



Aalborg Universitet

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Toolbox for creativity

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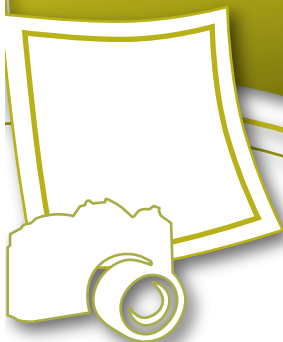
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PLAYING CARD

PICTURE

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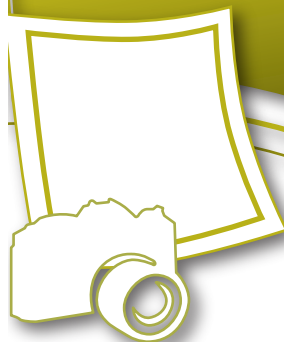


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PICTURE

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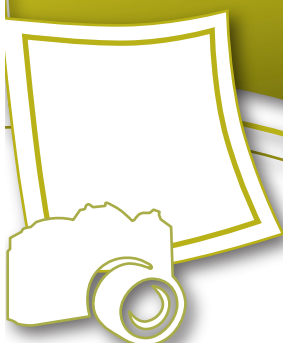


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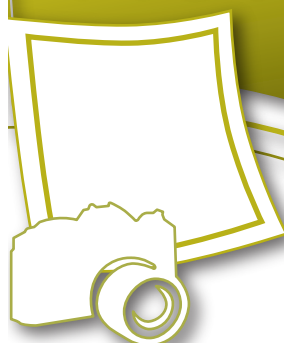


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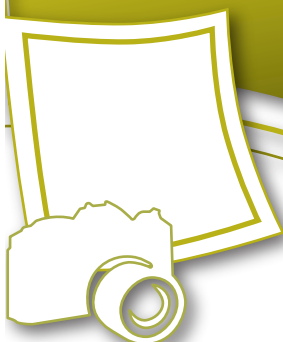


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PICTURE

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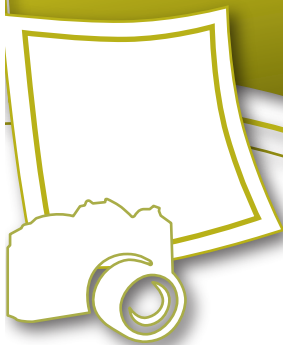
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PLAYING CARD

