

**Aalborg Universitet** 

#### **Toolbox for creativity**

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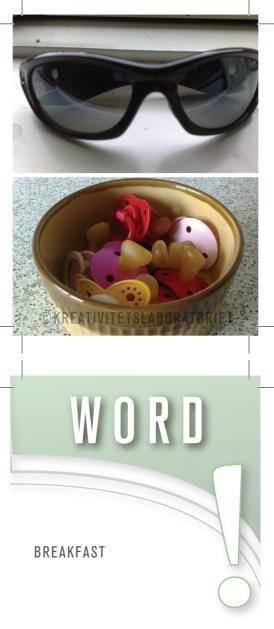
### PICTURE 6 **Udvind** Vækst Krea<sub>10</sub>vitets kabora²riel **© KREATIVITETSLABORATORIET PLAYING CARD** PICTURE 6 Udvind Vækst Krea<sub>10</sub>vitets Labora<sup>2</sup>riet **© KREATIVITETSLABORATORIET PLAYING CARD** PICTURE 6 ♥ Udvind Vækst Krea<sub>10</sub>vitets Labora<sup>2</sup>riet **© KREATIVITETSLABORATORIET**





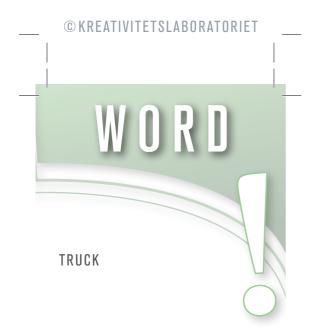










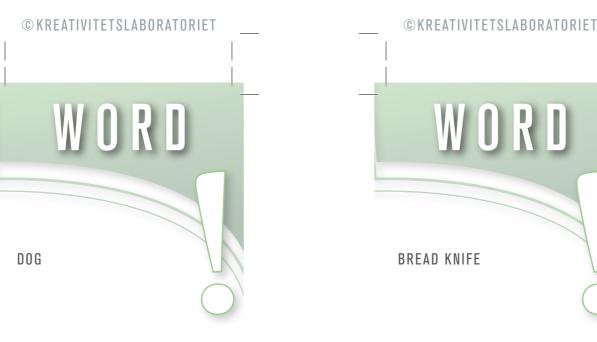


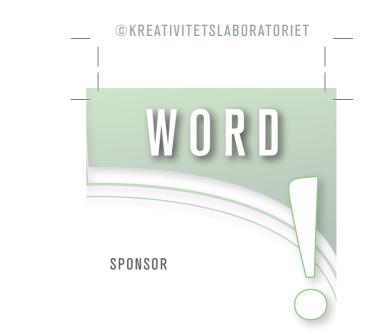


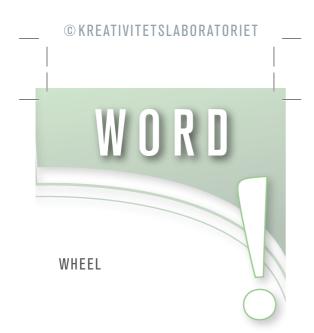




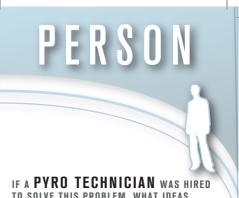








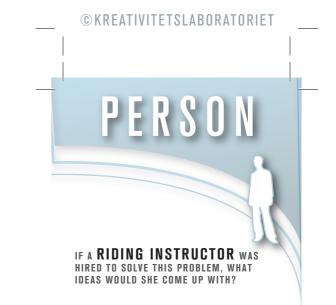




TO SOLVE THIS PROBLEM, WHAT IDEAS WOULD SHE COME UP WITH?



