

Aalborg Universitet



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 CREATIVITY

- AND A BARRIER FOR YOUR COLLEGES CREATIVITY

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 1 2 3

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 1 2 3 2 3 1 3 2 1 AND SO FORTH
7. NOW WITH EYES CLOSED (COUNT SLOWLY AT FIRST)

3D CASE: CARTOON CHARACTER

1. SAME PARTNER
2. CLOSE YOUR EYES
3. THINK OF A CARTOON CHARACTER YOU REALLY LIKE
4. OPEN YOUR EYES
5. TELL EACH OTHER ABOUT YOUR CARTOON CHARACTER
IN 1 MINUTE
6. THE ONE WITH **WARMEST HANDS** INITIATE
7. AFTER 1 MINUTE, THE SECOND PERSON CARRY ON
8. 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 UNTIL 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 INITIATE
5. AFTER 1 MINUT, THE SECOND PERSON CARRY ON

3D CASE: YES - WE MADE A MISTAKE

- 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 EXPLANATION)
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 IMPRES-
SION 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** INITIATE

PLEASE SIT DOWN



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 CREATIVITY

- AND A BARRIER FOR YOUR COLLEGES CREATIVITY

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 UNTIL I SAY STOP
4. NOW YOU SWAP "1" WITH A CLAP. CONTINUE OVER AND OVER AGAIN WITH "CLAP - 2 - 3" UNTIL 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 SAY STOP
6. NOW YOU SWAP "3" WITH A HEAD SHAKE. CONTINUE OVER AND OVER AGAIN WITH "CLAP - STAMP - HEAD SHAKE" UNTIL I SAY STOP
7. EACH ROUND LASTS APPROX. A 1/2 MINUTE

3D CASE: FAVORITE KITCHEN TOOL

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** INITIATE
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: HISTORY 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 INITIATE TELLING THE PARTNER WHAT HAS HAPPEND IN THE WORLD HISTORY FROM THE MOMENT YOU WALKED IN TO THIS ROOM AND BACKWARDS UNTIL THE EARTH WAS BORN.
- YOU HAVE ONE MINUTE EACH, AFTERWARDS THE PARTNER TELLS ANOTHER STORY
3. THE ONE WITH **BRIGHTEST JEANS** ON INITIATE NOW
4. AFTER 1 MINUT, THE SECOND PERSON WITH **DARKEST JEANS** WILL 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: YES - 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 TRAINING CARDS
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WITH ANOTHER PERSON
4. PLAN A TRIP TO MARS BY IN TURNS BEING INSPIRED 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 WITH THE **MOST COLORFUL** DRESS INITIATE

PLEASE SID DOWN



MODUL 1C

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 CREATIVITY

- AND A BARRIER FOR YOUR COLLEGES CREATIVITY

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-CHARACTER

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 WITH THE **BIGGEST SHOES** INITIATE
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

- 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 WILL NEED PEN AND PAPER
3. WRITE DOWN WHATEVER THOUGHT THAT IS ON YOUR MIND
4. ONE PIECE OF PAPER FOR ONE THOUGHT
5. CONTINUE TO WRITE YOUR THOUGHTS DOWN WITHOUT 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



MODUL 1D

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 CREATIVITY

- AND A BARRIER FOR YOUR COLLEGES CREATIVITY

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 WAY 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** INITIATE
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 TRAINING CARDS, ONE FOR EACH PERSON
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WITH 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 CHAIR YOU SIT IN. THE IDEAS OF WHY YOU HATE THE CHAIR ARE STIMULATED BY USING THE WORD TRAINING CARDS
6. **DEMONSTRATE** THE EXERCISE YOURSELF SHORTLY
7. THE ONE WITH THE **BRIGHTEST JEANS** INITIATE

PLEASE SIT DOWN



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 CREATIVITY

- AND A BARRIER FOR YOUR COLLEGES CREATIVITY

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** INITIATE
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 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 LUNCH YESTERDAY AS YOURSELF
2. HAND OUT TRAINING 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 TRAINING CARDS
5. WHEN YOUR PARTNER TELLS AN IDEA YOU WILL HAVE TO EXPLAIN WHY THE IDEA IS 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 INITIATE

