LOTUS DIAGRAM

A lotus diagram is a structured brainstorm process that enables you to expand thinking around a single topic or question, mind map ideas, plan at a number of levels on a topic or reflect on a number of activities.

The process involves placing the question, topic or theme in the centre of the lotus and brainstorming up to eight sub-components, tasks or areas of investigation around this point.

Next transfer those eight ideas to have their own separate 3 X 3 grid on the lotus. For each sub-component expand on issues, tasks, activities or questions to be pursued.

As an example we chose the question 'How do I create T-shirt designs with a social message?'

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Paints on fabrics	Hand drawn and cut designs	Scanning and editing on computer	Surveys/ feedback	Personal experience of scene in designs	Marketing/ exposure	Good and bad	Trend cycles - how long?	Budget for fashion
Types of clothing items	Experimentation	Design/imaging programs	What's popular?	Target audience	Social media	Colour/pattern /texture	Trends	Different eras
Design and appearance	Home vs professional	Iron-on transfers	Age group	The usual spent on clothing	Frequently shop where?	Suitability	When, why and how	Age and gender
Iron-on	Cost/budget	Time restraints	Experimentation	Target audience	Trends	How they started	Inspiration from/ mentors	Famous/ up-and-coming
Quality vs quantity	Production	Drawing/hand painted	Production	How do I create T-shirt designs with a social message?	Designers	How they produce their work	Designers	Australian/local /international
Use of ICT	Embroidered	Screen printed	Clothing	Software	Designs	Tips/suggestions	Originality	Stores found in
Supplier/ seconds	Shoes	T-shirts	Industry preferred	Graphic quality	Packages	Abstract vs real image	Colours (number of) vs black and white	Current/past
Texture and colour of fabric	Clothing/ fabric	Jeans	Compatibility	Software	Cost	Size/position/ contrast	Designs	Common theme?
New vs recycled	Affordability of material	Costs	Hand drawn and scan	File conversions	Accessibility	Intended message	Offensive material /message	Audience impact