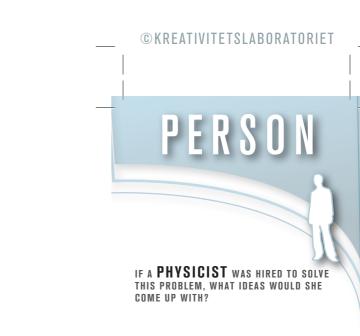
IF AN **HAIRDRESSER** WAS HIRED TO SOLVE THIS PROBLEM, WHAT IDEAS WOULD HE COME UP WITH?





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IF A **FARMER** WAS HIRED TO SOLVE THIS PROBLEM, WHAT IDEAS WOULD HE COME UP WITH?



# PERSON

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IF A **BEDOUIN** WAS HIRED TO SOLVE THIS PROBLEM, WHAT IDEAS WOULD HE COME UP WITH?



## PLAYING CARD PERSON 6 **Udvind** Vækst ea<sub>10</sub>vitets **M**abora²riet TETSLABORATORIET CHALLENGE 6 Udvind Vækst Krea<sub>10</sub>vitets Labora<sup>2</sup>riet **© KREATIVITETSLABORATORIET PLAYING CARD** CHALLENGE 6 Udvind Vækst Krea<sub>10</sub>vitets Labora<sup>2</sup>riet **© KREATIVITETSLABORATORIET**

## PERSON

IF A **ROBOT** WAS HIRED TO SOLVE THIS PROBLEM, WHAT IDEAS WOULD SHE COME UP WITH?

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CHALLENGE

THE SOLUTION MUST BE ABLE TO DEVELOP

HEAT

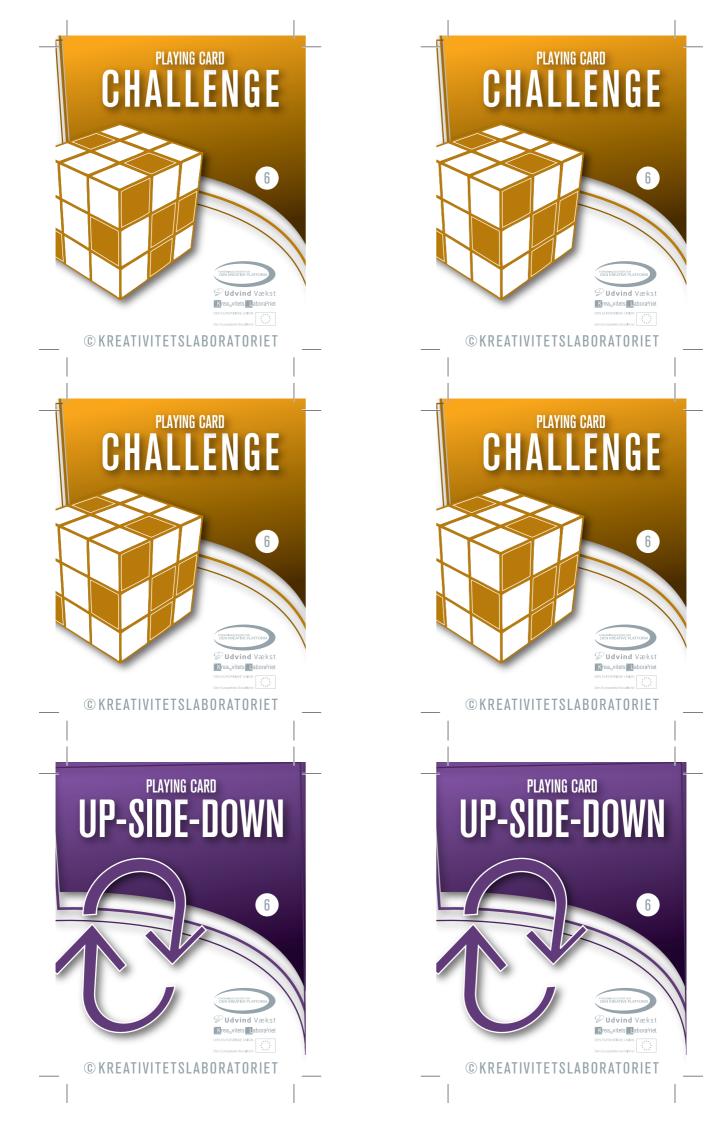


THIS PROBLEM, WHAT IDEAS WOULD HE COME UP WITH?









