

Voting

Enterprise Enablement Toolkit

Introduction: The Enterprise Enablement Program

The Enterprise Enablement Program (EEP) bridges the gap between blockchain innovation and execution. We provide the expert-led pathway necessary to turn theoretical vision into practical, real-world adoption.

- **Unlock Opportunities:** Build future-ready infrastructure using enterprise-grade blockchain solutions.
- **Ensure Success:** Align leadership to guarantee pilots deliver measurable commercial value.
- **Charted Path:** Follow a predictable flow from foundational education to live pilots.
- **Reduced Risk:** Use replicable blueprints and vetted partners to accelerate implementation.

The exercise in this deck is a vital step in your journey. The curated activities in our toolkit replace guesswork with structured adoption, guiding your organization from initial ideation to a successful, real-world pilot.

Time: 5 - 30 min

Group Size: 5-100

Throughout workshops and meetings, voting is a decisive moment that often surfaces the group's opinions, sets a direction and narrows the number of options.

When done right, voting can create alignment and generate momentum.

When done wrong, voting can be a pitfall for discussions and disengagement.



Voting

Time: 5 - 30 min

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Types of voting

Method	Advantage:	Disadvantage:
Voting by Raising Hands: Participants signal their preference for an option by physically raising their hands when called upon.	It is the fastest method possible and requires zero preparation or materials.	Peer pressure often influences the outcome as people tend to follow the leader or the majority
Secret Ballot (Paper Voting): Participants write their choice on a slip of paper and submit it to a facilitator to be counted privately.	It ensures complete anonymity, allowing people to vote honestly without fear of judgment.	The process of collecting and manually counting slips can be slow and interrupt the workshop's flow.
Digital Polling (Online Tools): Participants use their smartphones or laptops to cast votes through platforms like Mentimeter, Slido, or Miro.	Results are tabulated instantly and can be displayed as beautiful, real-time visualizations like word clouds or bar charts.	Needs software licenses (including data storage and privacy assessment) and requires all participants to have a digital device ready.
Dot Voting: Participants are given a set number of "sticky dots" to place next to their favorite ideas on a wall or board.	Provides an immediate, high-energy visual heat map of the group's collective priorities.	Late voters are often biased by "bandwagon effect," placing their dots where they see existing clusters
Fist to Five (Roman Voting): Participants hold up zero to five fingers to indicate their level of support, from a "fist" (total opposition) to five fingers (full champion).	Captures the nuance and intensity of people's feelings rather than just a simple "yes" or "no."	Can be difficult for the facilitator to quickly calculate a clear "winner" or consensus in a large group.



Materials You Need

- ❑ **Voting Dots:** Used for dot voting and feedback rounds. With different sizes and colours available, voting dots can also be used to distinguish voters, vote categories or meanings (e.g. “super-votes”).
- ❑ **Papers and Envelopes:** If votes need to be less “public” within the group, pieces of paper and envelopes can be used to keep voting anonymous.
- ❑ **Online Voting Tools:** Many online tools offer voting functionalities with advanced features like anonymization, aggregation or analysis. These tools can be used in both online and offline workshops to add further interactivity.

Best Practices

- ❑ **Choose the Right Voting Method:** Select a voting format based on group dynamics—use anonymous or digital tools to avoid executive bias, or dot voting with "super-votes" to surface team priorities quickly.
- ❑ **Structure Options Before Voting:** Group and refine ideas first so participants vote on distinct, well-defined concepts rather than duplicate or vague sticky notes.
- ❑ **Appoint a Decision-maker:** Treat voting as an alignment tool to gauge group sentiment, but assign a final decision-maker to break ties and maintain accountability.
- ❑ **Control Discussions:** Keep debate tight, prevent side conversations, and use a "parking lot" for off-topic items to preserve momentum during the voting window.
- ❑ **Validate the Outcome:** Review final results publicly to confirm consensus, address potential blind spots, and commit to clear next steps.

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Group Size: 5-100

Sample Template

This is a sample voting template we use in our workshops. It is typically used for dot voting but can be adapted for some of the other kinds of voting as well.

You can [download the template on our Enterprise Enablement Toolkit page.](#)

Voting	Design Principles/Criteria Repeat Design Principles & find other criteria	Appraisal Show all ideas and rate them	Cluster and Evaluate Group ideas according to ratings 
Quickstart Guide Time: 5-20 min Group Size: 5-10 Materials: Whiteboard, Post-Its, Dots Why? To arrive at a clear decision on which option or idea to move forward with 1. Clarify voting criteria (e.g., impact, vision, opportunity, timelines). 2. Place post-its with ideas on whiteboard for all to see. 3. Give participants 3–5 votes (= dots) each. 4. Let every member vote privately. Votes can be stacked or spread. 5. Rearrange ideas based on dots received. 6. Discuss and decide together in accordance with the ranking. 7. Determine next steps.			Next Steps Derive next to-dos

Sources and Acknowledgments

The templates within this toolkit leverage established product and design methodologies, including Design Thinking, Lean Startup, Design Sprints, and others.

While these frameworks provide the foundation, we have specifically adapted and evolved these tools to address the unique features, challenges, and opportunities inherent to blockchain, decentralized technologies, and the Cardano ecosystem.

As such, we are sharing our toolkit **under a [CC BY 4.0 license](#). Trademark rights (or any other specified IP) of the Cardano Foundation are not covered by the CC license.**

Support the Creators:

As we have drawn inspiration from the pioneers of collaborative design, we highly encourage you to explore and support the creators of some of the original works which helped us in making this toolkit:

- [***The Design Thinking Playbook & Toolbox***](#) (Lewrick, Link, Leifer)
- [***IBM's Enterprise Design Thinking Toolkit***](#)
- [***Collaboration by Design***](#) (Coullomb, Collingwood-Boots)
- [***Tools from the Stanford d.school***](#)
- [***The Lean Startup***](#) (Eric Ries)





Thank you for using this toolkit!

If you want to learn more about EEP and explore collaboration opportunities, please **visit cardanofoundation.org or write to venturehub@cardanofoundation.org.**