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## **Toolbox for creativity**

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# 3D CASE: Practitioner and philosopher

1. Find together two and two with the same hand temperature (at this stage) as you
2. The tallest is practitioner and says only practical words (shoe)
3. The not so tall is philosopher and says only principle/abstract words (footwear)
4. Take turns to say one word at a time. Make sure the practical word relates to the principle word and vice versa
5. The practitioner sits on the floor/chair – the philosopher is standing
6. If you get stuck, start over with a new practical word
7. The practitioner starts

# 3D CASE: Group history – one sentence at a time

1. Ask the team to line up in a row after birth date starting with 1/1
2. Divide row into groups of 3-4 participants
3. Each group should form a circle
4. You should now develop a story, telling only one sentence each at a time
5. The story starts with “I go to my car and drives to the lake...”
6. When the first partner finish this sentence the next in the group continues the story with a new sentence and so on
7. It is allowed to say “Start over” which brings you back to “I go to my car and drives to the lake...”
8. You follow the route of the clock when you hand over the story
9. Whoever last went by train starts

# 3D CASE: Group history – one sentence at a time

1. Stay in the same groups
2. Each group should form a circle
3. You should now develop a story, telling only one sentence each at a time
4. The story starts with “I go to the street and falls into the drain...”
5. When you finish your sentence you clap your hands, which signals that the next one is should continue the story with a new sentence
6. Whoever has any sentence to add has the lead
7. Whoever last ate bananas starts

# 3D CASE: Yes, we made a mistake

- 1.** Find together two and two with a partner who has the same pair of jeans on as yourself
- 2.** Stretch your arms above your head and say "Yes, we made a mistake" (make them say it 3-4 times)
- 3.** Now select a category (e.g. "something you look through") – Take turns to fill out the category (glasses, windows etc). When you fails to continue filling in out the category, you have made a mistake. Now you both shout "Yes, we made a mistake"
- 4.** Continue the exercise by selecting a new category
- 5.** Demonstrate
- 6.** Whoever has the wildest childhood dream starts

# 3D CASE: Items meet

- 1. Same partner**
- 2.** Take each an item from the ITEM BAG (you place a bag many many different items on the floor)
- 3.** Now, the two items meet, and in turns you should generate ideas on how elements from item A can improve item B and vice versa
- 4.** You should help each other
- 5. Demonstrate**
- 6.** Whoever has the longest socks starts
- 7.** Every  $\frac{1}{2}$  minute you give signal to the participants to find a new partner and continue the exercise

# 3D CASE: Item meet using principles

1. Find together two and two with one who has the opposite hand temperature as yourself
2. Take each an item from the ITEMBAG (you place a bag many many different items on the floor)
3. Now, the two items meet, and in turns you should generate ideas on how PRINCIPLES from item A can improve item B and vice versa
4. You should help each other
5. **Demonstrate**
6. Whoever has the brightest socks on starts
7. Every ½ minute you give signal to the participants to find a new partner and continue the exercise

# 3D CASE: Principle 3D case

1. Find together two and two with one who has the same colour in their home as yourself
2. Hand out “Principle training cards”
3. If anyone looks at their card, they should change their card with someone around to make sure they have a card, they have not looked at
4. Generate ideas for a new kind of bicycle by using the principles on the cards as stimuli
5. Help each other to develop ideas
6. Use a new principle every time you have developed a new idea
7. **Demonstrate**
8. The one with the newest shoes starts



# 3D CASE: Challenge 3D case

1. Find together with someone who watched the same about of TV yesterday as yourself
2. Hand out “Challenge training cards”
3. If anyone looks at their card, they should change their card with someone around to make sure they have a card, they have not looked at
4. Use the challenge cards to generate ides for a new kind of hairdresser salon
5. Help each other to develop ideas
6. Use a new challenge every time you have developed a new idea
7. Demonstrate
8. Whoever has the longest pointing finger starts

# 3D CASE: Yes, we made a mistake

- 1. Please stand up**
- 2. Find together two and two with someone who has the same sportsinterests**
- 3. Stretch your arms above your head and say “Yes, we made a mistake” (make them say it 3-4 times)**
- 4. Stand facing each other and clap a continues rhythm: thighs, own hands together and hands with partners hands. Make everyone follow that rhythm**
- 5. Now select a category (e.g. something you can sit on) – take turns to fill out the category while following the rhythm saying I (clap in thighs) say (clap own hands) e.g. chair (clap partners hands). If you fail to follow the rhythm or fail to come up with more elements in the category you shout together “Yes, we made a mistake”**
- 6. Demonstrate**
- 7. Whoever has the brightest eyes starts**

# 3D CASE: Yes, then we could also

- 1. Same partner**
- 2. Hand out “Word training cards”**
- 3. If anyone looks at their card, they should change their card with someone around to make sure they have a card, they have not looked at**
- 4. Take turns to use a word on the card to generate ideas for a future public bus. Your partner says “Yes then we could also” and develops the idea further by using another word on the card as stimuli**
- 5. Continue taking turns**
- 6. Demonstrate**
- 7. Whoever has the biggest hands starts**

