

Aalborg Universitet

Toolbox for creativity

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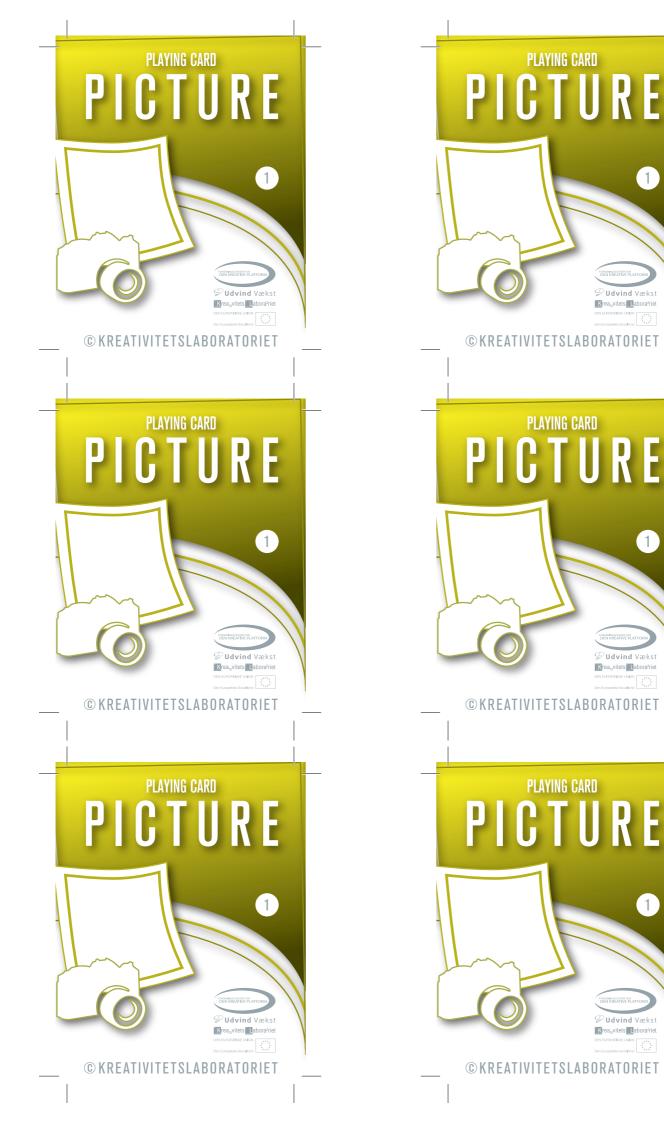
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Udvind Vækst

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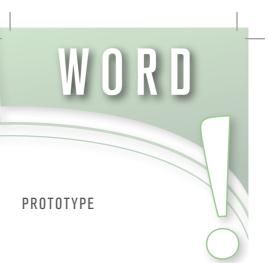




