

Aalborg Universitet

Toolbox for creativity

Byrge, Christian; Hansen, Søren

Publication date: 2011

Document Version Early version, also known as pre-print

Link to publication from Aalborg University

Citation for published version (APA): Byrge, C., & Hansen, S. (2011). Toolbox for creativity. 2D/3D (Physical product)

General rights

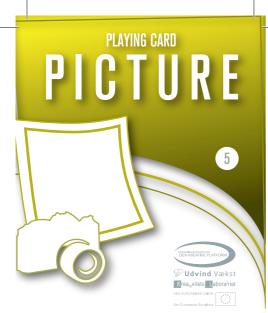
Copyright and moral rights for the publications made accessible in the public portal are retained by the authors and/or other copyright owners and it is a condition of accessing publications that users recognise and abide by the legal requirements associated with these rights.

- Users may download and print one copy of any publication from the public portal for the purpose of private study or research.
- You may not further distribute the material or use it for any profit-making activity or commercial gain
 You may freely distribute the URL identifying the publication in the public portal -

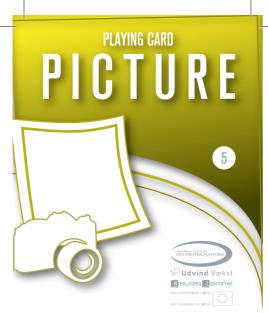
If you believe that this document breaches copyright please contact us at vbn@aub.aau.dk providing details, and we will remove access to the work immediately and investigate your claim.







