

Aalborg Universitet



Toolbox for creativity

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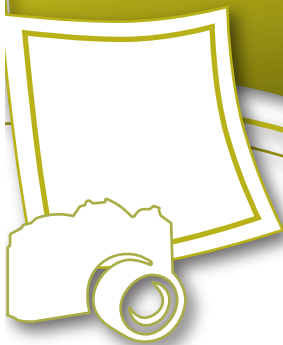
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PLAYING CARD

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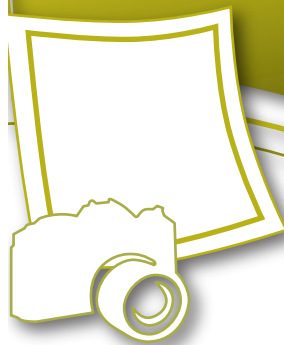


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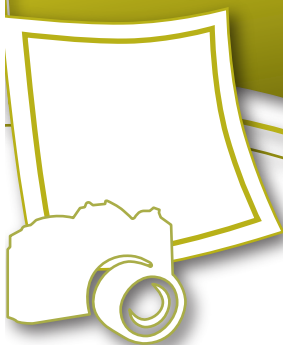


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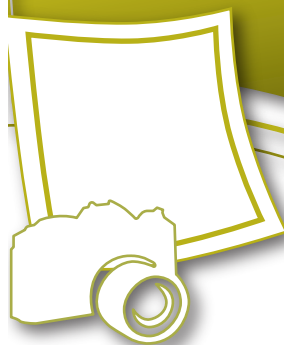


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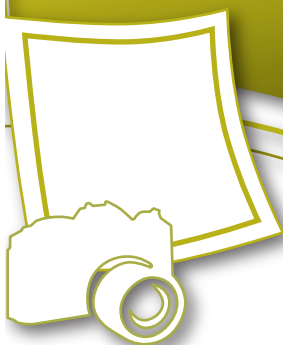


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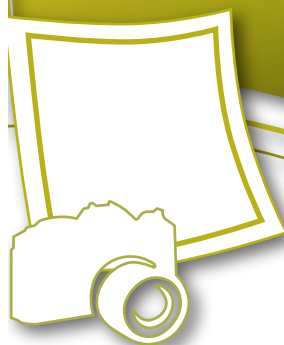


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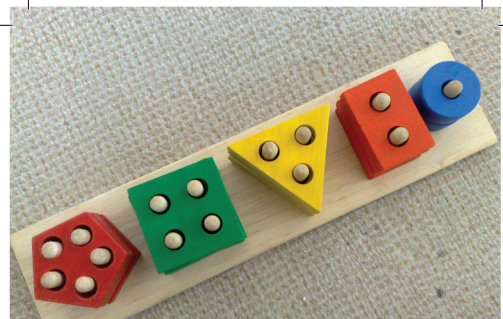
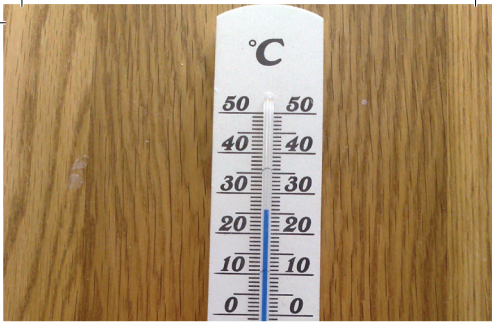
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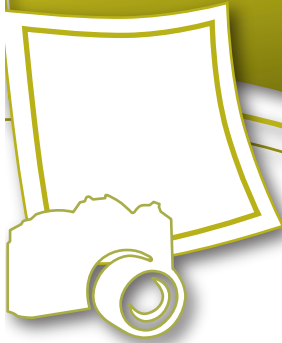
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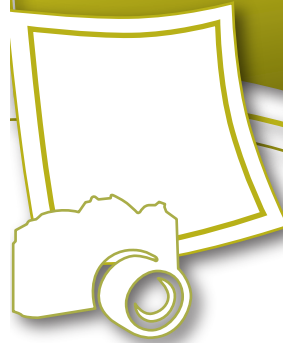