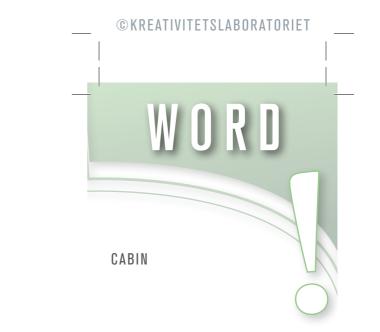


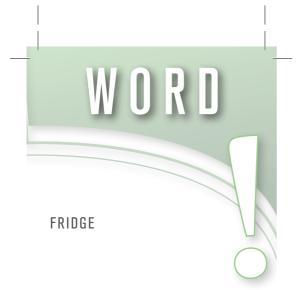




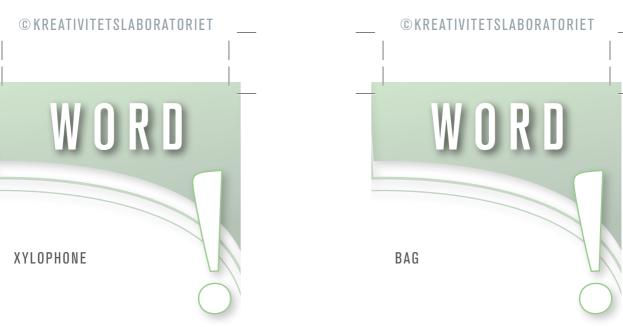








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PERSON

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

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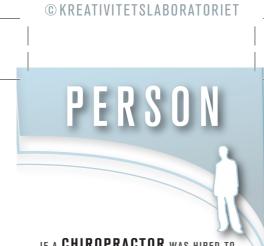
PERSON

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

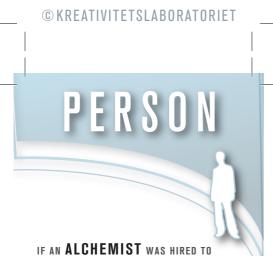
UP WITH?



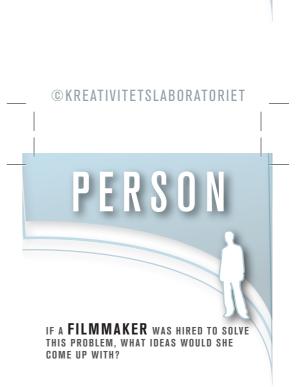
IF A **LAWYER** WAS HIRED TO SOLVE THIS PROBLEM, WHAT IDEAS WOULD HE COME UP WITH?



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



IF AN **Algheivist** was hired to solve this problem, what ideas would he come up with?





PLAYING CARD PERSON (1)**Udvind** Vækst ea_{to}vitets **M**abora²riet TETSLABORATORIET CHALLENGE 1 Udvind Vækst Krea₁₀vitets Labora²riet **© KREATIVITETSLABORATORIET PLAYING CARD** CHALLENGE 1 Udvind Vækst Krea₁₀vitets Labora²riet **© KREATIVITETSLABORATORIET**