## CHALLENGE

THE SOLUTION MUST BE MADE OF LEGO Bricks



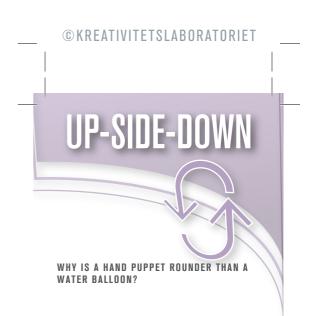
THE SOLUTION SHOULD BE USED BY AN AMERICAN INDIAN





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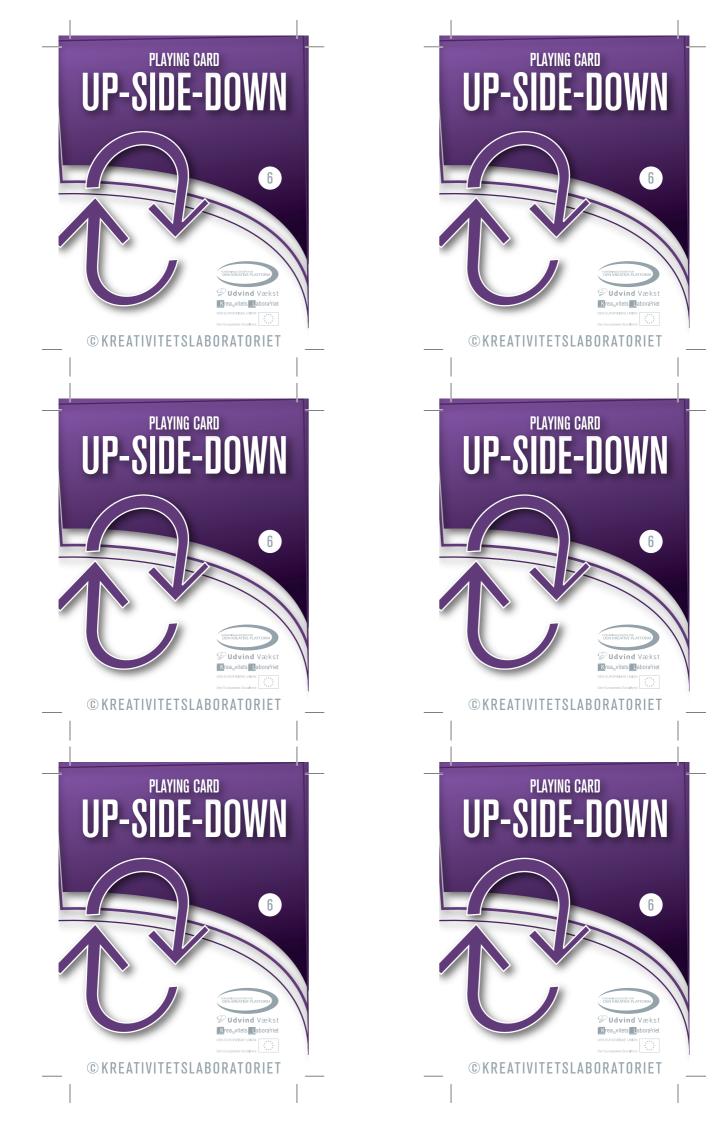
THE SOLUTION SHOULD BE USED AS A WEAPON

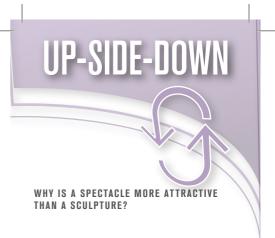


# UP-SIDE-DOWN

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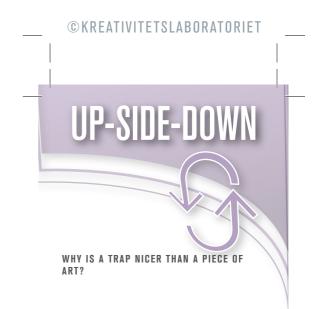
WHY IS A BREAD KNIFE MORE FLEXIBLE THAN A ROLLER COASTER?

