

# NCI Charrette + Design Thinking Vision Wall and Ease, Impact Mapping

The goal is for a group to quickly find and prioritize common vision elements and values as well as disagreements.

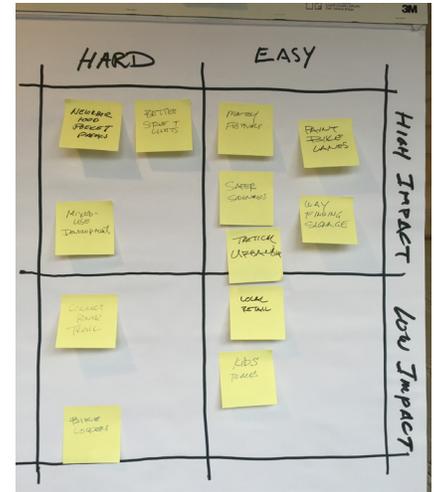
## Set-up, materials:

Small tables of 8 maximum. Provide a project map or aerial photo, tracing paper, post-its, red voting dots, flip charts, markers.

## Vision Wall, Ease/Impact Map:

Each person first writes three vision statements for the corridor on three post-its. Examples: Main Street lined with trees, affordable housing, small parks in each neighborhood.

- The first person to finish their three post-its places them on the wall in a horizontal line.
- The next person then places their post-its below any vision statements that are matching. Post-its with statements that don't match are added to the right, extending the row. The rest of the table members follow suit. Vertical columns of matching visions begin to emerge.
- Find the most common vision ideas (the longest columns), draw them on the map and place the post-its on a flip chart
- Ask why these items are important. Write reasons why next to vision item on the flip chart. The whys contain values and needs.
- The group places the vision items on the ease/impact mapping for the vision items on the flip chart.
- The items in the top right quadrant, the easiest with highest impact become the "low-hanging fruit." Items in the top left, harder but high impact are also a priority but require more time in resources and so forth.
- Anyone can place a red dot on an item that they "just can't live with." This is an important step to allow any discord to be publically noted.



ease/impact map

## Brief report out:

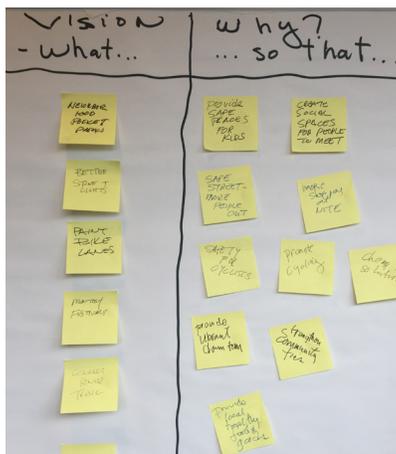
- Report out is always presented by a community member
- Report top items, why's and priorities
- Any opposing ideas, red dots?

## Next steps:

The charrette design team members create project touchstones and alternative design concepts based on the meeting outcomes to be presented at the next public meeting, ideally a couple of days later.



vision wall



vision/why chart



vision drawing