PICTURE

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PLAYING CARD

PICTURE

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WORD

HORSE

WORD

FENCE

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WORD

CAFE

WORD

YEARBOOK

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PLAYING CARD

WORD

1



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PLAYING CARD

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STORY



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PROTOTYPE



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FRIDGE



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CABIN



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XYLOPHONE



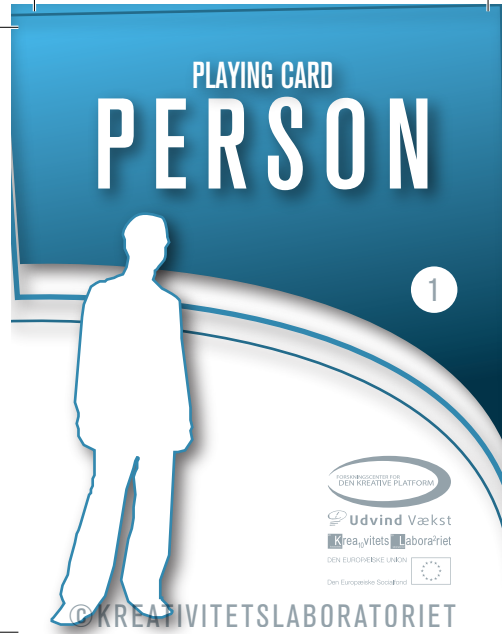
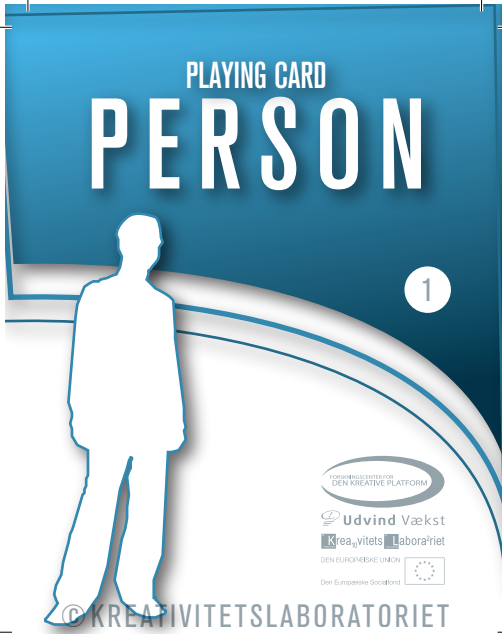
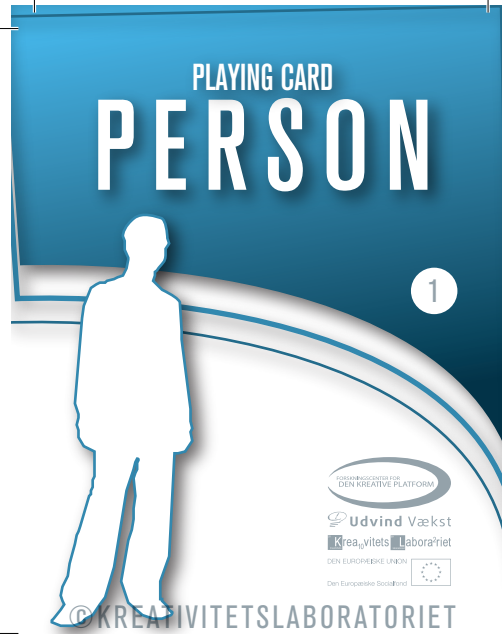
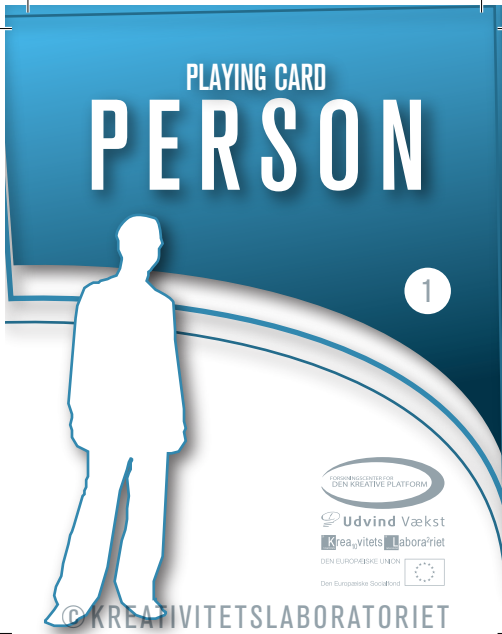
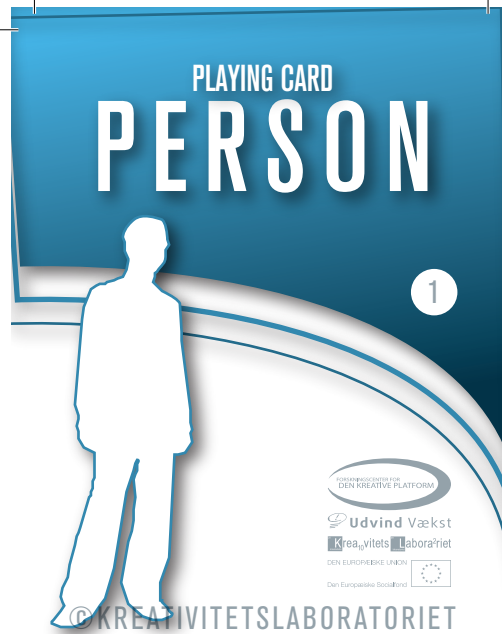
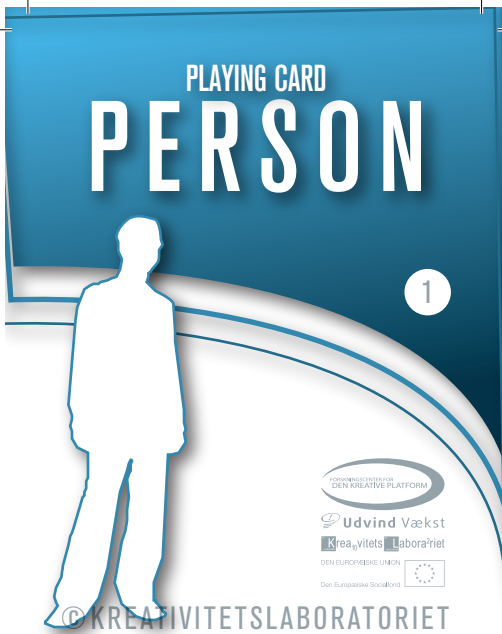
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WORD

