Sample Ideation Process(es)
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Past and Present Reality-I

Early Ideation *Including Its Form and Function*	Critical Review I: **Necessity**	Relevant Knowledge Doman	Available Research	Research & Development	Prototype / Testing / Critical Review II: **Functionality**	Publishing / Marketing, etc.
i)—Example 1: A new polygon-style wheel, instead of the current circular shape! ☺	>> Really, dude?! >> Why is that needed? What's wrong with the current shape? ☹	*Details Under "A" Below*	*Details Under "B" Below*	X Not Viable / Necessary	X Not Viable / Necessary.	X Not Viable / Necessary
ii)—Example 2: Creative abstract mental visualization, and drawing it. >> E.g. the "*Lines, Chaos, and Color*" piece	>> As abstract art, it's ok, I guess.	Arts and Sciences, or Unknown, or General, etc.	E.g. via Google-Scholar- or patent office search(es).	>> Medium: Pencil, water color, and marker on paper.	X Unnecessary	Via hanging in house or office, or gallery, or art museum.
iii)--Example 3: A new iOS app for rescuing cats.	>> Is it really necessary? Don't we have other apps already for that purpose?			>> Figma designs.	>> Beta testing.	>> Rollout— e.g. for commercial market, or Open Source.
iv)--Example 4: A series of articles about Drake	>> Why? Because I believe that his musical and pop-cultural influence isn't hasn't been studied enough!			>> Lit-review. >> Listen to his music, watch/follow media about him.	>> Draft the articles.	>> Post them online.

Present Reality-II and Future