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PLAYING CARD

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PLAYING CARD

WORD

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STEAM BATH

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LIPSTICK

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WORD

POTATO

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EXAM

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WORD

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TRAIN



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STAMP



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LIGHTER



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WOOD



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POST OFFICE



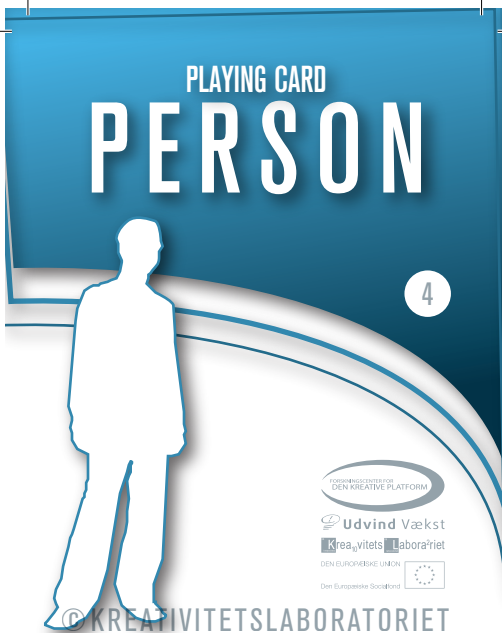
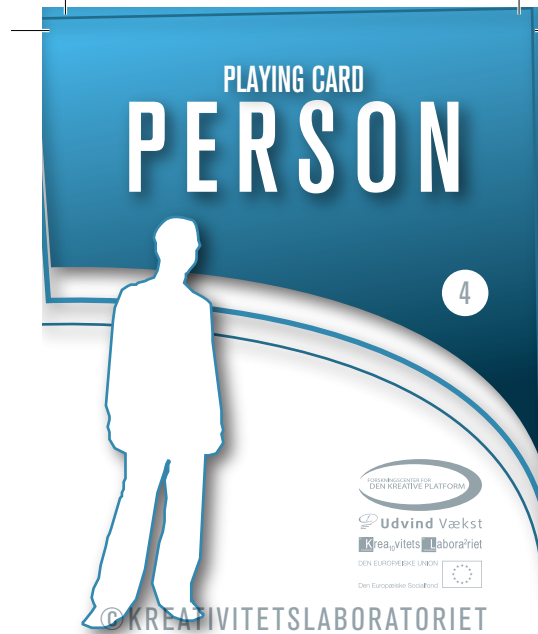
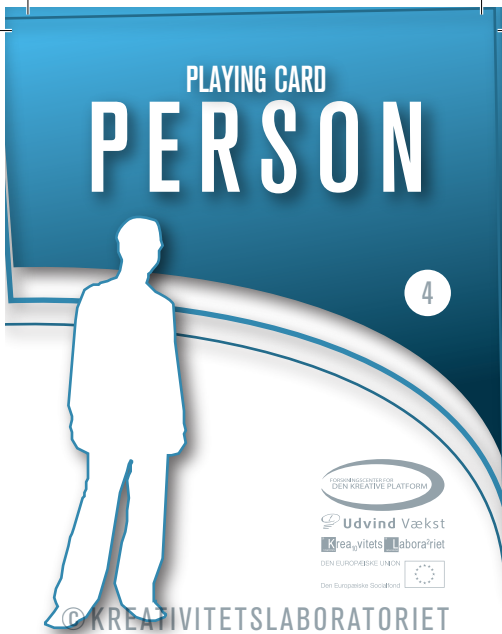
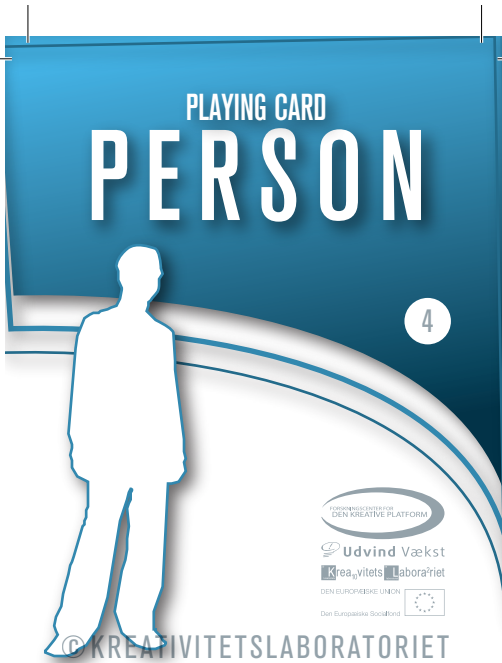
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WORD