BAG



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PERSON



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

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PERSON



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

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PERSON



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

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PERSON



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

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PERSON



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

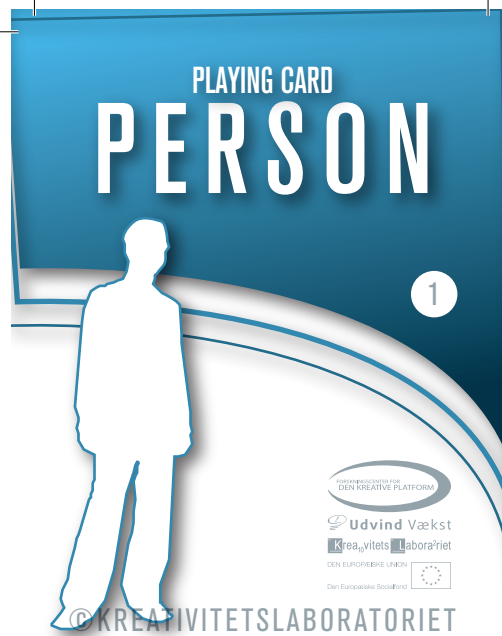
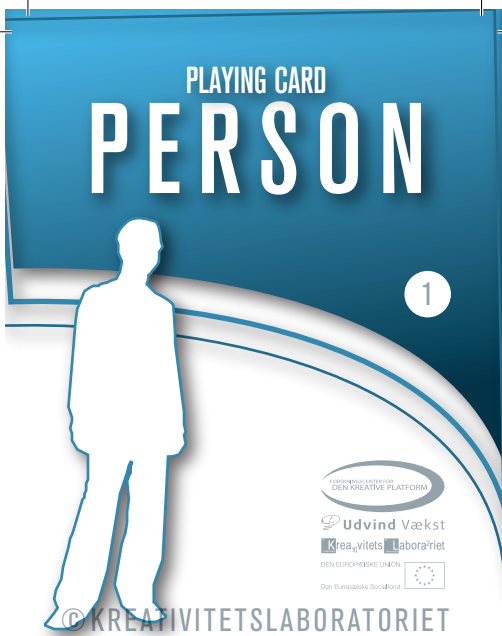
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PERSON



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

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PERSON



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

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PERSON



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

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CHALLENGE



THE SOLUTION SHOULD BE USED TO TEACH WITH

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CHALLENGE



THE SOLUTION MUST BE ABLE TO ROLL UPHILL

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CHALLENGE



THE SOLUTION SHOULD BE USED AS A DOOR STOP

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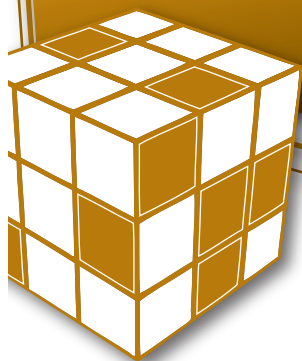
CHALLENGE