3D CASE: YES AND IT WOULD BE EXITING IF

- 1. SAME PARTNER**
- 2. HAND OUT TRAINING 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 CHAIR 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 EXITING IF" AND SO FORTH**
- 6. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY**
- 7. THE ONE WITH MOST SOFT DRINKS AT HOME INITIATE**

PLEASE SIT DOWN



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 CARDS**

TIME: 40 MINUTES

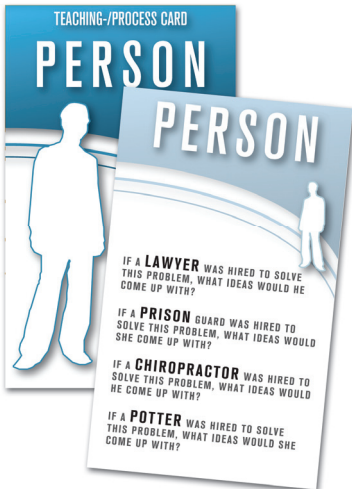
INDIVIDUAL IDEA-GENERATION

INDIVIDUAL BRAINWRITING

WRITE DOWN ALL IDEAS

- EACH IDEA ON A SEPARATE PAPER

PERSON CARD





3D CASE: ENTRANCE TO SUPERMARKET

- 1. GET TOGETHER WITH ONE WHO WAS BORN IN THE SAME MONTH AS YOURSELF**
- 2. HAND OUT TRAINING CARDS, ONE FOR EACH PERSON**
- 3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WITH 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 EXERCISE YOURSELF SHORTLY**
- 7. THE ONE WITH LONGEST FINGER NAILS INITIATE**

PLEASE SIT DOWN



PROBLEM

HERE YOU PRESENT THE PROBLEM (SHORTLY) AGAIN

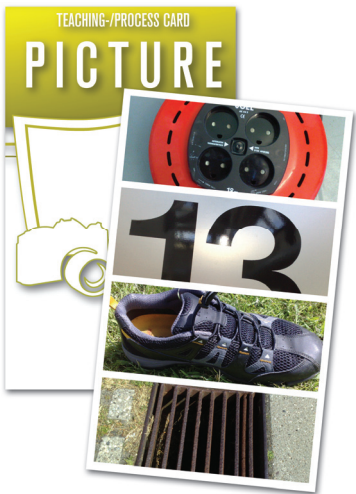
IF A **TAXI-DRIVER** WAS HIRED TO SOLVE THIS
PROBLEM WHAT IDEAS WOULD HE COME UP WITH?

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 TRAINING 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 USING THE IDEAS THE IMAGES CREATE
5. BY TURN USE ONE IMAGE AT THE TIME AND DEVELOPE THE IDEAS
6. **DEMONSTRATE** THE EXERCISE YOURSELF SHORTLY
7. THE ONE WITH **THE BRIGHTEST CLOTHS** INITIATE

PLEASE SIT DOWN



PROBLEM

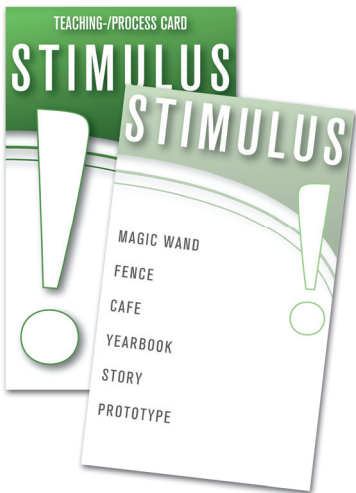
HERE YOU PRESENT THE PROBLEM (SHORTLY) AGAIN







WORD CARD





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

- 1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO SAYS THE SAME NUMBER BETWEEN 1 - 5 AS YOURSELF**
- 2. HAND OUT WORD TRAINING CARDS, ONE FOR EACH PERSON**
- 3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WITH 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 "I"**
- 6. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY**
- 7. THE ONE WITH THE BRIGHTEST JEANS INITIATE**

