## Aalborg Universitet

## AALBORG UNIVERSITY

## Toolbox for creativity

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## STEP 1A

## RED CARPET

## TIME: 30 MINUTES

## MODE OF WORK

## NO BREAKS

YOU ARE WELCOME TO TAKE A SHORT "MENTAL BREAK"

- BUT COME BACK AS SOON AS POSSIBLE


## LEAVE THE ROOM ALONE

YOU ARE WELCOME TO LEAVE THE ROOM FOR ANY REASON

- BUT NEVER TAKE SOMEONE WITH YOU


## WATCHES AND PHONES

## ARE THE BIGGEST BARRIERS FOR YOUR CREATVITY

- AND A BARRIER FOR YOUR COLLEGES CREATIITTY


# QUESTION-WALL 

## ALL QUESTIONS SHOULD BE WRITTEN DOWN

- AND HUNG ON THIS WALL


## NEW WAY TO WORK

## YOU WILL MAKE A LOT OF MISTAKES

- GOOD FOR YOU!



## 3D CASE: CLAP 123

## 1. PLEASE STAND UP

2. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO HAS THE SAME HANDTEMPERATURE AS YOURSELF
3. RAISE RIGHT HAND IN FRONT OF YOU

- WHEN I SAY ONE YOU CLAP HANDS (SAY ONE 3-4 TIMES)

4. THE SAME WITH LEFT HAND ON TWO
5. NOW CLAP WITH BOTH HANDS IN FRONT OF YOU ON THREE
6. NOW I COUNT TO 123231321 AND SO FORTH
7. NOW WITH EYES CLOSED (COUNT SLOWLY AT FIRST)

## 3D CASE: CARTOON CHARACTER

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1. SAME PARTNER <br> 2. CLOSE YOUR EYES <br> 3. THINK OF A CARTOON CHARACTER YOU REALLY LIKE <br> 4. OPEN YOUR EYES
}
2. TELL EACH OTHER ABOUT YOUR CARTOON CHARACTER IN 1 MINUTE
3. THE ONE WITH WARMEST HANDS INITIATE
4. AFTER 1 MINUTE, THE SECOND PERSON CARRY ON
5. WHEN THE PRACTICE IS DONE EVERYONE TAKES A STICKER AND WRITE THE NAME OF THEIR CARTOON CHARACTER, WHICH IS USED AS A NAME SIGN OUTSIDE THE CLOTHES.

## 3D CASE: TODAY BACKWARDS

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO IS BORN IN THE SAME QUARTER AS YOURSELF
2. TELL YOUR PARTNER WHAT HAPPEND TODAY FROM THE MOMENT YOU WALKED IN TO THIS ROOM AND BACKWARDS UNTTL YOU OPENED YOUR EYES THIS MORNING - YOU HAVE ONE MINUTE EACH, I GET YOU GOING
3. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
4. THE ONE WITH BRIGHTEST PANTS ON INITATE
5. AFTER 1 MINUT, THE SECOND PERSON CARRY ON

## 3D CASE: VES - WE MADE A MISTAKE

\author{

1. SAME PARTNER
}
2. STRETCH YOUR ARMS ABOVE YOYR HEAD AND SAY "YES I MADE A MISTAKE" (AT FIRST DEMONSTRATE YOURSELF)
3. CONTINUE AND MAKE THEM RAISE THE LEVEL OG NOISE UNTIL THEY SHOUT
4. NOW YOU DO "ROCK, PAPER, SCISSORS" TOGETHER - WHEN YOU DO NOT HAVE THE SAME, YOU SHOUT "YES WE MADE A MISTAKE"

## 5. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY

## 3D CASE: GIVING GIFTS

## 1. STAND UP

2. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO USE THE SAME MEANS OF TRANSPORT AS YOURSELF
3. ONE PERSON MIMES THAT HE OR SHE HANDS THE OTHER PERSON A GIFT (WITHOUT ANY ORAL EXPLAINATION)
4. THE PERSON RECIEVING THE GIFT TELLS WHAT HE OR SHE HAS RECIEVED
5. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
6. MOST IMPORTANT IS TO USE THE VERY FIRST IMPRESSION ABOUT THE GIFT
7. IF YOU DO NOT WISH TO TELL WHAT THE GIFT IS YOU SIMPLY SAY THANK YOU
8. THE PERSON FURTHEST FROM HOME INTIATE

## PLEASE SIT DOWN



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## MODUL 1B

## RED CARPET

## TIME: 30 MINUTES

## MODE OF WORK

## NO BREAKS

YOU ARE WELCOME TO TAKE A SHORT "MENTAL BREAK"

- BUT COME BACK AS SOON AS POSSIBLE


## LEAVE THE ROOM ALONE

YOU ARE WELCOME TO LEAVE THE ROOM FOR ANY REASON

- BUT NEVER TAKE SOMEONE WITH YOU


## WATCHES AND PHONES

## ARE THE BIGGEST BARRIERS FOR YOUR CREATVITY

- AND A BARRIER FOR YOUR COLLEGES CREATIITTY


# QUESTION-WALL 

## ALL QUESTIONS SHOULD BE WRITTEN DOWN

- AND HUNG ON THIS WALL


## NEW WAY TO WORK

## YOU WILL MAKE A LOT OF MISTAKES

- GOOD FOR YOU!



# 3D CASE: COUNT TO 3 

## 1. PLEASE STAND UP

2. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO HAS THE SAME WHISTLE SOUND AS YOURSELF
3. YOU WILL COUNT TOGETHER 1-2-3. ONE NUMBER EACH. CONTINUE OVER AND OVER UNTILI I SAY STOP
4. NOW YOU SWAP "1" WITH A CLAP. CONTINUE OVER AND OVER AGAIN WITH "CLAP - 2 - 3 " UNTILI I SAY STOP
5. NOW YOU SWAP "2" WITH A STAMP ON THE FLOOR. CONTINUE OVER AND OVER AGAIN WITH "CLAP - STAMP - 3" UNTIL I SAV STOP
6. NOW YOU SWAP "3" WITH A HEAD SHAKE. CONTINUE OVER AND OVER AGAN WITH "CLAP - STAMP - HEAD SHAKE" UNTIL I SAY STOP
7. EACH ROUND LASTS APPROX. A 1/2 MINUTE

## 3D CASE: FAVORITE KITCHEN TOOL

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1. SAME PARTNER
}
2. CLOSE YOUR EYES
3. THINK OF A KITCHEN TOOL, THAT IN ONE WAY OR ANOTHER IS UNIQUE FOR YOU
4. OPEN YOUR EYES
5. TELL EACH OTHER ABOUT THE KITCHEN TOOL IN A $1 / 2$ MINUTE
6. THE ONE WITH THE BIGGEST HANDS INTIATE
7. AFTER A $1 / 2$ MINUTE, THE SECOND PERSON CARRY ON
8. WHEN THE PRACTICE IS DONE EVERYONE TAKES A STICKER AND WRITE THE NAME OF THEIR FAVORITE KITCHEN TOOL, WHICH IS USED AS A NAME SIGN OUTSIDE THE CLOTHES.