# 3D CASE: Entrance to supermarket

1. Find together with one who is born in the same month as yourself
2. Hand out “Person training cards”
3. If anyone looks at their card, they should change their card with someone around to make sure they have a card, they have not looked at
4. If the person mentioned on the card were to develop a new kind of entrance to a supermarket what ideas would he/she get?
5. Help each other to develop ideas
6. Use a new person analogy every time you have developed a new idea
7. **Demonstrate**
8. The one with the longest nails starts

# 3D CASE: Wedding plan

- 1.** Find together with one who has the same shoesize as yourself
- 2.** Hand out “Picture training card”
- 3.** If anyone looks at their card, they should change their card with someone around to make sure they have a card, they have not looked at
- 4.** You are getting married – Plan your wedding party using the pictures for developing ideas
- 5.** Use one picture at a time and help each other to finish the plan
- 6.** Demonstrate
- 7.** Whoever has the brightest shoes on starts

# 3D case: I went for a walk and...

1. Find together two and two with somebody who walks around and say the same number between 1-5 as yourself
2. Hand out "Word training cards"
3. If anyone looks at their card, they should change their card with someone around to make sure they have a card, they have not looked at
4. Create a story that starts with "I went for a walk in the city and..." Look at word and continue the story
5. Use a new word everytime you need new inspiration. You shifts to build on to the story and always uses "I" in the story
6. Demonstrate
7. Whoever has the highest favorite number starts

# 3D CASE: Make a story, one word at a time

1. Same 3-man groups
2. Create a circle of your group
3. You should now develop a story, one word at a time
4. The story starts with “Once upon a time...”
5. The story goes from hand to hand in the 3-man group while you each add one word at a time
6. If one says “Start over, then you start over with “Once upon a time...”
7. Whoever last went to a hairdressor starts

# 3D CASE: What happens next? (cartoon)

1. Find together two and two with someone who has the same go to bed time as yourself
2. You now stand in the middle of huge and dark forest. You want to get out of the forest but don't know the way. On your way out you experience strange things
3. The one starts by saying "See, here is a path. Lets follow that" and then asks the partner "What happens next?"
4. You start walking
5. Take turns to develop a short part of the story of what happens on the way out of the forest. Every time one of you have added a part to the story he/she hands the story over by asking "what happens next"
6. **Demonstrate**
7. The one with most dark clothes on starts



# 3D CASE: New offer?

1. Find together two and two with someone who has the same main door colour in the home as yourself
2. You now stand in the middle of huge and dark forest. You want to get out of the forest but don't know the way. On your way out you experience strange things
3. The one starts by saying "See, here is a path. Lets follow that" and then asks the partner "What happens next?"
4. You start walking
5. Take turns to develop a short part of the story of what happens on the way out of the forest. Every time one of you have added a part to the story he/she hands the story over by asking "what happens next"
6. When the story is handed over to you you are allowed to "New offer". Then the partner should attempt to make an alternative version of the part of the story he/she just did
7. **Demonstrate**
8. Whoever has the most clothes on starts

# 3D CASE: Yes, we made a mistake

- 1. Same partner**
- 2. Stretch your arms above your head and say "Yes, we made a mistake"  
(make then say it 3-4 times)**
- 3. Now play "stone, paper, scissor" together – when you do NOT have the same, shout together "Yes, we made a mistake"**
- 4. Demonstrate**

# 3D CASE: Exchange presents

1. Please stand up
2. Find together two & two with one having the same **car/bike colour** as yourself
3. One mimes that he/she gives the other a present (without saying what it is)
4. The person receiving the gift says what he/she has received as a present
5. Demonstrate
6. It is important that it is the first thought that comes to your mind that will be used to explain what you have received as a present
7. If the present is too private, you just say “thanks”
8. Whoever has the **longest way home** starts

# 3D CASE: 1000 words in one minute

**1. Same partner**

**2.** One of you is a word speaker, the other a category coach

**3.** The word speaker should attempt to say 1000 words in one minute

**4.** Every time the word speaker becomes slow in speaking, the category coach provides him/her with a new category (things on a car, on a beach, in the fridge etc.) in order to help speed up again

**5. Demonstrate**

**6.** The tallest one of you is the category coach

**7.** Change after 1 min so the other tries to be a category coach

# 3D CASE: That is an interesting idea and it...

1. Same partner
2. Hand out word training cards
3. If anyone looks at their card, they should change their card with someone around to make sure they have a card, they have not looked at
4. One of you generate one ideas for a future office chair by using the words as stimuli
5. When your partner generates an idea, you should tell him/her that the idea is interesting and **CONTINUE DEVELOPING** the idea
6. Continue developing the same idea further and further
7. **Demonstrate**
8. Whoever drank most soda yesterday starts