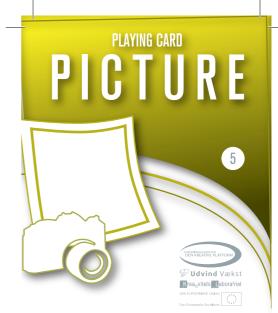
© KREATIVITETSLABORATORIET



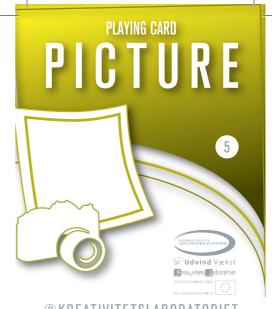
© KREATIVITETSLABORATORIET



© KREATIVITETSLABORATORIET



© KREATIVITETSLABORATORIET



© KREATIVITETS LABORATORIET















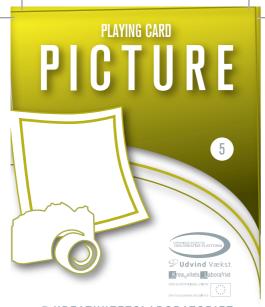






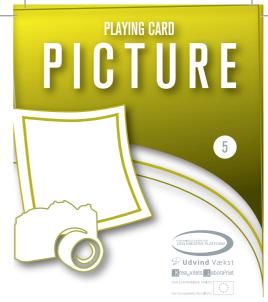


















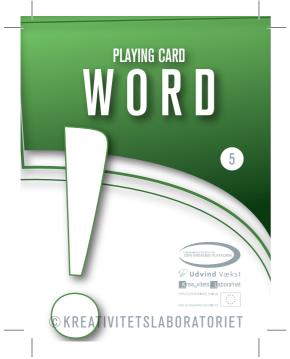












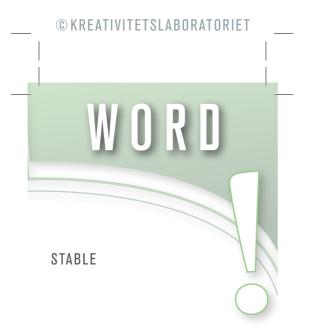


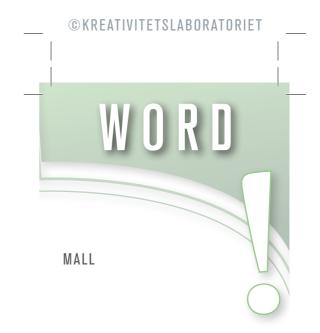




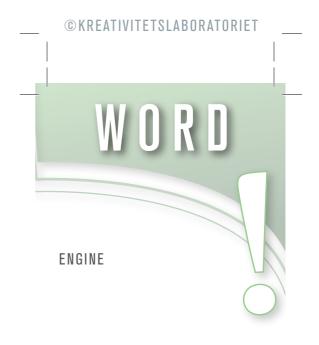


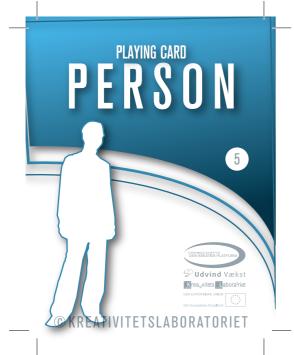


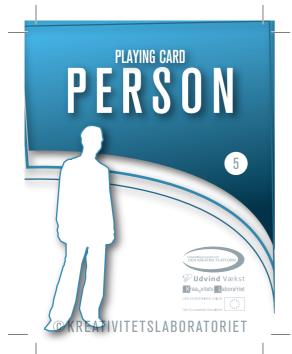


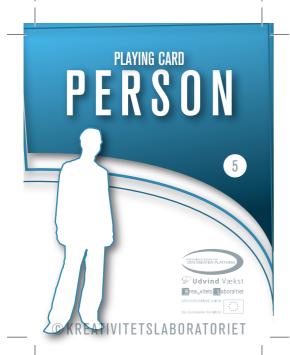


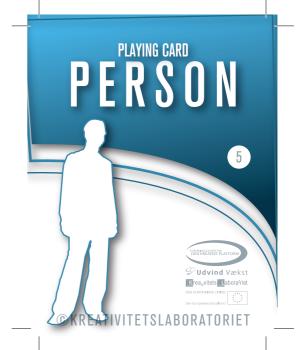


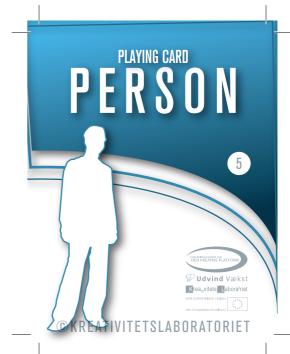


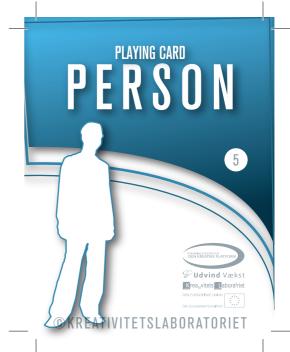












PERSON

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

© KREATIVITETSLABORATORIET

PERSON

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

© KREATIVITETSLABORATORIET

PERSON

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

PERSON

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

©KREATIVITETSLABORATORIET

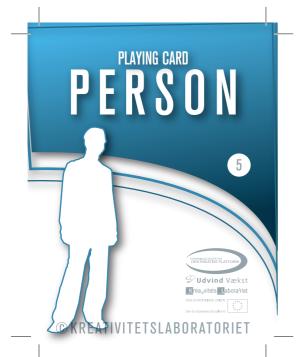
PERSON

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

© KREATIVITETSLABORATORIET

PERSON

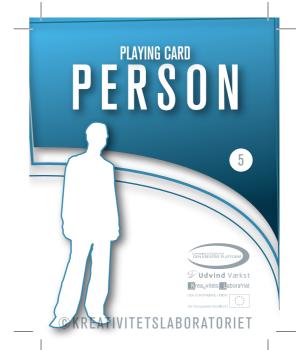
IF A **FASHION MODEL** WAS HIRED TO SOLVE THIS PROBLEM, WHAT IDEAS WOULD SHE COME UP WITH?