## 3D CASE: HISTORV OF THE WORLD AND A FLY

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO WARE THE SAME KIND OF SHIRT AS YOURSELF
2. THE ONE WITH BRIGHTEST JEANS ON INTIATE TELLING THE PARTNER WHAT HAS HAPPEND IN THE WORLD HISTORY FROM THE MOMENT YOU WALKED IN TO THIS ROOM AND BACKWARDS UNTLL THE EARTH WAS BORN.

- YOU HAVE ONE MINUTE EACH, AFTERWARDS THE PARTNER TELLS ANOTHER STORY

3. THE ONE WTTH BRIGHTEST JEANS ON INTIATE NOW
4. AFTER 1 MINUT, THE SECOND PERSON WITH DARKEST JEANS WIL HAVE TO TELL WHAT HAPPENS IN ONE DAY IN THE LIFE OF AN ORDINARY FLY - BACKWARDS. BEGIN WITH THE FLY FALLING TO THE GROUND, AND REWIND UNTIL IT GETS OUT OF THE EGG.

- YOU HAVE ONE MINUTE


## 3D CASE: VES - WE MADE A MISTAKE

## 1. SAMME PARTNER

2. YOU WILL NEED PEN AND PAPER
3. STRETCH YOUR ARMS ABOVE YOUR HEAD AND SAY "YES I MADE A MISTAKE" (AT FIRST DEMONSTRATE YOURSELF)
4. CONTINUE AND MAKE THEM RAISE THE LEVEL OG NOISE UNTIL THEY SHOUT
5. CHOOSE A CATEGORY (EX: "ANIMALS IN ZOO")

- AT THE SAME TIME YOU WRITE THE NAME OF AN ANIMAL WITHOUT ANY TALKING OR LOOKING AT THE NOTES. NOW YOU SHOW YOUR NOTES. IF YOU WROTE THE SAME ANIMAL, YOU DID NOT MAKE A MISTAKE. IF YOU WROTE TWO DIFFERENT NAMES YOU SHOUT "YES WE MADE A MISTAKE". CONTINUE THE EXERCISE BY CHOOSING A NEW CATEGORY

6. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
7. THE LEAST TALL PERSON INITIATE

## 3D CASE: MARS 2020

## 1. SAME PARTNER

2. HAND OUT WORD TRANINGG CARDS
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WTH ANOTHER PERSON
4. PLAN A TRIP TO MARS BY IN TURNS BEING IISSPIRED OF A WORD ONE BY ONE. YOU WILL HAVE TO SHARE THOUGHTS ABOUT WHAT TO BRING AND WHAT TO DO ON THE TRIP
5. SAY YES AND TO ALL IDEARS FROM YOUR PARTNER
6. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
7. THE ONE WTTH THE MOST COLORFUL DRESS INTIATE

## PLEASE SID DOWN



I

## MODUL 16

## RED CARPET

## TIME: 30 MINUTES

## MODE OF WORK

## NO BREAKS

YOU ARE WELCOME TO TAKE A SHORT "MENTAL BREAK"

- BUT COME BACK AS SOON AS POSSIBLE


## LEAVE THE ROOM ALONE

YOU ARE WELCOME TO LEAVE THE ROOM FOR ANY REASON

- BUT NEVER TAKE SOMEONE WITH YOU


## WATCHES AND PHONES

## ARE THE BIGGEST BARRIERS FOR YOUR CREATVITY

- AND A BARRIER FOR YOUR COLLEGES CREATIITTY


# QUESTION-WALL 

## ALL QUESTIONS SHOULD BE WRITTEN DOWN

- AND HUNG ON THIS WALL


## NEW WAY TO WORK

## YOU WILL MAKE A LOT OF MISTAKES

- GOOD FOR YOU!



## 3D CASE: FAVORITE TV-GHARACTER

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO WEAR THE SAME KIND OF SHIRT AS YOURSELF
2. CLOSE YOUR EYES
3. THINK OF A TV-CHARACTER (ANCHOERMAN, HOST, MOVIE STAR ETC.), THAT IN ONE WAY OR ANOTHER IS UNIQUE FOR YOU
4. OPEN YOUR EYES
5. TELL EACH OTHER ABOUT THE TV-CHARACTER IN A 1/2 MINUTE
6. THE ONE WTTH THE BIGGEST SHOES INTIATE
7. AFTER A $1 / 2$ MINUTE, THE SECOND PERSON CARRY ON
8. WHEN THE PRACTICE IS DONE EVERYONE TAKES A STICKER AND WRITE THE NAME OF THEIR FAVORITE TV-CHARACTER, WHICH IS USED AS A NAME SIGN OUTSIDE THE CLOTHES.

## 3D CASE: 1000 WORDS IN ONE MINUTE

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1. SAME PARTNER
}
2. THE TALLEST OF YOU ARE CATEGORY-COACH
3. THE LEAST TALL WILL HAVE TO SAY 1000 WORDS IN ONE MINUTE
4. EVERY TIME THE LEAST TALL PERSON SLOWS DOWN THE TALLEST GIVES A NEW CATEGORY IN ORDER TO CONTINUE THE WORD FLOW
5. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
6. SWAP TURNS SO THAT THE OTHER PERSON GETS TO BE CATEGORY-COACH

# 3D CASE: THOUGHTS ON PAPER 

1. THIS IS AN INDIVIDUAL EXCERSISE
2. YOU WIL NEED PEN AND PAPER
3. WRITE DOWN WHATEVER THOUCHT THAT IS ON YOUR MIND
4. ONE PIECE OF PAPER FOR ONE THOUGHT
5. CONTINUE TO WRITE YOUR THOUGHTS DOWN WTTHOUT ANY BREAKS
6. IF YOU HAVE NO THOUGHTS, WRITE "I DO NOT THINK"
7. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
8. THE EXERCISE LAST 2 MINUTES

