

### **Aalborg Universitet**

### **Toolbox for creativity**

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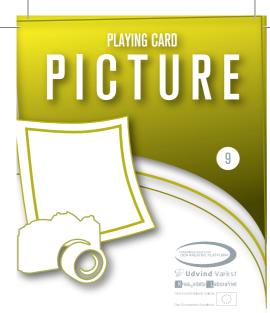
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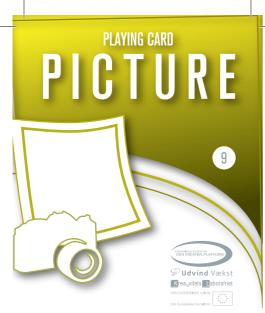
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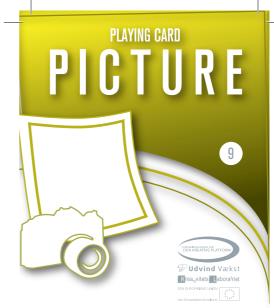
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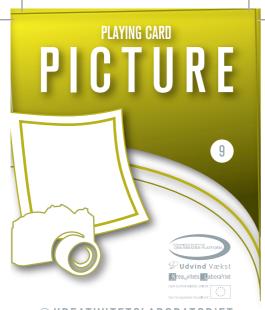






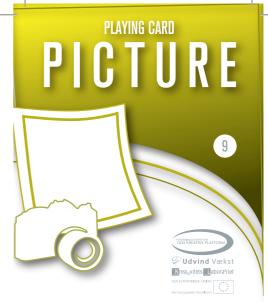






































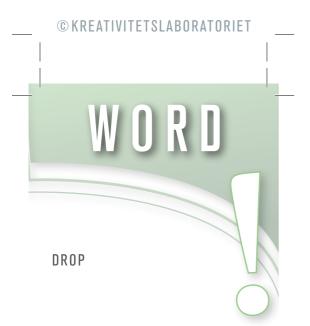


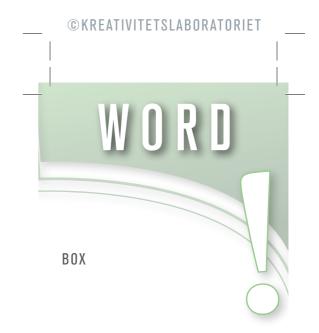




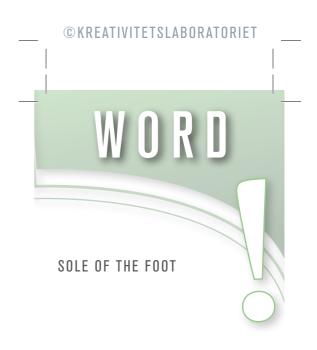


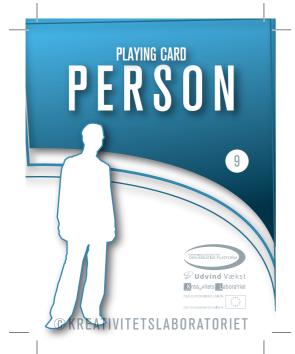


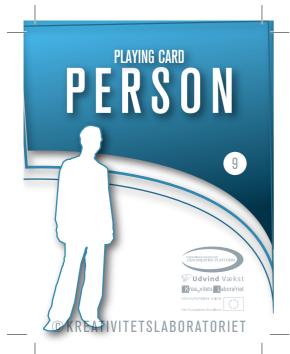


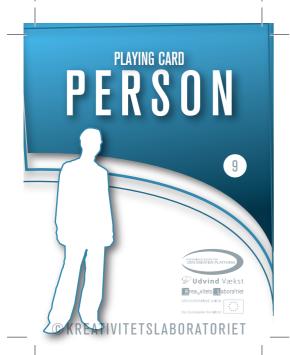




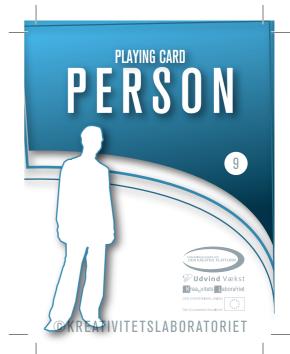


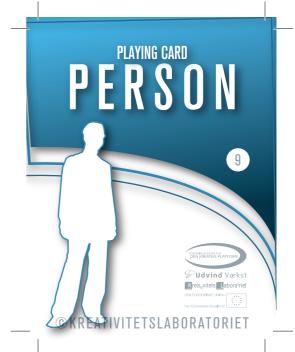












# PERSON

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

PERSON

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

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# PERSON

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

PERSON

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

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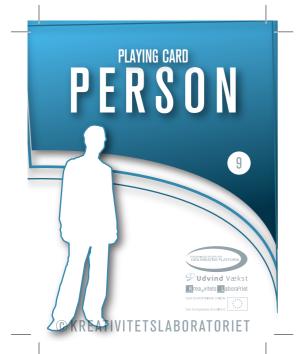
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# PERSON

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

### PERSON

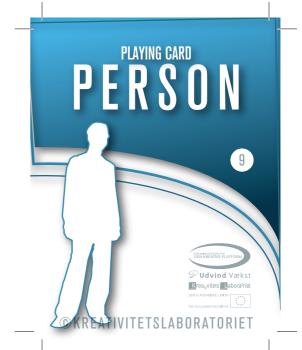
IF A **GOLFER** WAS HIRED TO SOLVE THIS PROBLEM, WHAT IDEAS WOULD SHE COME UP WITH?







