



a brainstorm tool: story concept puzzles (undp-toolkit)

The puzzle pieces with multi-interpretable icons work to get people into a practical mode of laying down a problem on the table and thinking in non-linear ways to solve it. Used in the Make the Future workshops for UNDP (United Nations Development Programme) in Georgia, Egypt and Armenia, developed by Waag Society. For instructions on how to use the puzzle pieces in your workshops or design process, download the free toolkit guide: [Make the Future - workshop toolkit](#).

- It encourages people to directly lay out on the table what they are talking about. It facilitates a clear and effective group discussion, unhindered by insecurities about drawing skills: everyone knows what they are talking about at that moment. Ideas don't stay vaguely in the air, but are put in place into the story puzzle.
- The visual icons make it a tool that's language independent. Everyone in a group can participate.
- Once a societal issue is explained in a story puzzle, it gives you overview of the scope of the challenge, the parties involved and the different effects it has on

the community. It enables you to consciously decide as a team on what parts of the problem you want to focus. By presenting your story to others while going through the puzzle, it gives you insight which areas in your solution need further thinking or explaining.

- 80 unique engraved icons on 160 puzzle pieces.

Material:

five plates of 4 mm plywood (960x460mm)

Lasercutter settings:

- select 'vector'
 - select 'driver/extend' in order to cut out the full file
 - length of 895 mm
- For cutting select pen Black: speed 2 - power 100
For engraving select pen Red: speed 20 - power 100

Attached files

cutsheet-puzzle.ai	281.06 KB
cutsheet-clouds.ai - use text/image clouds to describe story details	66.15 KB

Files are in the zip with this instruction.

preparation and example uses



waag.org/undp-toolkit