## PLEASE SIT DOWN



I

## MODUL 10

## RED GARPET

## TIME: 30 MINUTES

## MODE OF WORK

## NO BREAKS

YOU ARE WELCOME TO TAKE A SHORT "MENTAL BREAK"

- BUT COME BACK AS SOON AS POSSIBLE


## LEAVE THE ROOM ALONE

YOU ARE WELCOME TO LEAVE THE ROOM FOR ANY REASON

- BUT NEVER TAKE SOMEONE WITH YOU


## WATCHES AND PHONES

## ARE THE BIGGEST BARRIERS FOR YOUR CREATVITY

- AND A BARRIER FOR YOUR COLLEGES CREATIITTY


# QUESTION-WALL 

## ALL QUESTIONS SHOULD BE WRITTEN DOWN

- AND HUNG ON THIS WALL


## NEW WAY TO WORK

## YOU WILL MAKE A LOT OF MISTAKES

- GOOD FOR YOU!



## 3D CASE: FAVORITE FOOD

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO HAS THE SAME HANDTEMPERATURE AS YOURSELF
2. CLOSE YOUR EYES
3. THINK OF SOME KIND OF FOOD, THAT IN ONE WAV OR ANOTHER IS UNIQUE FOR YOU (DISH, MEAL OR DESSERT)
4. OPEN YOUR EYES
5. TELL EACH OTHER ABOUT THE FOOD IN A $1 / 2$ MINUTE
6. THE ONE WITH THE BIGGEST HANDS INTIATE
7. AFTER A $1 / 2$ MINUTE, THE SECOND PERSON CARRY ON
8. WHEN THE PRACTICE IS DONE EVERYONE TAKES A STICKER AND WRITE THE NAME OF THEIR FAVORITE FOOD, WHICH IS USED AS A NAME TAG OUTSIDE THE CLOTHES.

## 3D CASE: I HATE THIS CHAIR BECAUSE

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO HAD THE SAME FOR BREAKFAST AS YOURSELF
2. HAND OUT TRANNIG CARDS, ONE FOR EACH PERSON
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WTH ANOTHER PERSON
4. SIT DOWN ON A CHAIR NEXT TO YOUR PARTNER
5. BY TURN YOU WILL HAVE TO TELL THE PARTNER WHY YOU HATE THE CHAR YOU SIT II. THE IDEAS OF WHY YOU HATE THE CHAR ARE STIMULATED BY USIIGG THE WORD TRAINING CARDS
6. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
7. THE ONE WTTH THE BRIGHTEST JEANS INITATE

## PLEASE SIT DOWN



I

## MODUL 1E

## RED CARPET

## TIME: 30 MINUTES

## MODE OF WORK

## NO BREAKS

YOU ARE WELCOME TO TAKE A SHORT "MENTAL BREAK"

- BUT COME BACK AS SOON AS POSSIBLE


## LEAVE THE ROOM ALONE

YOU ARE WELCOME TO LEAVE THE ROOM FOR ANY REASON

- BUT NEVER TAKE SOMEONE WITH YOU


## WATCHES AND PHONES

## ARE THE BIGGEST BARRIERS FOR YOUR CREATVITY

- AND A BARRIER FOR YOUR COLLEGES CREATIITTY


# QUESTION-WALL 

## ALL QUESTIONS SHOULD BE WRITTEN DOWN

- AND HUNG ON THIS WALL


## NEW WAY TO WORK

## YOU WILL MAKE A LOT OF MISTAKES

- GOOD FOR YOU!



## 3D CASE: FAVORITE WAY OF RELAXING

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO HAVE THE OPPOSITE HAND TEMPERATURE AS YOURSELF
2. CLOSE YOUR EYES
3. THINK OF A WAY OF RELAXING, THAT IN ONE WAY OR

ANOTHER IS UNIQUE TO YOU (WATCH TV, READ A BOOK ETC.)
4. OPEN YOUR EYES
5. TELL EACH OTHER ABOUT THE WAY OF RELAXING IN A 1/2 MINUTE

## 6. THE ONE FURTHEST FROM HOME INTIATE

7. AFTER A $1 / 2$ MINUTE, THE SECOND PERSON CARRY ON
8. WHEN THE PRACTICE IS DONE EVERYONE TAKES A STICKER AND WRITE THE NAME OF THEIR FAVORTTE WAY OF RELAXING, WHICH IS USED AS A NAME TAG OUTSIDE THE CLOTHES.

## 3D CASE: IT IS IMPOSSIBLE

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO HAD THE SAME FOR LUNOH YESTERDAY AS YOURSELF
2. HAND OUT TRANNGG CARDS, ONE FOR EACH PERSON
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WITH ANOTHER PERSON
4. BY TURN YOU WILL HAVE TO GET IDEAS FOR THE FUTURE TV USING THE WORD TRANING CARDS
5. WHEN YOUR PARTNER TELLS AN IDEA YOU WILL HAVE TO EXPLLIN WHY THE IDEA I IMPOSSIBLE IN REALITY. AFTERWARDS YOU COME UP WITH ANOTHER IDEA AND SO FORTH

## 7. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY

8. THE ONE WITH THE BRIGHTEST SHIRT INTIATE

## 3D CASE: YES AND IT WOULD BE EXITING IF

1. SAME PARTNER
2. HAND OUT TRANING CARDS, ONE FOR EACH PERSON
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WITH ANOTHER PERSON
4. BY TURN YOU WILL HAVE TO GET IDEAS FOR THE FUTURE OFFICE CHAR USING THE WORD TRAINING CARDS
5. WHEN YOUR PARTNER TELLS AN IDEA YOU WILL HAVE TO BE EXITED AND ANSWER "YES, AND IT WOULD BE EXITING IF" THEN YOU CONTINUE BUILDING YOUR PARTNERS IDEA BY ADDING NEW. NOW YOUR PARTNER HAVE TO BE EXITED AND ANSWER "YES, AND IT WOULD BE EXTITNG IF" AND SO FORTH
6. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
7. THE ONE WITH MOST SOFT DRINKS AT HOME INTIATE

