25/10 Crowdsourcing

## Purpose

* Create an environment in which good ideas and focused experiments can bubble up
* Generate and sort bold ideas for action

## Facilitation Guide

## Demonstrate one exchange-and-scoring interaction using a sample index card to clarify what is expected during the milling and scoring

## Every participant is provided an index card and a pen

## Each person writes down a bold idea and a first step

## Everyone mills around and passes the ideas to as many people as possible in the time allotted: Mill and Pass only. No reading

## When the time is up, each person reads their card and rates the idea 1-5 (1 is low, 5 is high)

## Cards are passed around again until the “read and score” happens again. This can be repeated several times (Liberating Structures suggests 5, but less is definitely fine)

## Participants add up the scores on the back of the card

## Find the best scoring ideas by conducting a countdown: who has a score of 25, 24, 23…

## Reference

* From: [Liberating Structures](https://www.liberatingstructures.com/12-2510-crowd-sourcing/)

## Additional Information

* Suggest a fun but clear rating scale, for example: 1 = eh/not your cup of tea to 5 = hell yeah/sends me over the moon. The crowd needs to understand and agree with the rating system if it is to be used for decisions.
* Doing this with a smaller group (~8) may result in everyone wanting to see/review all the ideas. May want to make it clear that you will not see every idea & plan 3 rounds of feedback rather than 5, or modify the game somewhat