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# PERSON IF A MAFIA BOSS WAS HIRED TO SOLVE THIS PROBLEM, WHAT IDEAS WOULD SHE COME UP WITH?



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

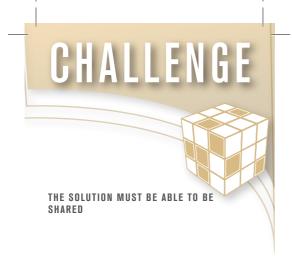
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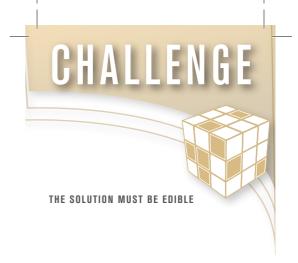


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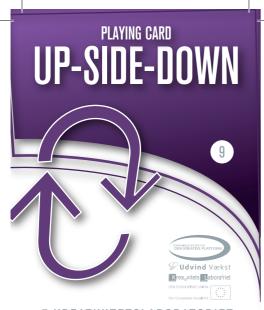








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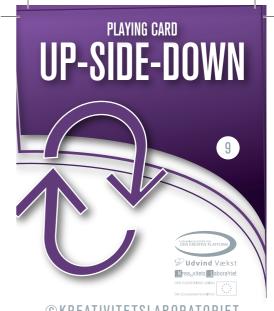
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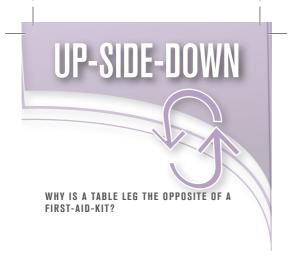
CHALLENGE

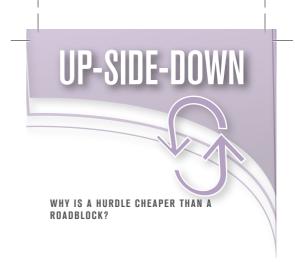
THE SOLUTION MUST BE ABLE TO BE BRAIDED

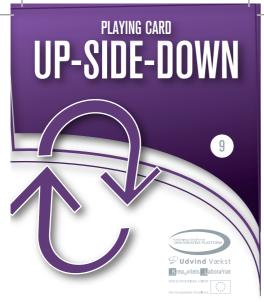
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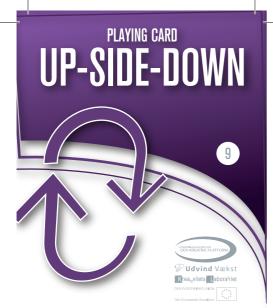


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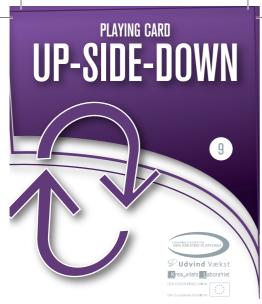




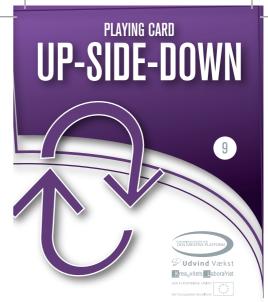




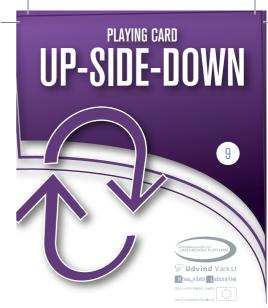
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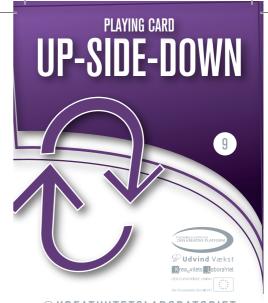
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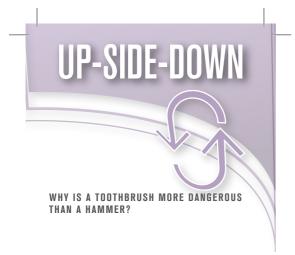


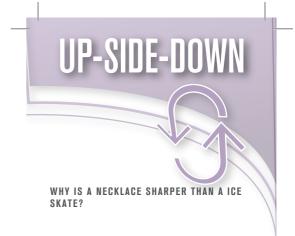
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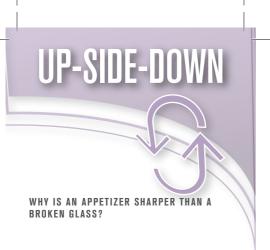