P E R S O N

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

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CHALLENGE

THE SOLUTION MUST BE ABLE TO ROLL

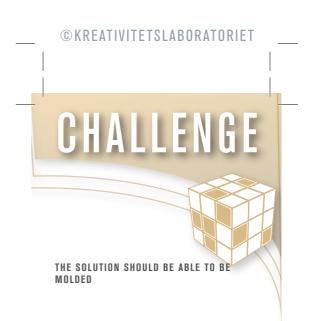
UPHILL



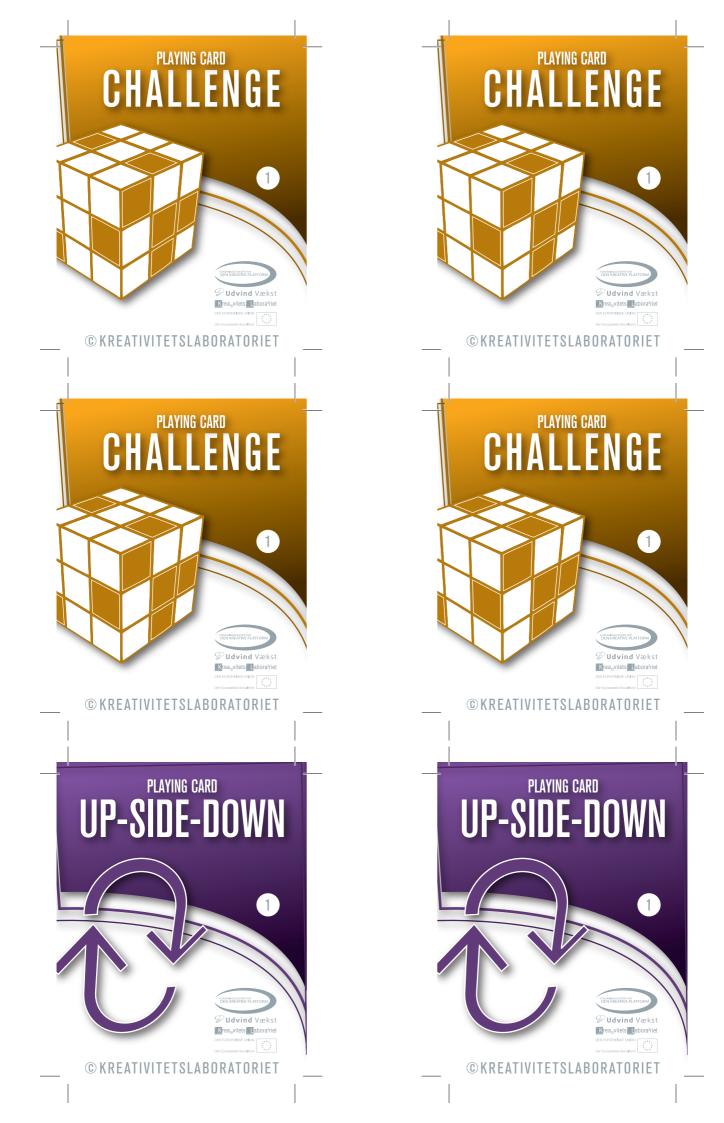
IF A **CHEF** WAS HIRED TO SOLVE THIS PROBLEM, WHAT IDEAS WOULD HE COME UP WITH?



THE SOLUTION SHOULD BE USED TO TEACH WITH



© KREATIVITETSLABORATORIET CHALLENGE THE SOLUTION SHOULD BE USED AS A DOOR STOP



CHALLENGE

THE SOLUTION MUST BE ABLE TO BE DONE By one family



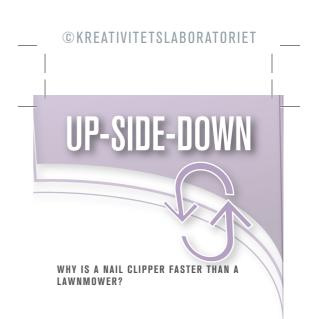
THE SOLUTION MUST HAVE LEGS





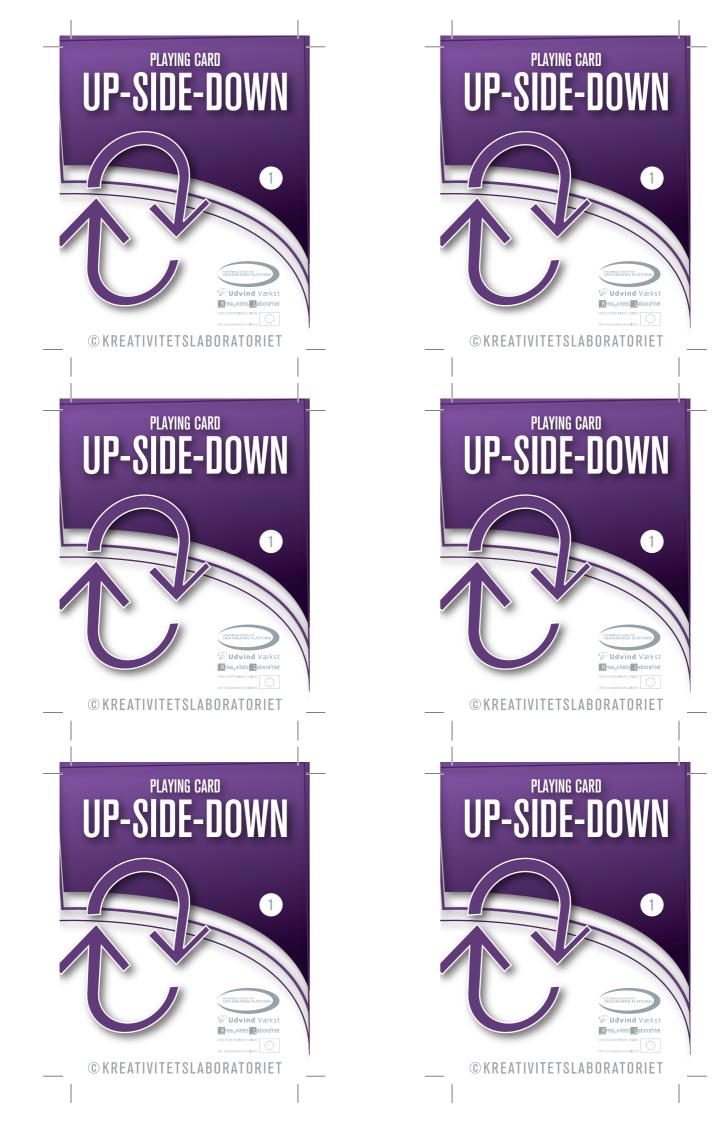
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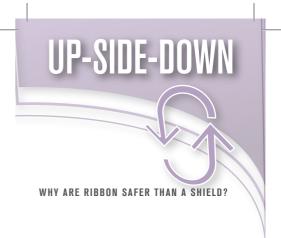
THE SOLUTION SHOULD BE USED AS A HAND WEAPON

