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# In-Cult



**Educational Methods**

**Brainstorming**

**Liga Scriitorilor**

**Filiala Timisoara Banat, Romania**

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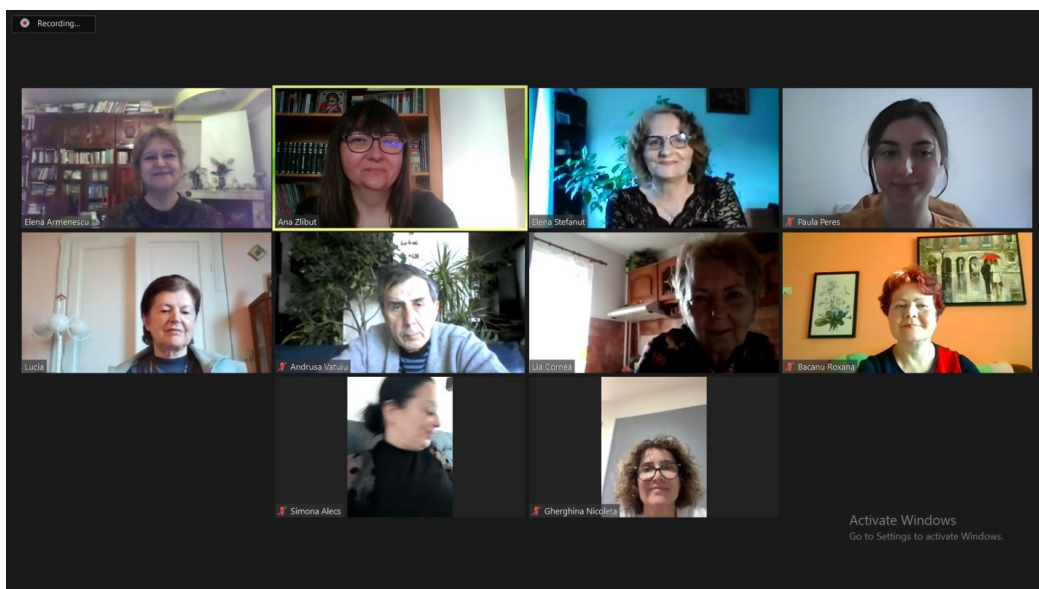
## Structure of the methods description:

**Name of the method:** Brainstorming

**Name/institution of the contributor:** Asociatia "Liga Scriitorilor" Filiala Timisoara Banat (LSFTB)

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## Picture



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**Short info:**

**Organizer:** civil society organization, cultural organization

**Target Group:** all ages groups

**Time required for preparation:** some hours

**Time required for implementation:** 60-90 minutes

**Venue/place (inside, outside):** inside

**Suitable time:** anytime

**Possibility to implement online:** yes

**Short description of the method (max. 100 words):**

Brainstorming, a method aimed to generate ideas and increase creativity, is utilised when the need exists to find a solution to any given problem by providing different options. Therefore, brainstorming can be described as a problem-solving activity that encourages creative thought. All the members of Romania's In-Cult learners group were asked to make contributions regarding Romanian intangible cultural heritage within a criticism-free atmosphere.

**Implementation of the method in the project (max. 100 words):**

Being held during the time of Corona, the brainstorming session was realized online. The members of the LSFTB In-Cult learners group, coming from different regions from Romania and with different professions, gave ideas about the most representative Romanian intangible cultural treasures and, based on their ideas, a list of categories of cultural treasures important for Romania was elaborated with concrete examples: Festivities, traditions and customs, Musical folklore, Choreographic folklore, Art forms of the word, Traditional craftsmanship, Traditional food.

**Step by step description of the method (max. 200 words):**

1. Defining the problem
2. Set the agenda

3. Set a time limit. It is important for the participants to be aware that at the end of the session the goal of the meeting need to be met.
4. Choose the right people
5. Holding the session
6. Ask the right questions
7. Write everything down
8. Share the results of the brainstorming session outside the group.

**Teaching and Learning (max. 100 words):**

Using the brainstorming, the members of the group, a heterogenous one, coming from different regions from Romania and with different professions, gave ideas from their perspective about the most representative Romanian intangible cultural treasures and, based on their ideas, a list of categories of cultural treasures important for Romania with concrete examples was created. The result of the brainstorming session was shared to the project partners organisations.

**5 Keywords:**

Brainstorming, design thinking, problem-solving, creative thought, categories of intangible cultural treasures

**Possible training tools, material, resources to use (e.g. flyer, roll-up etc.):**

Depending if the session is held in person or remote: flip-chart, whiteboard

**Dissemination possibilities of method:**

Cultural organizations, schools, institutions