## PLEASE SIT DOWN



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# LEADING A PROCESS FOR RADICAL NEW THINKING 

FURTHER DEVELOPMENT OF RADICAL IDEAS

6-PHASE PROCES
PROCESS SCRIPT EXTENDED

## FURTHER DEVELOPMENT OF RADICAL IDEAS

## MODULE 2A

# IDEA DEVELOPMENT WITH 

PERSON CARDS IMAGE CARDS WORD GARDS

## TIME: 40 MINUTES

## INDIVIDUAL IDEA-GENERATION

# INDIVIDUAL BRAINWRITING 

WRITE DOWN ALL IDEAS

- EACH IDEA ON A SEPARATE PAPER


## PERSON CARD




## 3D CASE: ENTRANGE TO SUPERMARKET

1. GET TOGETHER WITH ONE WHO WAS BORN IN THE SAME MONTH AS YOURSELF
2. HAND OUT TRANNIG CARDS, ONE FOR EACH PERSON
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WTH ANOTHER PERSON
4. IF THE PERSON ON THE CARDS WAS HIRED TO DEVELOP A RADICAL NEW ENTRANCE FOR A SUPERMARKET, WHAT IDEAS WOULD HE COME UP WITH?
5. HELP EACH OTHER BY GETTING IDEAS
6. DEMONSTRATE THE EXERCIIE YOURSELF SHORTLY
7. THE ONE WTH LONGEST FINGER NAILS INITIATE

## PLEASE SIT DOWN



I

## PROBLEM

HERE YOU PRESENT THE PROBLEM (SHORTLY) AGAIN

# If a TAXI-DRIVER was hired to solve this PROBLEM WHAT IDEAS WOULD HE COME UP WITH? 

# if a CARPENTER was hired to solve this PROBLEM WHAT IDEAS WOULD HE COME UP WITH? 

# If a GARDENER was hired to solve this PROBLEM WHAT IDEAS WOULD HE COME UP WITH? 

# if a DENTIST was hired to solve this PROBLEM WHAT IDEAS WOULD HE COME UP WITH? 

## PICTURE CARDS




## 3D CASE: WEDDING PLANNER

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO LIKE THE SAME FAVORITE COLOR AS YOURSELF
2. HAND OUT TRANNGG CARDS, ONE FOR EACH PERSON
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WITH ANOTHER PERSON
4. YOU ARE GETTING MARRIED - PLAN YOUR WEDDING BY USIIG THE IDEAS THE IMAGES CREATE
5. BY TURN USE ONE IMAGE AT THE TMME AND DEVELOPE THE IDEAS
6. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
7. THE ONE WITH THE BRIGHTEST CLOTHS INITAATE

## PLEASE SIT DOWN



I

## PROBLEM

HERE YOU PRESENT THE PROBLEM (SHORTLY) AGAIN

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## WORD CARD




## 3D CASE: I WENT FOR A WALK AND THEN?

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO SAVS THE SAME NUMBER BETWEEN 1-5 AS YOURSELF
2. HAND OUT WORD TRANNIG CARDS, ONE FOR EACH PERSON
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WTTH ANOTHER PERSON
4. MAKE UP A STORY THAT BEGINS WITH "I WENT FOR A WALK AND THEN..." LOOK AT THE WORD AND CONTINUE THE STORY
5. BOTH CONTINUE THE STORY AS "q"
6. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
7. THE ONE WTTH THE BRIGHTTEST JEANS INITIATE

## PLEASE SIT DOWN



I

## PROBLEM

## HERE YOU PRESENT THE PROBLEM (SHORTLY) AGAIN

DOOR


## BUS

## BURGER

## CHAIR



## MODULE 2B

IDEA DEVELOPMENT BY USE OF PRINGIPLES AS STIMULI

TIME: 60 MINUTES

## PRINCIPLE CARDS




## 3D CASE: YES WE MADE A MISTAKE (WITH CATEGORV)

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1. SAME PARTNER
}
2. STRETCH YOUR ARMS ABOVE YOUR HEAD AND SAY "YES I MADE A MISTAKE" (AT FIRST DEMONSTRATE YOURSELF)
3. CONTINUE AND MAKE THEM RAISE THE LEVEL OG NOISE UNTIL THEY SHOUT
4. CHOOSE A CATEGORY (EX. "SOMETHING YOU LOOK THROUGH") - BY TURN YOU FILL OUT THE CATEGORY UNTIL A MISTAKE HAPPENS -THEN YOU SHOUT "YES WE MADE A MISTAKE". CONTINUE THE EXERCISE BY CHOOSING A NEW CATEGORY
5. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
6. THE ONE WITH THE LONGEST CHILDHOOD DREAM INTITATE

## 3D CASE: ITEMS MEET

## 1. SAME PARTNER

2. EACH GRAB A THING IN THE GOODIEBAG (YOU PLACE A BAG WITH A LARGE AMOUNT OF ITEMS IN ON THE FLOOR)
3. NOW THE ITEMS MEET THAT EACH PAIR HAS AND BY TURN YOU WILL COME UP WITH AN IDEA OF HOW TO DEVELOPE YOUR OWN ITEM WITH INSPIRATION FROM THE ITEM OF THE OTHER PERSON
4. YOU MAY HELP EACH OTHER
5. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
6. THE ONE WITH THE LONGEST SOCKS ON INITIATE
7. WHEN YOU ARE DONE YOU WILL DO THE SAME WITH NEW ITEMS MEETING

## 3D CASE: PRACTICIAN \& PHILOSOPHER

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO has The same hand temperature as yourself
2. THE ONE IS PRACTICAL AN SAY SOMETHIN SPECIFIC OR PRACTICAL (SHIOOE)
3. THE OTHER IS PHILOSOPHER AND SAYS SOMETHING PRINCIPAL OR ABSTRACT (FOOTWEAR)
4. BY TURN YOU SAY A WORD THAT IS EITHER A PRACTICAL EXAMPLE OR A PRINCIPAL BASED ON WHAT THE OTHER PERSON JUST SAID
5. THE PRACTICAL IS SITTING DOWN WHILE THE PHILOSOPHER STAND UP
6. IF YOU SLOW DOWN THE PHILOSOPHER INTIATE WTTH A NEW WORD
7. THE ONE WTIH LONGEST PANTS IS PRACTICIAN AND INTITATE