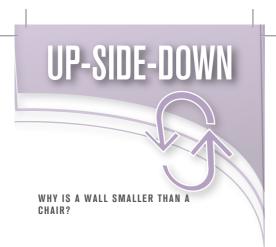


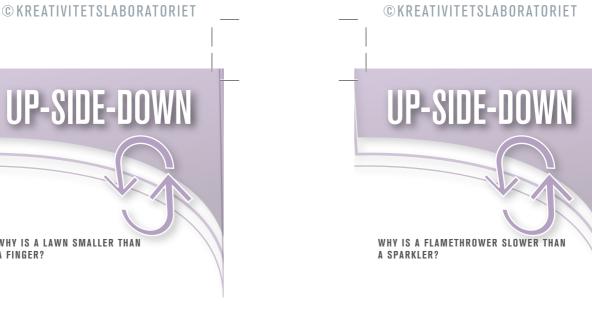


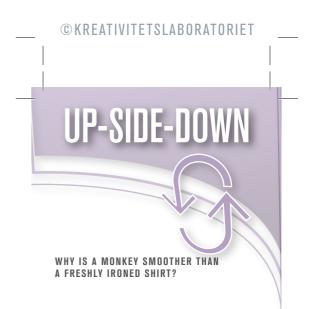
WHY IS A SANDAL LARGER THAN A RESTAURANT?

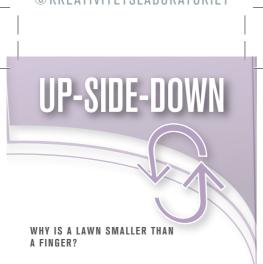


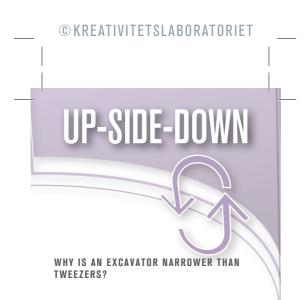












PLAYING CARD PRINCIPLE

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PLAYING CARD

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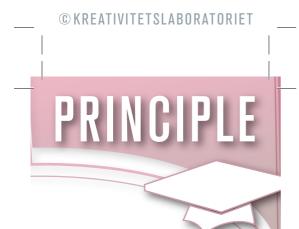
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PRINCIPLE

APPLY THE PRINCIPLE OF MAKING Elements of the solution darker



APPLY THE PRINCIPLE OF A CEMENT MIXER IN THE SOLUTION



APPLY THE PRINCIPLE OF A STUN GUN IN THE SOLUTION



APPLY THE PRINCIPLE OF A DAM IN THE SOLUTION