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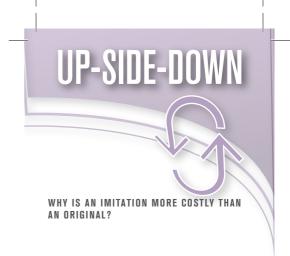




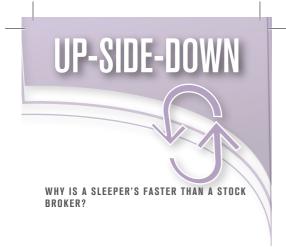


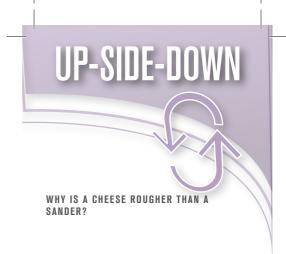


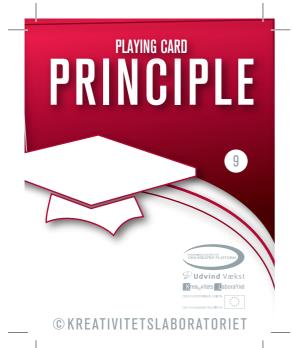
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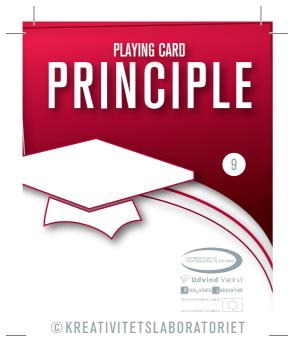


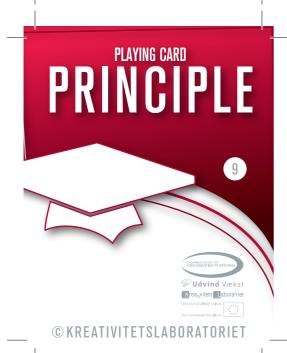
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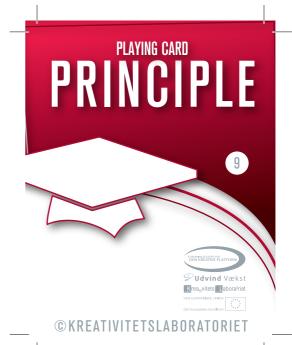


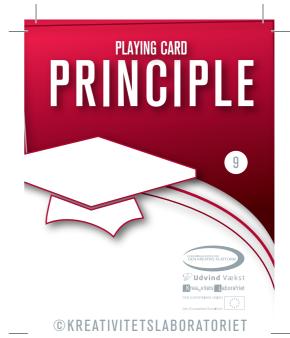


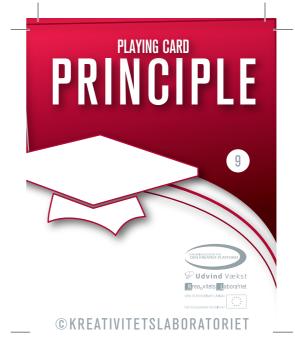


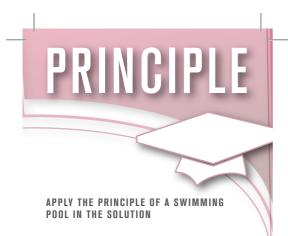












PRINCIPLE

APPLY THE PRINCIPLE OF SINGLE USE IN

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APPLY THE PRINCIPLE OF A STEAM ENGINE IN THE SOLUTION

PRINCIPLE

APPLY THE PRINCIPLE OF ROUNDABOUTS IN THE SOLUTION

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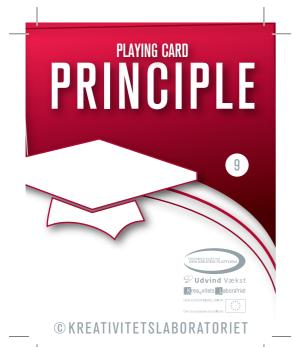
# PRINCIPLE

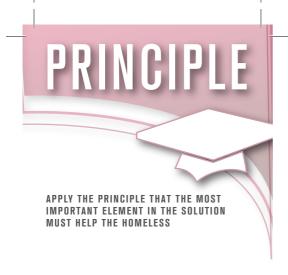
APPLY THE PRINCIPLE OF A TORPEDO IN THE SOLUTION

PRINCIPLE

APPLY THE PRINCIPLE OF FAIR TRADE IN THE MOST IMPORTANT ELEMENT IN THE SOLUTION

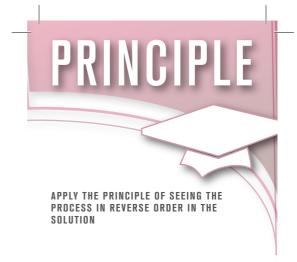
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PRINCIPLE PRINCIPLE **Udvind** Vækst Krea<sub>10</sub>vitets Labora²riet

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