## 3D CASE: FINDING PRINCIPALS

1. WALK AROUND IN THE ROOM AND POINT AT THINGS
2. WHEN YOU POINT AT AN ITEM, LOOK AT IT AND LISTEN TO WHAT IT IS BY SAYING IT LOUD FOR YOURSELF. DEMONSTRATE AND LET THE EXERCISE GO ON FOR ONE MINUTE BEFORE YOU STOP THEM
3. NOW YOU DO THE SAME WITH THE DIFFERENCE THAT YOU POINT AND SAY/LISTEN WHAT THE THING IS NOT. EX. POINT AT A CHAIR AND SAY FORK. DEMONSTRATE AND LET THE EXERCISE GO ON FOR ONE MINUTE BEFORE YOU STOP THEM
4. NOW YOU POINT - LOOK AT IT AND SAY/LISTEN WHAT PRINGIPAL THAT LAYS BEHIND IT - EX: CHARR, FURNITURE OR PHIIICAL RELAXATION.
5. DEMONSTRATE AND LET THE EXERCISE GO ON FOR TWO OR THREE MINUTES

# 3D CASE: SEARCH FOR PRINGIPALS 

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO IS AS TALL AS YOURSELF
2. BY TURN POINT AT ONE THING
3. FOR THAT THING - HELP EACH OTHER TO COME UP WTH AS MANY PRIIIPALS AS POSSIBLE
4. WHEN YOU SLOW DOWN THE OTHER PERSON POINTS AT ANOTHER ITEM
5. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
6. THE ONE WITH SHORTEST HAIR INTIATE BY POINTING AT A THING

# 3D CASE: ITEMS MEET (APPLY PRINCIPALS) 

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO HAS THE OPPOSTIE HAND TEMPERATURE AS YOURSELF
2. EACH GRAB AN ITEM IN THE GOODIEBAG YOU PLACE A BAG WITH A LARGE AMOUNT OF ITEMS IN ON THE FLOOR)
3. NOW THE ITEMS MEET THAT EACH PAIR HOLD AND BY TURN YOU WIL COME UP WTHH AN IDEA OF HOW TO DEVELOPE YOUR OWN ITEM WTTH INSPIRATION FROM THE PRINCIPAL OF THE ITEM OF THE OTHER PERSON MENTION THE PRINCIPAL FIRST AND THEN APPLY IT.

## 4. YOU MAY HELP EACH OTHER

5. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
6. THE ONE WTTH THE BRIGHTEST SOOKS ON INITIATE
7. WHEN YOU ARE DONE YOU WILL DO THE SAME WTH A NEW PARTNER AND THE NEW ITEMS MEETING

## PRINCIPAL CARD



## 3D CASE: PRINCIPAL 3D CASE

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO HAS THE SAME COLOR OF HOME AS YOURSELF
2. HAND OUT PRINCIPAL TRANING CARDS, ONE FOR EACH PERSON
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WTH ANOTHER PERSON
4. COME UP WITH IDEAS OF WHAT WILL HAPPENIF THE CARD IS USED FOR DEVELOPING AN RADICAL NEW BIKE?
5. HELP EACH OTHER BY GETTIMG IDEAS
6. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
7. THE ONE WITH BRIGHTEST SHOES ON INTIATE

## PLEASE SIT DOWN



I

## PROBLEM

## HERE YOU PRESENT THE PROBLEM (SHORTLY) AGAIN

## apply the principle of "SPEEDING UP"

## apply the principle of "CLEANING"

## apply the principle of "COVERING"

## apply the principle of "SWING DOOR"

## MODULE 26

# IDEA DEVELOPMENT BY USE OF CHALLENGES AS STIMULI 

## TIME: 30 MINUTES

## CHALLENGE CARDS




## 3D CASE: CHALLENGE 3D CASE

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO WERE WATCHING TV THE SAME NUMBER OF HOURS YESTERDAY AS YOURSELF
2. HAND OUT TRANING CARDS, ONE FOR EACH PERSON.
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WITH ANOTHER PERSON
4. YOU WILL HAVE TO DEVELOPE A RADICAL NEW ENTRANCE FOR A HAIR DRESSOR AND WHAT IDEAS DO THE CHALLENGE GIVE YOU?

## 5. YOU MAY HELP EACH OTHER

6. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
7. THE ONE WITH LONGEST RYTHM OF BREATH INITIATE

## PLEASE SIT DOWN



I

## PROBLEM

## HERE YOU PRESENT THE PROBLEM (SHORTLY) AGAIN

the solution should be used in a CAR

## THE SOLUTION MUST ONLY BE USED WHEN PEOPLE SLEEP

# the solution should GROW every day 

# the solution only works UNDER water 

## MODUL 3A

## IDEA DEVELOPMENT TWO \& TWO ALONE WITH A PILE OF MIXED TRAINING CARDS

## TID: 45+ MINUTES

## COLLABORATIVE IDEA-GENERATION



## 3D CASE: YES WE MADE A MISTAKE (WITH CLAP)

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO HAS THE SAME KIND OF INTERESTS RELATED TO SPORTS AS YOURSELF
2. STRETCH YOUR ARMS ABOVE YOUR HEAD AND SAY "YES I MADE A MISTAKE" (AT FIRST DEMONSTRATE YOURSELF)
3. CONTINUE AND MAKE THEM RAISE THE LEVEL OG NOISE UNTIL THEY SHOUT
4. FRONT EACH OTHER AND CLAP A CONTINUES RYTHM ON THIGHS, OWN HANDS AND THE HAND OF YOUR PARTNERGET ALL GOING
5. CHOOSE A CATEGORY (EX: "SOMETHING YOU LOOK THROUGH". BY TURN YOU FILL OUT THE CATEGORY WHILE YOU CLAP YOUR THIGHS BY SAYING "1", SAY (CLAP YOUR OWN HANDS) "THE ITEM" (BY CLAPPING THE PARTNERS HANDS) IF YOU MAKE A MISTAKE YOU SHOUT "YES WE MADE A MISTAKE".
6. THE ONE WITH BRIGHTEST EYES INITIATE

## 3D CASE: NO, IT IS A BAD IDEA BECAUSE...

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE YOU have Not Yet done exerolses with
2. HAND OUT WORD TRAINNNING CARDS, ONE FOR EACH
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WITH ANOTHER PERSON
4. CREATE IDEAS FOR THE FUTURE BARBEQUE GRILL AND WHAT IT WILL BE LIKE. USE ONE WORD AT A TIME AS INSPIRATION FOR THE IDEAS. THE PARTNER SAYS "NO" (TO ALL IDEAS) AND CONTINUE BY EXPLAYNNGG WHY THE IDEA IS COMPLETLY FOOLISH. THE PARTNER THEN CONTINUE BY DEVELOPING AN NEW IDEA WTH INSPIRATION FROM A CARD.
5. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY. THE EXERCISE LASS FOR TWO MINUTES
6. THE ONE WITH THE LONGEST HARR INTIATE

