

Form A • IPGuru the platform keeps the record

Lab 3: from a consulted concept to a described one, and through the gate

IPGURU

PART 3 AND THE GATE · CLASSES 7 TO 9 · 90 MINUTES IN THE SESSION ·
YOUR OWN IDEA

- 0 to 12 **Draw the idea to hold it, then correct the drawing.** Choose the drawings that answer a question you have now, rather than all six. Generate a mind map of your concept and a concept map with a verb on every arrow. Correct both. Cut the branch nobody asked for, add the branch the mechanism needs, and put a word on the arrow you could not label. Write the reason beside every correction, because the correction is the finding. A drawing that confirms what you already wrote is recorded as that.

In IPGuru: Visual thinking: generate the mind map and the concept map from the agreed current concept; send each correction to the Register with its reason.

- 12 to 22 **Sort the pile from Part 2 into themes.** Put every concern, question and finding from Lab 2 on its own line. Group them by what belongs with what, and name the groups only after they exist. Write down anything the grouping showed that you had not expected, and write none found if nothing did.

In IPGuru: Visual thinking: affinity sort over the list of concerns; the themes save back onto the record.

- 22 to 34 **One fishbone, and one storyboard of a real run.** Take your likeliest failure and trace its causes along the bones until you have several places to look instead of one. Then draw one real use in six frames, with the person in it. If a frame comes back empty, write the requirement that comes out of it; if none does, say which frames you checked.

In IPGuru: Visual thinking: fishbone on the failure from the checks list, then the storyboard; both attach to the concept.

- 34 to 48 **Generate concept images, and approve one.** Generate several images from the concept. Annotate each part of each one: visible in the picture, inferred by you, or specified in your own record. Approve the one that describes the object and write what made it right. Say whether the one you liked most was the one you approved. Reject any image on a component nothing in your record supports, and keep the rejected ones with their reasons.

In IPGuru: Studio: pictures, generated from the description; accept one take and set the others aside with their reasons.

- 48 to 64 **Derive the description from the approved image.** Write each field from the picture: form, components inside and out, materials and finish, dimensions and mass, operating states, what the person touches, and the exclusions. A picture proposes an appearance, so anything it cannot show is specified in words here. Correct it against what you meant. Every field you cannot fill is a decision you have not made, so write it as one.

In IPGuru: Studio: describe the product in the structured fields; the fields you cannot fill go to the Register as open decisions.

64 to 72 **The final visual, and version one.** For a product, produce the four-view sheet as the identity reference. For a process or a service, the final visual is a one-page flow of the steps in order, with the person who does each step, the inputs and outputs, the conditions and the decision points; leave out the hero shot, the four-view sheet and the cutaway, because there is no object to show. Choose any other picture by what it is for: explain, sell, or file. Record the description as version one with the reason it exists.

In IPGuru: Studio: product sheet from the accepted take, or the flow view for a process or service; version the description and name the reason on the version.

72 to 82 **Read the scorecard corner by corner.** Mark every box on the invention pack sheet filled, thin or silent across the four corners: problem and person; working principle and composition; criteria, constraints and decisions; evidence and open questions. Do not write down a total. Name the thinnest corner and the one act that would fill it.

In IPGuru: The Scorecard tab, read box by box, with Coverage beside it to show which kinds of work you have avoided.

82 to 90 **The two assessments, the gate decision, and who is on this.** Make the completeness reading first, on its own. Then read separately whether the next phase is worth paying for, and let the two disagree if they do. Decide go, loop or pivot and write the reason. Go authorises a bounded piece of work with its first check named, and can be given while feasibility is still open. A loop names the decision it is resolving and a date. A pivot re-reads the evidence you are carrying against the changed premise. If it is go, write the brief in three lines and name the inventors by what each contributed.

In IPGuru: Review Gate: completeness and the second reading as two readings; promote to a project, or use Change direction for a pivot; enter the inventors by hand.

THE MIND MAP, CORRECTED the branch cut, the branch added, and why

THE RELATION YOU COULD NOT NAME the arrow
that had no verb on it

THE AFFINITY THEMES and what the grouping showed, including nothing new

THE FISHBONE the failure, and the places to look

THE STORYBOARD FRAMES CHECKED and any frame that came back empty, with the requirement it raised

THE APPROVED IMAGE, AND WHAT MADE IT RIGHT whether it was the one you liked most, and what each rejected one claimed

EACH PART MARKED VISIBLE, INFERRED OR SPECIFIED what the picture shows against what your record says

THE DERIVED DESCRIPTION form, components, materials, dimensions, states, what is touched, exclusions

FIELDS YOU COULD NOT FILL written as decisions not yet made, not as gaps

THE FINAL VISUAL, AND VERSION ONE four views for a product, a step flow for a process or service

