

Think about the moment (morning, afternoon, evening) you are in the faculty, what problem you have had, and not being solved yet. Can be anything that comes to your mind.

1 Talk about your idea in the group

Write down a sentence to describe the robot you want to have/design for the Industrial Design Engineering faculty (TU Delft).

a. Secure the token on the other's token if you have the same choice as your groupmates.

b. You can draw or write your choice on the empty tile from the pile, then secure your token on it.

Secure the token on the tile to lock your choice, explain why the choice relates to your robot.

2 Finish three tasks (red, mint, grey)

Read out loud the question on the colour-tile and finish the task on it. Start from the red, mint and to the grey.

# HiveMind Game

0

HiveMind Game is a game to foster creative thinking and teamwork. Players begin with their own ideas and then collaborate with groupmates to develop a final concept for the group.

4 Ideation

Draw one final concept together with the groupmates based on the combinations.

3 Different combination from the token-tiles

Move the tiles together to cluster total 3 combinations per group.

a. Move the non-token tiles to the side.

b. Discuss in the group to decide which tile from each task.



Fang-Yin Liu

A Toolkit to Spark Interest in Engineering Among Young Adults

31 January 2024

MSc Integrated Product Design

Supervisor Team

Tomasz Jaśkiewicz

Adrie Kooijman

 **TU Delft**