea has to be new and special or it has to look good and attractive.



YES	NO
Write down the numbers of the ideas that to you are new, special or fun.	Write down the numbers of the ideas that to you are not new, not special or not fun.
1 3 6 7 8 10	2 4 5 9
11 12 17	13 14 15 16 18 19 20
21 24 26 30	22 23 25 27 28 29
32 33 34 36	31 35

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- 5 Give participants a Yes/no worksheet and let them complete it individually. They will write the number of every idea in either the yes or no column on their own worksheet.
- 6 Have the participants make an overview of all the ideas from the Yes columns of their group by placing them on the table. Include the ideas with just one Yes vote.
- 7 Discuss the ideas on the table and select the most promising ideas with the group. This can also be done amongst the group without assistance.

## Tips

You should try another nice tool!



- ▶ Ensure that participants do not secretly consult or influence each other when filling in the list.
- ▶ Use the Choice-box tool to help narrow down the selection in step 7.

## Materials

- ▶ A Yes/no worksheet for each student
- ▶ Many design ideas that the participants have created themselves



# YES

Write down the numbers of the ideas that are **new, special** or **fun** to you.

# NO

Write down the numbers of the ideas that to you are **not new, not special** or **not fun** to you.