## 3D CASE: YES AND WE COULD

\author{

1. SAME PARTNER
}
2. HAND OUT WORD TRANING CARDS, ONE FOR EACH PERSON
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WTH ANOTHER PERSON
4. CREATE IDEAS FOR THE FUTURE BICYCLE. USE ONE WORD AT A TIME AS INSPRRATION FOR THE IDEAS. THE PARTNER SAYS "YES" TO ALL IDEAS AND CONTINUE DEVELOPING IDEAS WITH INSPIRATION FROM A CARD "VI COULD ALSO ..."
5. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY. THE EXERCISE LASS FOR TWO MINUTES
6. THE ONE WITH THE BIGGEST SMIIL INITAATE

## PLEASE SIT DOWN



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## PREPARE THE ATTENDANGES FOR USEING THE GARDS IN GROUPS OF 2

1. PRESENT THE INDIVIDUAL CARDS FOR THE ATTENDENCES
2. THE ATTENDENCES MUST SIT DOWN WITH THE ARTNER FROM THE LATEST 3D CASE
3. PRESENT THE PROBLEM FOR THE ATTENDENCES (SHORTLY)
4. USE BRAINTWRTITNG AS A TOOL FOR EMPTYING THEIR MINDS (WITHOUT ANY CARDS)






## PROBLEM

## HERE YOU PRESENT THE PROBLEM (SHORTLY) AGAIN

# 2-MAN BRAINWRITING 

WRITE DOWN ALL IDEAS

## - EACH IDEA ON A SEPARATE PAPER

## IDEA GENERATION BASED ON THE GARDS

1. THE ATTENDENCES AT SITTING IN GROUPS OF TWO
2. HAND OUT CARDS TO THE ATTENDENCES THAT ARE USED FOR IDEA GENERATION
3. THEY HELP EACH OTHER TO DEVELOP IDEAS BASED ON THE FLIPPED CARD
4. WHEN A CARD CREATES NO NEW IDEAS A NEW IS DRAWN
5. THEY WRITE DOWN IDEAS ON PAPER. ONE IDEA ONE PAPER
6. AFTER APPROX. 15 MINUTES NEW GROUPS ARE SET UP CONTINUING THE EXERCISE
7. GO ON UNTIL 10 MINUTES ARE LEFT OF THE DAY.

## A PILE OF MIXED CARDS <br> FOR EACH 2-MAN GROUP

## PROBLEM

## HERE YOU PRESENT THE PROBLEM (SHORTLY) AGAIN

# IN 2-MAN GROUPS: USE THE CARDS TO DEVELOP AS MANY NEW IDEAS AS POSSIBLE 

WRITE DOWN ALL IDEAS

\author{

- EACH IDEA ON A SEPARATE PAPER
}


## MODUL 3B

## IDEA DEVELOPMENT IN PARRS OF TWO

## TIME: 45+ MINUTES

## IDEA-DEVELOPMENT IN PAIR OF TWO

## 3D CASE: STORK-FROG-PREGNANT WOMAN

1. PLEASE STAND UP
2. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO HAS THE SAME LENGTH OF SHOELAGES AS YOURSELF.
3. THE PRINCIPAL IS TAKEN FROM THE GAME "ROCK, PAPER, SCISSOR"
4. THE STORK BEATS THE FROG. THE FROG BEATS THE PREGNANT WOMAN. THE PREGNANT WOMAN BEATS THE STORK.
5. I COUNT TO 3. ON 3 YOU ARE EITHER A STORK (BENDING FORWARD WTH HANDS CLAPPIMG AS A BIG MOUTH), A FROG (GET DOWN, JUMP AND SAY QUARK) OR A PREGNANT WOMAN LEAN BACKWARDS WHILE YOU GROAN). AT FIRST TRY THE POSITIONS
6. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
7. COUNT LOUDLY TO 3 - DO 4 TURNS

# 3D CASE: WRITE A LETTER ONE WORD AT A TIME 

1. GET TOGETHER IN GROUPS OF 3 AND 3, AS THEY SIT NEXT TO EACH OTHER
2. HAND OUT THE PREFABRICATED PAPER - ONE GROUP ONE PAPER
3. THE ONE KEEPING THE PAPER WILL NEED A PEN
4. YOU WILL HAVE TO WRITE A LETTER WHERE YOU ONLY WRITE ONE WORD AT A TME
5. THE PAPER GOES ROUND THE CLOCK
6. NO TALKNG
7. WHEN I SAY SO YOU ARE GETTING CLOSE OT "YOURS FAITHFULLY"
8. AFTERWARDS ASK VOLUTEERS TO READ OUT LOUD THEIR LETTER (2-4 LETTERS)

## DEAR...

## REGARDING...

## (TEXT)...

## BEST REGARDS...

# 3D CASE: WRITE A LETTER ONE WORD AT A TIME 

1. STAY IN THE GROUPS, WHICH WROTE THE LETTERS TOGETHER
2. STAND UP IN A "CIRCLE"
3. YOU WILL MAKE UP A STORY ONE WORD AT A TME
4. THE STORY BEGINS WITH "ONCE UPON A TIME..."
5. THE STORY IS DEVELOPED ROUND THE CLOCK
6. IF ANYONE SAY "REDO" THE NEXT PERSON BEGINS A NEW STORY BY SAYING "ONCE UPON A TIME. .."
7. THE ONE THAT HAD A HAIRCUT MOST LATELY INITIATE

## 3D CASE: WHAT IS NEXT? (GARTOON)

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO GOES TO BED AT THE SAME TIME AS YOURSELF
2. YOU ARE A PART OF THE FIRST IMAGE OF A CARTOON ON TOP OF THE BUILDING HOLDING THE MONEY OF UNCLE JOACKIM

- SUPERMAN IS ABOUT TO REMOVE THE SEALING ...