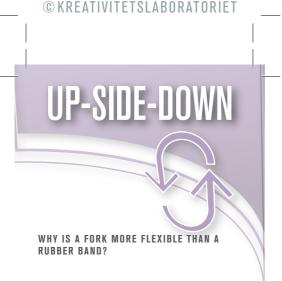


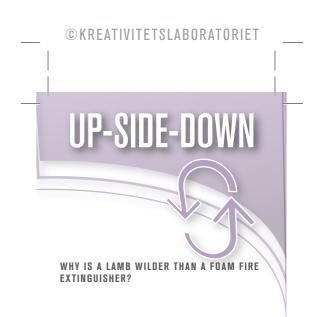




WHY IS A LETTER MORE EXPENSIVE THAN A POST OFFICE?







# UP-SIDE-DOWN

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WHY IS A MIDDEN SMALLER THAN A COW?

#### PLAYING CARD PRINCIPLE

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**PLAYING CARD** 

PRINCIPLE

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PLAYING CARD PRINCIPLE

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6

**Udvind** Vækst

6

**Udvind** Vækst

6

Udvind Vækst

Krea<sub>10</sub>vitets Labora<sup>2</sup>rief

Krea<sub>10</sub>vitets Labora<sup>2</sup>riet

Krea<sub>10</sub>vitets Labora<sup>2</sup>riet

#### PLAYING CARD PRINCIPLE



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# PRINCIPLE



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### PLAYING CARD PRINCIPLE



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## PRINCIPLE

APPLY THE PRINCIPLE THAT PERSONS BOTH WITH AND WITHOUT CHILDREN CAN USE THE SOLUTION

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PRINCIPLE

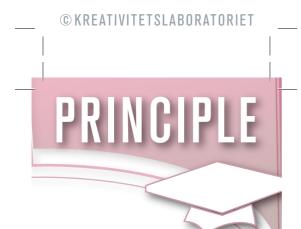
APPLY THE PRINCIPLE OF REPLACEMENT OF

THE MAIN COMPONENT OF THE

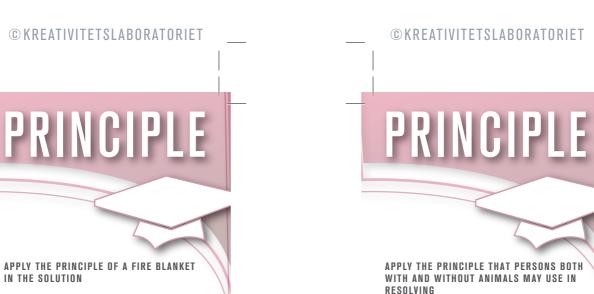
SOLUTION



APPLY THE PRINCIPLE OF A WATCH IN THE SOLUTION



APPLY THE PRINCIPLE THAT ELEMENTS OF THE SOLUTION IS INVISIBLE



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IN THE SOLUTION

#### PLAYING CARD PRINCIPLE

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PRINCIPLE

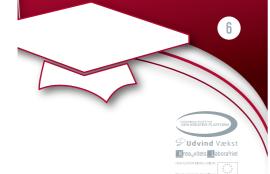
6

Udvind Vækst

Krea<sub>10</sub>vitets Labora<sup>2</sup>riet

EUROPIEISKE UNION

#### PLAYING CARD PRINCIPLE



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## PRINCIPLE

APPLY THE PRINCIPLE OF LOCKING Elements in the solution

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APPLY THE PRINCIPLE OF EXPANSION OF

THE SOLUTION

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