THE SCORECARD, CORNER BY CORNER every box filled, thin or silent; no total

THE THINNEST CORNER, AND THE ONE ACT the act that would fill it

ASSESSMENT ONE: COMPLETE is every corner filled or named

ASSESSMENT TWO: WORTH THE NEXT PHASE if it were true, would the next phase be worth paying for

THE GATE DECISION, AND THE REASON go, loop or pivot; a loop names the decision and a date

THE BRIEF, IF IT IS GO intent, constraints, core topics

INVENTORS, NAMED BY CONTRIBUTION never inferred from who was in the room

Artefact: the visual pack and the gate record. The corrected mind map with its reasons, the affinity themes with what the grouping showed, one fishbone, one storyboard with the frames you checked, the approved image annotated visible, inferred and specified, with the rejected ones and their reasons, the derived description with every unfillable field written as a decision not yet made, the final visual for your kind of invention, version one with its reason, the scorecard read corner by corner with no total, the two assessments written separately, and the gate decision with its reason and the inventors named. The platform keeps the record; export the product sheet, the description with its versions and the gate report at the end and attach them to this sheet.

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ANY ASSISTANT

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0 to 12 **Draw the idea to hold it, then correct the drawing.** Choose the drawings that answer a question you have now, rather than all six. Generate a mind map of your concept and a concept map with a verb on every arrow. Correct both. Cut the branch nobody asked for, add the branch the mechanism needs, and put a word on the arrow you could not label. Write the reason beside every correction, because the correction is the finding. A drawing that confirms what you already wrote is recorded as that.

Prompt: "Here is my concept. Draw it as a mind map, then as a concept map with a verb on every arrow." Correct it yourself on paper and write why beside each change.

12 to 22 **Sort the pile from Part 2 into themes.** Put every concern, question and finding from Lab 2 on its own line. Group them by what belongs with what, and name the groups only after they exist. Write down anything the grouping showed that you had not expected, and write none found if nothing did.

Prompt: "Group these lines by what belongs together and do not name the groups until you have made them." Name them yourself, and write what the grouping showed.

22 to 34 **One fishbone, and one storyboard of a real run.** Take your likeliest failure and trace its causes along the bones until you have several places to look instead of one. Then draw one real use in six frames, with the person in it. If a frame comes back empty, write the requirement that comes out of it; if none does, say which frames you checked.

Prompt: "Trace the causes of this failure along the usual categories," then "walk one real use of this in six frames, with the person in it." You read the frames yourself.

34 to 48 **Generate concept images, and approve one.** Generate several images from the concept. Annotate each part of each one: visible in the picture, inferred by you, or specified in your own record. Approve the one that describes the object and write what made it right. Say whether the one you liked most was the one you approved. Reject any image on a component nothing in your record supports, and keep the rejected ones with their reasons.

Prompt: "Generate four different concept images of this object from my description, varying the form and not the styling." Annotate and approve one yourself, and write the reason.

48 to 64 **Derive the description from the approved image.** Write each field from the picture: form, components inside and out, materials and finish, dimensions and mass, operating states, what the person touches, and the exclusions. A picture proposes an appearance, so anything it cannot show is specified in

words here. Correct it against what you meant. Every field you cannot fill is a decision you have not made, so write it as one.

Prompt: "Read this image back to me as a physical description under these headings," then correct it line by line. Write the empty fields on this sheet.

64 to 72

The final visual, and version one. For a product, produce the four-view sheet as the identity reference. For a process or a service, the final visual is a one-page flow of the steps in order, with the person who does each step, the inputs and outputs, the conditions and the decision points; leave out the hero shot, the four-view sheet and the cutaway, because there is no object to show. Choose any other picture by what it is for: explain, sell, or file. Record the description as version one with the reason it exists.

Prompt: On paper: sketch the four views as labelled boxes, or the flow as a row of steps with the person and the conditions on each, and date version one with its reason.

72 to 82

Read the scorecard corner by corner. Mark every box on the invention pack sheet filled, thin or silent across the four corners: problem and person; working principle and composition; criteria, constraints and decisions; evidence and open questions. Do not write down a total. Name the thinnest corner and the one act that would fill it.

Prompt: On paper: the four corners down the side, each box marked filled, thin or silent. No total. Then the thinnest corner and the single act.

82 to 90

The two assessments, the gate decision, and who is on this. Make the completeness reading first, on its own. Then read separately whether the next phase is worth paying for, and let the two disagree if they do. Decide go, loop or pivot and write the reason. Go authorises a bounded piece of work with its first check named, and can be given while feasibility is still open. A loop names the decision it is resolving and a date. A pivot re-reads the evidence you are carrying against the changed premise. If it is go, write the brief in three lines and name the inventors by what each contributed.

Prompt: On paper: two separate readings, then one of three answers with its reason. Write the brief in three lines. Name each inventor and what they contributed.

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