3. THE ONE BEGINS BY SAYNMG "LOOK SUPERMAN REMOVES THE SEALING" AND ASK THE PARTNER "WHAT HAPPENS NEXT?"
4. TOGETHER, TAKE ONE STEP INTO THE NEXT IMAGE
5. THEN YOU TELL WHAT HAPPENS IN THE NEXT IMAGE AND END BY ASKING THE PARTNER: "WHAT HAPPENS NEXT?"
6. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY
7. THE ONE WTH MOST BLACK CLOTHES ON INITIATE BY SAYING "LOOK SUPERMAN. .."

## 3D CASE: NEW LINE?

1. CET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO HAS THE SAME COLOR OF FRONT DOOR AS YOURSELF
2. YOU ARE A PART OF THE FIRST IMAGE OF A CARTOON ON TOP OF THE BUILDING HOLDING THE MONEY OF UNCLE JOACKIM - SUPERMAN IS ABOUT TO REMOVE THE SEALING
3. THE ONE BEEINS BY SAYING "LOOK SUPERMAN REMOVES THE SEALING" AND ASK THE PARTNER "WHAT HAPPENS NEXT?"
4. TOGETHER, TAKE ONE STEP INTO THE NEXT IMAGE
5. THEN YOU TELL WHAT HAPPEN IN THE NAXT IMAGE AND END BY ASKING THE PARTNER: "WHAT HAPPENS NEXT?"
6. THE ONE WHO IS LSTENING CAN AT ANY TIME SAY "NEW EDITION" THE OTHER WILL HAVE TO COME UP WITH A NEW EDITION /STORYLINE INSTEAD OF THE ONE, JUST SAID
7. DEMONSTRATE. THE ONE WITH THE GRATEST NUMBER OF CLOTHS INTIATE BY SAYNG "LOOK SUPERMAN..

## THE FOCUS IS TO DEVELOP THE IDEA FURTHER FROM THE "WAL"

1. CONTINUE WITH THE SAME PARTNER AND DEVELOP THE CHOOSEN IDEA IN THE SAME WAY AS DOING THE CARTOON
2. "WHAT HAPPENS NEXT?" OG "NEW EDITION" ON THE CHOOSEN IDEA
3. THE ONE WITH LONGEST LEGS PRESENTATE ITS IDEA
4. AFTERWARDS FIRST ROUND THEY GO TO THE TABLE AND WRITE DOWN ALL THE IDEAS ON A LARGE PAPER.
5. AFTERWARDS THE SAME IS DONE TO THE PARTNERS IDEA
6. AGAIN WRITE DOWN ALL THE IDEAS ON A LARGE PAPER
7. WHEN THE EXERCISE IS DONE YOU ALL HAVE A LARGE PAPER WITH THE IDEAR FURTHER DEVELOPED

## PROBLEM

## HERE YOU PRESENT THE PROBLEM (SHORTLY) AGAIN

# DEVELOP YOUR IDEAS FURTHER ONE AT A TIME BY USING: 

WHAT HAPPENS NEXT...

AND

NEW OFFER

## MODUL 36

## FURTHER DEVELOPMENT OF IDEAS IN GROUPS

## TIME: 60+ MINUTES

## IDEA DEVELOPMENT IN GROUPS

## THE GROUP DEVELOP A COMMON IDEA GONGEPT

1. FORM GROUPS OF 2 PAIRS (4 PERSONS) - IN TH SAME WORKING GROUPS THAT HAS JUST WORKED TOGETHER.
2. ASK THE GROUPS TO SIT DOWN AT A TABLE AND PLACE THEER IDEA CONCEPTS ON THE TABLE (LARGE PAPERS WITH IDEAS FURTHER DEVELOPED)


## 3D CASE: STORV TELLING IN GROUPS - ONE SENTENGE AT A TIME (1)

1. MAKE THE TEAM STAND IN A LINE ACCORDING TO THE DATE OF BIRTH, WHERE JANUARY 1 IS II FRONT
2. DEVIDE THE LINE INTO GROUPS OF 3-4 PERSONS
3. THE GROUPS MUST FORM A "CIRCLE"
4. YOU NOW HAVE TO DEVELOP A STORY ONE SENTENCE AT A TIME
5. THE STORY BEGINS WITH "I GET INTO MY CAR AND I GO TO..."
6. WHEN YOU ARE DONE WITH YOUR SENTENCE YOU SIMPLY LOOK AT THE NEXT WHO CONTINUES THE STORY
7. ALL THE TIME IT IS AN OPTION TO SAY "REWIND" WHICH MAKES THE NEXT IN THE LINE TO SAY "I GET INTO MY CAR AND I GO TO..."
8. THE STORY MUST BE TOLD AS I IN PRESENT TIME 9. THE STORY IS DEVELOPED CLOCKWISE
9. THE ONE THAT HAS TRAVELD BY TRAIN LATEST INITIATE

# 3D CASE: STORV TELLING IN GROUPS - ONE SENTENGE AT A TIME (2) 

1. USE THE SAME GROUPS
2. THE GROUPS MUST FORM A "CIRCLE"
3. YOU NOW HAVE TO DEVELOP A STORY ONE SENTENCE AT A TIME
4. THE STORY BEGINS WITH "I GO FOR A WALK AND IN THE STREET I MEET..."
5. WHEN YOU ARE DONE WITH YOUR SENTENCE YOU SIMPLY NOD WITH YOUR HEAD
6. ANYONE WHO HAS SOMETHING TO ADD TO THE STORY SIMPLY SAYS THE NEXT SENTENCE
7. THE STORY MUST BE TOLD AS IIN PRESENT TIME 8. THE ONE WHO ATE A BANANA LATEST INITIATE

## 3D CASE: IDEA DEVELOPMENT IN GROUPS (DING-MAND)

1. THIS EXERCISE IS DONE AT THE TABLES BEFORE THE GROUPWORK BEGINS
2. EACH GROUP GETS A PILE OF TRAINING CARDS
3. AS A TEAM YOU SHOULD CREATE IDEAS IN ORDER TO DEVELOP A MORE INTERESTING BUS STOP
4. BY TURN YOU DRAW A CARD AND GET IDEAS
5. THE OTHER MAY ADD MORE IDEAS BUILDING ON THE PREVIOUS IDEA.
6. THE DING-MAN IS NOT A PART OF THE IDEA DEVELOP MENT BUT MUST SAY "DING" WHEN THE PRINCIPAL OF YES AND... IS NOT FOLLOWED
7. THE DING-MAN DECIDES WHEN A NEW CARD IS DRAWN
8. THE ONE WHO VISITED THE DENTIST LATEST INTTIATE
9. SWAP DING-MAN AFTER 4-5 MINUTS SO THAT SEVERAL PERSONS GET TO TRY