ERROR



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PERSON



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

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PERSON



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

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PERSON



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

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

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

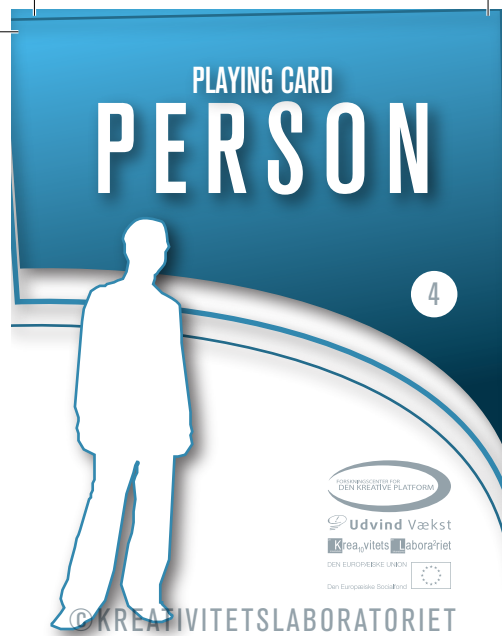
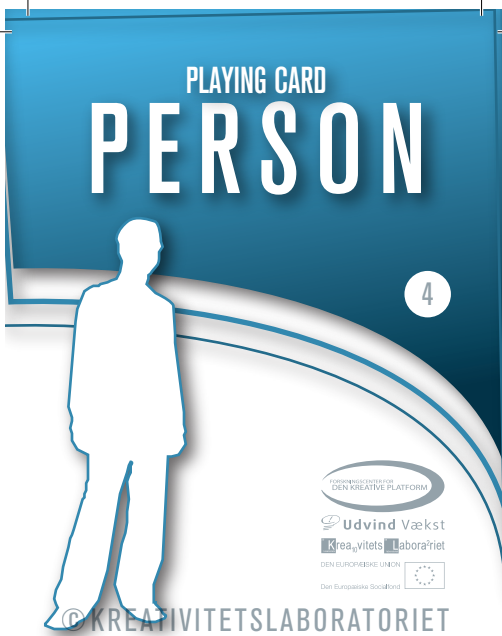
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PERSON