THE SOLUTION SHOULD BE ABLE TO BE MOLDED

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PLAYING CARD
CHALLENGE

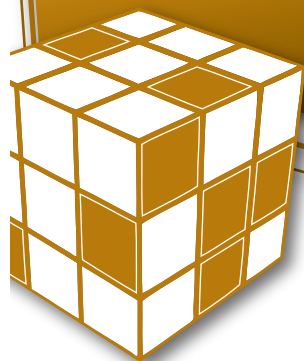


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CHALLENGE

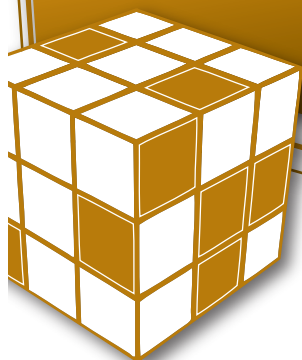


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CHALLENGE

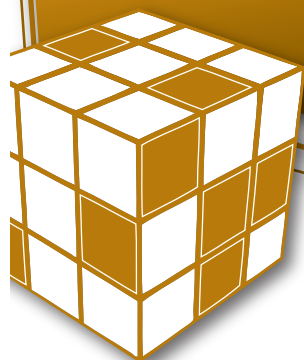


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PLAYING CARD
CHALLENGE



1



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PLAYING CARD
UP-SIDE-DOWN



1



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PLAYING CARD
UP-SIDE-DOWN



1



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CHALLENGE



THE SOLUTION MUST HAVE LEGS

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CHALLENGE



THE SOLUTION SHOULD BE USED AS A HAND WEAPON

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UP-SIDE-DOWN



WHY IS A SANDAL LARGER THAN A RESTAURANT?

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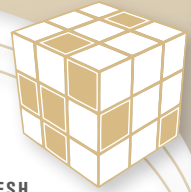
CHALLENGE



THE SOLUTION MUST BE ABLE TO BE DONE BY ONE FAMILY

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CHALLENGE



THE SOLUTION MUST BE FRESH

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UP-SIDE-DOWN



WHY IS A NAIL CLIPPER FASTER THAN A LAWNMOWER?

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PLAYING CARD
UP-SIDE-DOWN



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PLAYING CARD
UP-SIDE-DOWN



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UP-SIDE-DOWN



WHY IS A WALL SMALLER THAN A CHAIR?

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UP-SIDE-DOWN



WHY IS A LAWN SMALLER THAN A FINGER?

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UP-SIDE-DOWN



WHY IS AN EXCAVATOR NARROWER THAN TWEEZERS?

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UP-SIDE-DOWN



WHY ARE RIBBON SAFER THAN A SHIELD?

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UP-SIDE-DOWN



WHY IS A FLAMETHROWER SLOWER THAN A SPARKLER?

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UP-SIDE-DOWN



WHY IS A MONKEY SMOOTHER THAN A FRESHLY IRONED SHIRT?

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PLAYING CARD

PRINCIPLE

1



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PLAYING CARD

PRINCIPLE

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PLAYING CARD

PRINCIPLE

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PRINCIPLE

APPLY THE PRINCIPLE OF A CEMENT MIXER
IN THE SOLUTION

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PRINCIPLE

APPLY THE PRINCIPLE OF A STUN GUN IN
THE SOLUTION

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PRINCIPLE

APPLY THE PRINCIPLE OF A DAM IN THE
SOLUTION

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PRINCIPLE

APPLY THE PRINCIPLE OF MAKING
ELEMENTS OF THE SOLUTION DARKER

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PRINCIPLE

APPLY THE PRINCIPLE OF FREE MOVEMENT
IN THE SOLUTION

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PRINCIPLE

APPLY THE PRINCIPLE TO MAKE THE AIR
CLEANER IN THE SOLUTION

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