## THE GROUP DEVELOP A GOMMON IDEA GONGEPT

1. BY TURN THE TEAM MEMBERS PRESENT THEIR IDEA CONCEPT ON A DATING BUREAU
2. WHEN ONE HAS PRESENTED AN IDEA THAT PERSON ENJOY THE ROLE OF A DING-MAN AND NOTE DOWN THE IDEAS AS THE GROUP DEVELOP SUCH
3. THE REMAINING GROUP DEVELOP THE IDEA CONCEPT FURTHER AFTER THE RULES FROM "ONE SENTENCE AT A TIME"
4. THE GROUP WORK IS BASED ON "WHAT HAPPENS NEXT?" "REWIND" OG "NEW LINE"
5. THE DING-MAN IS ONLY ALLOWED TO SAY DING AND REWIND
6. THE ONE THAT HAS TRAVELD BY TRAIN LATEST INITIATE TO PRESENTATE AND BEING DING-MAN
7. YOU HAVE TO SWAP THE DING-MAN EVERY 5 MINUTES
8. THE EXERCISE LAST 5 MINUTES PR. TEAM MEMBER

## PLEASE SIT DOWN



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## DING-MAN

## PRESENT THE IDEA CONCEPT

SAYS DING WHENEVER ANYONE SAYS NO TO AN IDEA

SAYS REWIND WHENIT IS TIME TO FOLLOW A NEW PATH IN THE CONCEPTUAL DEVELOPMENT

# AT THE TABLE FURTHER DEVELOPMENT OF IDEA CONCEPTS 

WHAT HAPPENS NEXT?

NEW LINE

REWIND

## DING-MAN TAKES NOTES

## MODUL 4

## THE IDEAS ARE PLAGED ON A WALL OR A TABLE AND AN IDEA IS SELECTED

TIME: 15+ MINUTES

## ALL ATTENDENGES PLACE THEIR IDEAS ON THE WALL

1. ALL ATTENDENCES PLACE THEIR NOTES ON THE WALL

## PLACE ALL IDEAS ON THE WALL



## ALL PERSONS MUST SELEGT ONE IDEA EACH

1. ALL PERSONS MUST PICK AN IDEA WITH THE HEART (NOT WTH THE BRAIN) BASED ON WHICH IDEA WOULD BE MOST INTERESTING TO GO ON WITH.
2. ALLOW THE ATTENDENCES TIME TO READ MANY IDEAS AND FINALLY PICK ONE (8 - 10 MINUUES)
3. THE IDEANOTE IS KEPT IN THE POCKET FOR LATER USE

# FALL IN LOVE WITH AN IDEA 

FIND ONE IDEA EACH

- CHOOSE WITH YOUR HEART


## MODUL 5

# WHAT KNOWLEDGE IS MISSING FOR FURTHER DEVELOPMENT PROGES? 

## TIME: 30 MINUTES



## 3D CASE: PRACTICIAN \& PHILOSOPHER

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO HAS THE SAME HAND TEMPERATURE AS YOURSELF
2. THE ONE IS PRACTICAL AN SAY SOMETHIN SPECIFIC OR PRACTICAL (SHOOE)
3. THE OTHER IS PHLLOSOPHER AND SAYS SOMETHING PRINCIPAL OR ABSTRACT (FOOTWEAR)
4. BY TURN YOU SAY A WORD THAT IS EITHER A PRACTICAL EXAMPLE OR A PRINCIPAL BASED ON WHAT THE OTHER PERSON JUST SAID
5. THE PRACTICAL IS SITTING DOWN WHILE THE PHILOSOPHER STAND UP
6. IF YOU SLOW DOWN THE PHILOSOPHER INTIATE WTHH A NEW WORD
7. THE ONE WTIH LONGEST PANTS IS PRACTICLAN AND INTITATE

## 3D CASE: PRACTICIAN \& PHILLOSOPHER

1. ET TOGETHER TWO AND TWO IN PARS WITH ONE WHO WEARS THE SAME SHOES AS YOURSELF
2. HAND OUT ONE PIECE OF PAPER PER GROUP OF 2 PERSONS
3. EVERY GROUP OF 2 MUST DRAW THEIR COMMON BRAIN ON THE PAPER AND FIL IT OUT WITH THE KNOWLEDGE THEY HAVE IN THER BRAINS: KNOWLEDGE IS WIDELY RECOGNIZED AND HOLDS WORKS, SCHOOL, HOBBY AND SUCH

## PLEASE SIT DOWN



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# WHAT KNOWLEDGE IS MISSING FOR FURTHER DEVELOPMENT PROGES? 

1. AS A GROUP YOU DRAW A MENTAL LIBRARY WHICH HOLDS THE KNOWLEDGE THAT LEADS YOUR CONCEPT FURTHER
2. PUT NAMES AND ORGANIZATIONS ON THE SPECIFIC PARTS OF THE BRAIN

## DRAW THE MENTAL LIBRARY

## OF THE (KNOWLEDGE) PERSONS WHO NEED TO MEET



## MODUL 6

## PRESENTATION OF IDEA GONGEPTS

TIME: 5 MINUTES PER IDEA

## PRESENTATION OF IDEA CONCEPTS

## MODUL 7

## REFLEGTION WITH POWERWRITING

## TIME: 30 MINUTES

## REFLECTION

## POWER WRITIING

1. ALONE: INDIVIDUEL IDEA GENERATION ON "WHAT HAVE I LEARNED".

- ONE REFLECTION PER PAPER

2. MAKE A PILE OF NOTES WITH ALL YOUR REFLECTIONS
3. USE THE PILE OF NOTES AS INSPIRATION FOR THE REFLECTION REPORT. ONE REFLECTION AT A TIME.
4. ENSURE SILENCE DURING THIS EXERCISE

## REFLECTION

WRITE REFLECTIONS FROM YOUR EXPERENCES

- ONE REFLECTION ON EACH PAPER


## REFLECTION

## MAKE A PILE OF YOUR REFLECTION NOTES

# REFLECTION 

# WRITE DOWN A REFLECTION DOCUMENT 

USE THE REFLECTION NOTES AS STIMULI ONE AT A TIME

## COMPLETELY SILENCE