© KREATIVITETSLABORATORIET





© KREATIVITETSLABORATORIET



PERSON

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

PERSON

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

© KREATIVITETSLABORATORIET

© KREATIVITETSLABORATORIET



THE SOLUTION SHOULD BE USED BY A DJ

CHALLENGE

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

© KREATIVITETSLABORATORIET

© KREATIVITETSLABORATORIET





THE SOLUTION SHOULD BE USED AS A BASS DRUM

CHALLENGE

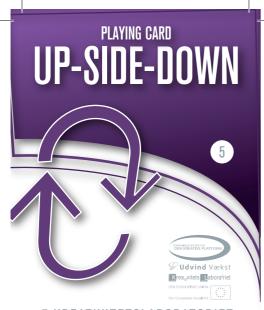
THE SOLUTION MUST BE AVAILABLE FOR FREE

© KREATIVITETSLABORATORIET





© KREATIVITETSLABORATORIET



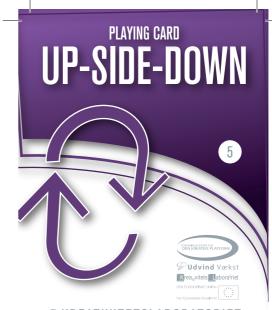
© KREATIVITETSLABORATORIET



© KREATIVITETSLABORATORIET

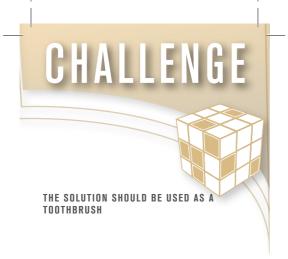


© KREATIVITETSLABORATORIET





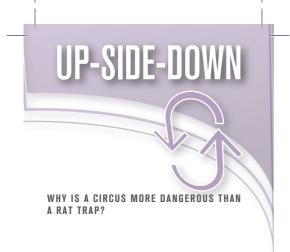


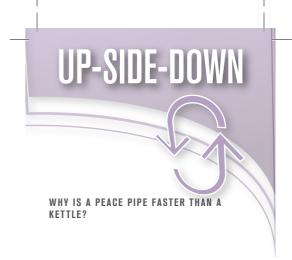


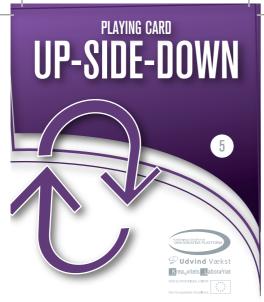
© KREATIVITETSLABORATORIET

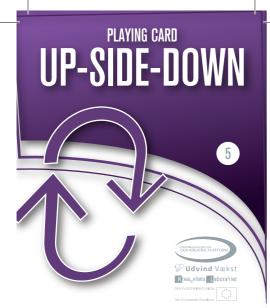


© KREATIVITETSLABORATORIET

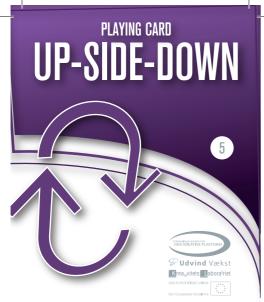




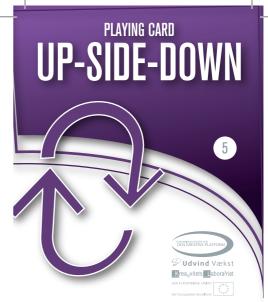




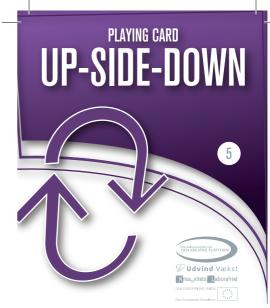
© KREATIVITETSLABORATORIET



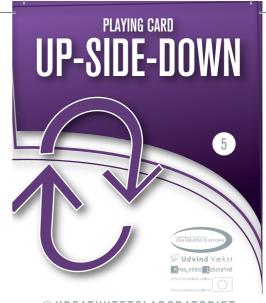
© KREATIVITETSLABORATORIET

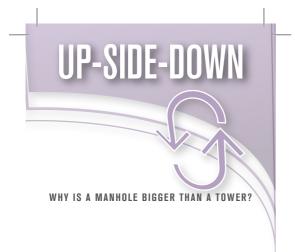