PLEASE SIT DOWN



PROBLEM

HERE YOU PRESENT THE PROBLEM (SHORTLY) AGAIN

DOOR

BUS

BURGER

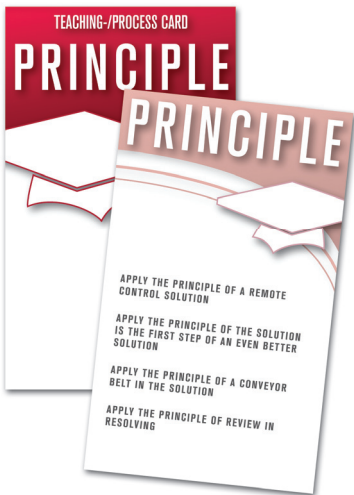
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MODULE 2B

IDEA DEVELOPMENT BY USE OF PRINCIPLES AS STIMULI

TIME: 60 MINUTES

PRINCIPLE CARDS





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

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 OF 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** INITIATE

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 AND SAY SOMETHING SPECIFIC OR PRACTICAL (**SHOOE**)
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 INITIATE WITH A NEW WORD
7. THE ONE **WITH LONGEST PANTS** IS PRACTICIAN AND INITIATE

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 **PRINCIPAL** THAT LAYS BEHIND IT - EX: CHAIR, FURNITURE OR PHYSICAL RELAXATION.
5. **DEMONSTRATE** AND LET THE EXERCISE GO ON FOR TWO OR THREE MINUTES

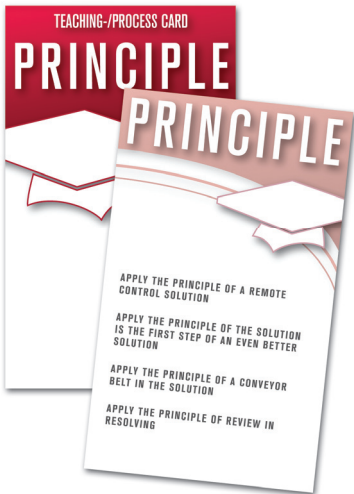
3D CASE: SEARCH FOR PRINCIPALS

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 WITH AS MANY PRICIPALS 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** INITIATE BY POINTING AT A THING

3D CASE: ITEMS MEET (APPLY PRINCIPALS)

1. GET TOGETHER TWO AND TWO IN PAIRS WITH ONE WHO HAS THE OPPOSITE 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 WILL COME UP WITH AN IDEA OF HOW TO DEVELOPE YOUR OWN ITEM WITH 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 WITH **THE BRIGHTEST SOCKS ON** INITIATE
7. WHEN YOU ARE DONE YOU WILL DO THE SAME WITH 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 TRAINING CARDS, ONE FOR EACH PERSON
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WITH ANOTHER PERSON
4. COME UP WITH IDEAS OF WHAT WILL HAPPEN IF THE CARD IS USED FOR DEVELOPING AN RADICAL NEW BIKE?
5. HELP EACH OTHER BY GETTING IDEAS
6. **DEMONSTRATE** THE EXERCISE YOURSELF SHORTLY
7. THE ONE **WITH BRIGHTEST SHOES ON** INITIATE

PLEASE SIT DOWN



PROBLEM

HERE YOU PRESENT THE PROBLEM (SHORTLY) AGAIN

APPLY THE PRINCIPLE OF **“SPEEDING UP”**

APPLY THE PRINCIPLE OF **“CLEANING”**

APPLY THE PRINCIPLE OF **“COVERING”**

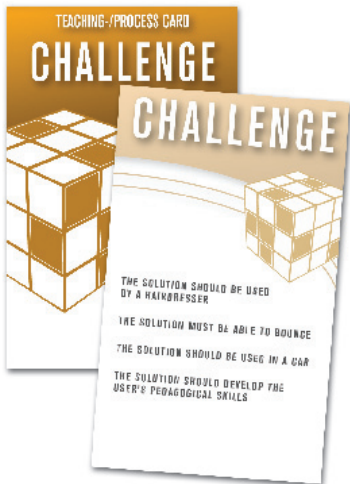
APPLY THE PRINCIPLE OF **“SWING DOOR”**

MODULE 2C

**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 TRAINING 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



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 OF NOISE UNTIL THEY SHOUT
4. FRONT EACH OTHER AND CLAP A CONTINUOUS RHYTHM ON THIGHS, OWN HANDS AND THE HAND OF YOUR PARTNER- GET 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 "I", 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 EXERCISES WITH**
- 2. HAND OUT WORD TRAINNING 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 EXPLAYNING WHY THE IDEA IS COMPLETELY FOOLISH. THE PARTNER THEN CONTINUE BY DEVELOPING AN NEW IDEA WITH INSPIRATION FROM A CARD.**
- 5. DEMONSTRATE THE EXERCISE YOURSELF SHORTLY. THE EXERCISE LASS FOR TWO MINUTES**
- 6. THE ONE WITH THE LONGEST HAIR INITIATE**