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

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PERSON



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

PERSON



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

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CHALLENGE



THE SOLUTION SHOULD BE ABLE TO BE USED BY A BLIND PERSON

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CHALLENGE



THE SOLUTION MUST BE ABLE TO BE DONE BY EXACTLY 100 PEOPLE

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CHALLENGE



THE SOLUTION SHOULD BE USED AS A STOOL

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CHALLENGE

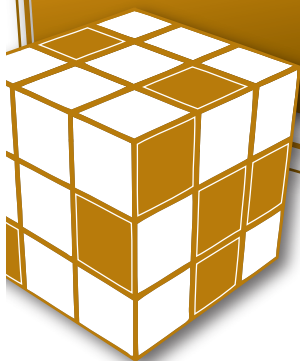


THE SOLUTION MUST BE POISONOUS TO THE TOUCH

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PLAYING CARD
CHALLENGE

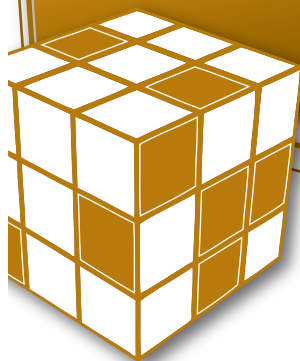


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PLAYING CARD
CHALLENGE

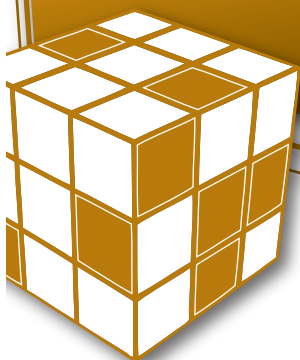


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CHALLENGE

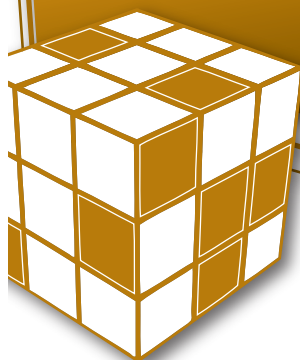


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PLAYING CARD
CHALLENGE



4



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PLAYING CARD
UP-SIDE-DOWN



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PLAYING CARD
UP-SIDE-DOWN



4



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CHALLENGE



THE SOLUTION SHOULD BE USED BY A BUS DRIVER

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CHALLENGE



THE SOLUTION SHOULD BE USED AS A CHAIR

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UP-SIDE-DOWN



WHY IS AN ANT TALLER THAN A SHOVEL?

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CHALLENGE



THE SOLUTION MUST BE ABLE TO BE DONE BY EXACTLY TWO PEOPLE

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CHALLENGE



THE SOLUTION MUST BE GLOBALLY ACCESSIBLE

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UP-SIDE-DOWN



WHY IS A MATCHSTICK WIDER THAN A SUBMARINE?

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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

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UP-SIDE-DOWN

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PLAYING CARD
UP-SIDE-DOWN

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UP-SIDE-DOWN



WHY IS A GARBAGE CAN HOTTER THAN AN IRON?

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UP-SIDE-DOWN



WHY IS A HORSE LOWER THAN A MOUSE?

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UP-SIDE-DOWN



WHY IS A DUMP NICER THAN A ROSE PARK?

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UP-SIDE-DOWN



WHY IS A SPOON LARGER THAN A MOUNTAIN?

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UP-SIDE-DOWN



WHY IS A BORDER SMALLER THAN A WATER BALLOON?

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UP-SIDE-DOWN



WHY IS A DOLLHOUSE BIGGER THAN A BUS?

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PLAYING CARD

PRINCIPLE

4



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PLAYING CARD

PRINCIPLE

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PLAYING CARD

PRINCIPLE

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PRINCIPLE

APPLY THE PRINCIPLE OF AN
ENCYCLOPEDIA IN THE SOLUTION

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PRINCIPLE

APPLY THE PRINCIPLE OF
"FRAGMENTATION" IN THE SOLUTION

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PRINCIPLE

APPLY THE PRINCIPLE OF A MICROSCOPE IN
THE SOLUTION

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PRINCIPLE

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

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PRINCIPLE

APPLY PRINCIPLES OF VIBRATION IN THE
SOLUTION

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PRINCIPLE

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

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PLAYING CARD

PRINCIPLE

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PRINCIPLE

APPLY THE PRINCIPLE OF EMPHASIZING THE STRONGEST ELEMENTS OF THE SOLUTION

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PLAYING CARD

PRINCIPLE

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PRINCIPLE

APPLY THE PRINCIPLE OF "NO ACCESS" IN THE SOLUTION

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