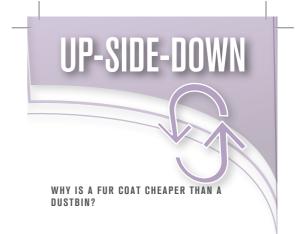
©KREATIVITETSLABORATORIET



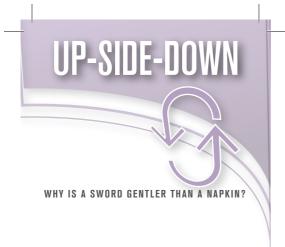
© KREATIVITETSLABORATORIET

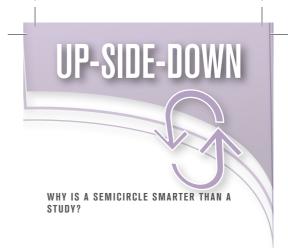




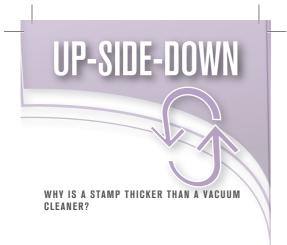


© KREATIVITETSLABORATORIET

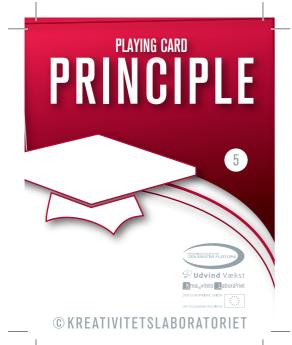


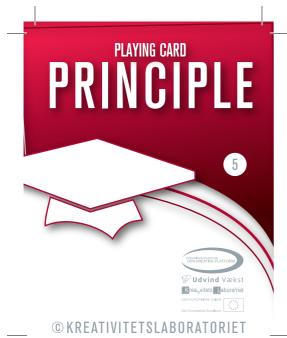


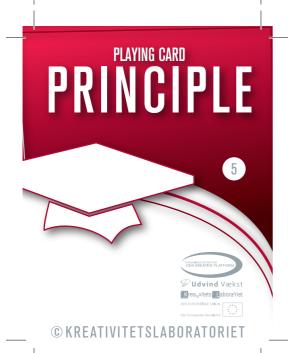
© KREATIVITETSLABORATORIET

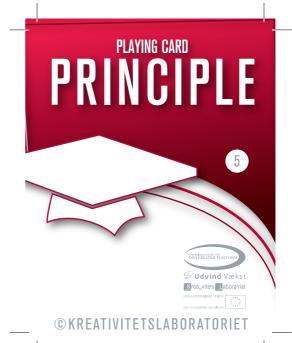


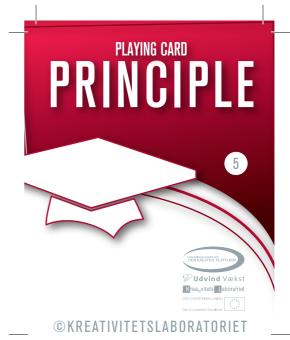


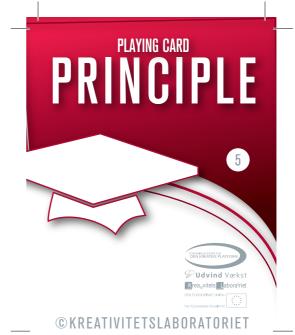


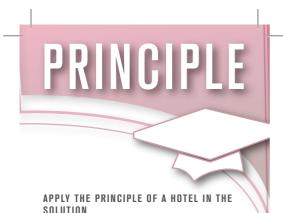












PRINCIPLE

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

© KREATIVITETSLABORATORIET

© KREATIVITETSLABORATORIET



APPLY THE PRINCIPLE OF SHORTENING THE LONGEST ELEMENTS IN THE SOLUTION

PRINCIPLE

APPLY THE PRINCIPLE OF NEGATIVE PRESSURE IN THE SOLUTION

© KREATIVITETSLABORATORIET

© KREATIVITETSLABORATORIET

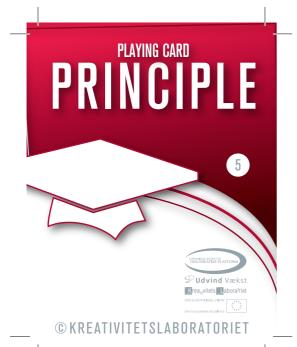
PRINCIPLE

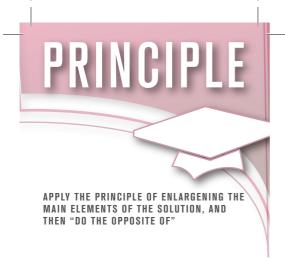
APPLY THE PRINCIPLE OF A CAMERA IN THE SOLUTION

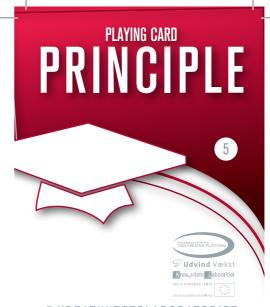
PRINCIPLE

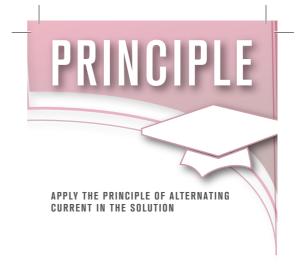
APPLY THE PRINCIPLE THAT PERSONS BOTH WITH AND WITHOUT HOUSING CAN USE THE SOLUTION

© KREATIVITETSLABORATORIET









© KREATIVITETSLABORATORIET