3D CASE: YES AND WE COULD

1. **SAME PARTNER**
2. HAND OUT WORD TRAINING CARDS, ONE FOR EACH PERSON
3. IF ANY, BY A MISTAKE, GET A GLIMPS OF THEIR CARD, THEY SWAP CARDS WITH ANOTHER PERSON
4. CREATE IDEAS FOR THE FUTURE BICYCLE.
USE ONE WORD AT A TIME AS INSPIRATION FOR THE IDEAS. THE PARTNER SAYS “YES” TO ALL IDEAS AND CONTINUE DEVELOPING IDEAS WITH INSPIRATION FROM A CARD “WE COULD ALSO ...”
5. **DEMONSTRATE** THE EXERCISE YOURSELF SHORTLY.
THE EXERCISE LASTS FOR TWO MINUTES
6. THE ONE WITH **THE BIGGEST SMILE** INITIATE

PLEASE SIT DOWN



PREPARE THE ATTENDANCES FOR USEING THE CARDS 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 BRAINTWRITING AS A TOOL FOR EMPTYING THEIR MINDS (WITHOUT ANY CARDS)

TEACHING-/PROCESS CARD

PERSON



PERSON



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

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

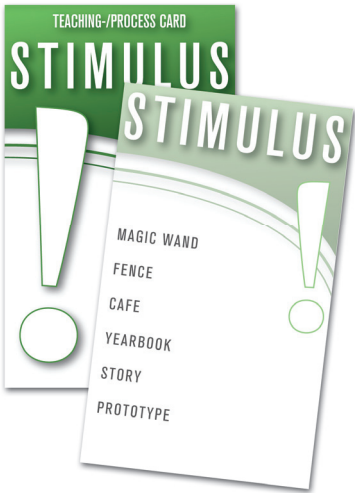
IF A **CHIROPRACTOR** WAS HIRED TO SOLVE THIS PROBLEM, WHAT IDEAS WOULD HE COME UP WITH?

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

TEACHING-/PROCESS CARD

PICTURE





TEACHING-/PROCESS CARD

PRINCIPLE

PRINCIPLE

APPLY THE PRINCIPLE OF A REMOTE
CONTROL SOLUTION

APPLY THE PRINCIPLE OF THE SOLUTION
IS THE FIRST STEP OF AN EVEN BETTER
SOLUTION

APPLY THE PRINCIPLE OF A CONVEYOR
BELT IN THE SOLUTION

APPLY THE PRINCIPLE OF REVIEW IN
RESOLVING

TEACHING-/PROCESS CARD

CHALLENGE



CHALLENGE



THE SOLUTION SHOULD BE USED
BY A HAIRDRESSER

THE SOLUTION MUST BE ABLE TO BOUNCE

THE SOLUTION SHOULD BE USED IN A CAR

THE SOLUTION SHOULD DEVELOP THE
USER'S PEDAGOGICAL SKILLS

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 CARDS

1. THE ATTENDANCES AT SITTING IN GROUPS OF TWO
2. HAND OUT CARDS TO THE ATTENDANCES 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
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

- EACH IDEA ON A SEPARATE PAPER

MODUL 3B

**IDEA DEVELOPMENT
IN PAIRS 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 SHOELACES 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 WITH HANDS CLAPPING 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 TIME
5. THE PAPER GOES ROUND THE CLOCK
6. NO TALKING
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 TIME**
- 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? (CARTOON)

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 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 HAPPENS IN THE NEXT IMAGE AND END BY ASKING THE PARTNER: "WHAT HAPPENS NEXT?"
6. **DEMONSTRATE** THE EXERCISE YOURSELF SHORTLY
7. THE ONE WITH **MOST BLACK CLOTHES ON** INITIATE BY SAYING "LOOK SUPERMAN..."

3D CASE: NEW LINE?

1. GET 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 BEGINS 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 LISTENING 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** INITIATE BY SAYING “LOOK SUPERMAN..

THE FOCUS IS TO DEVELOP THE IDEA FURTHER FROM THE “WALL”

1. CONTINUE WITH THE SAME PARTNER AND DEVELOP THE CHOSEN IDEA IN THE SAME WAY AS DOING THE CARTOON
2. “WHAT HAPPENS NEXT?” OG “NEW EDITION” ON THE CHOSEN 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 3C

FURTHER DEVELOPMENT OF IDEAS IN GROUPS

TIME: 60+ MINUTES

IDEA DEVELOPMENT IN GROUPS

THE GROUP DEVELOP A COMMON IDEA CONCEPT

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 THEIR IDEA CONCEPTS ON THE TABLE (LARGE PAPERS WITH IDEAS FURTHER DEVELOPED)



3D CASE: STORY TELLING IN GROUPS – ONE SENTENCE AT A TIME (1)

1. MAKE THE TEAM STAND IN A LINE ACCORDING TO THE DATE OF BIRTH, WHERE JANUARY 1 IS IN 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
10. THE ONE THAT HAS **TRAVELD BY TRAIN** LATEST INITIATE

3D CASE: STORY TELLING IN GROUPS – ONE SENTENCE 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 I IN 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 DEVELOPMENT 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 INITIATE
9. SWAP **DING-MAN** AFTER 4-5 MINUTS SO THAT SEVERAL PERSONS GET TO TRY

THE GROUP DEVELOP A COMMON IDEA CONCEPT

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** INITI-
ATE 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



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

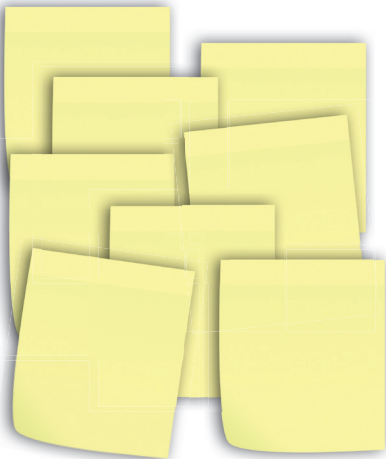
**THE IDEAS ARE PLACED ON A
WALL OR A TABLE AND AN IDEA IS
SELECTED**

TIME: 15+ MINUTES

ALL ATTENDENCES PLACE THEIR IDEAS ON THE WALL

1. ALL ATTENDENCES PLACE THEIR NOTES ON THE WALL

PLACE ALL IDEAS ON THE WALL



ALL PERSONS MUST SELECT ONE IDEA EACH

1. ALL PERSONS MUST PICK AN IDEA WITH THE HEART (NOT WITH THE BRAIN) BASED ON WHICH IDEA WOULD BE MOST INTERESTING TO GO ON WITH.
2. ALLOW THE ATTENDANCES TIME TO READ MANY IDEAS AND FINALLY PICK ONE (8 - 10 MINUTES)
3. THE IDEA/NOTE 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 PROCES?**

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 AND SAY SOMETHING SPECIFIC OR PRACTICAL (**SHOOE**)
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 INITIATE WITH A NEW WORD
7. THE ONE **WITH LONGEST PANTS** IS PRACTICIAN AND INITIATE

3D CASE: PRACTICIAN & PHILOSOPHER

- 1. GET TOGETHER TWO AND TWO IN PAIRS 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 THEIR BRAINS: KNOWLEDGE IS WIDELY RECOGNIZED AND HOLDS WORKS, SCHOOL, HOBBY AND SUCH**

PLEASE SIT DOWN

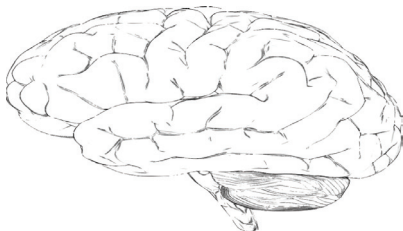


WHAT KNOWLEDGE IS MISSING FOR FURTHER DEVELOPMENT PROCES?

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 CONCEPTS

TIME: 5 MINUTES PER IDEA

PRESENTATION OF IDEA CONCEPTS

MODUL 7

REFLECTION WITH POWERWRITING

TIME: 30 MINUTES

REFLECTION

POWER WRITING

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 EXPERIENCES

- 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