

Aalborg Universitet

Toolbox for creativity

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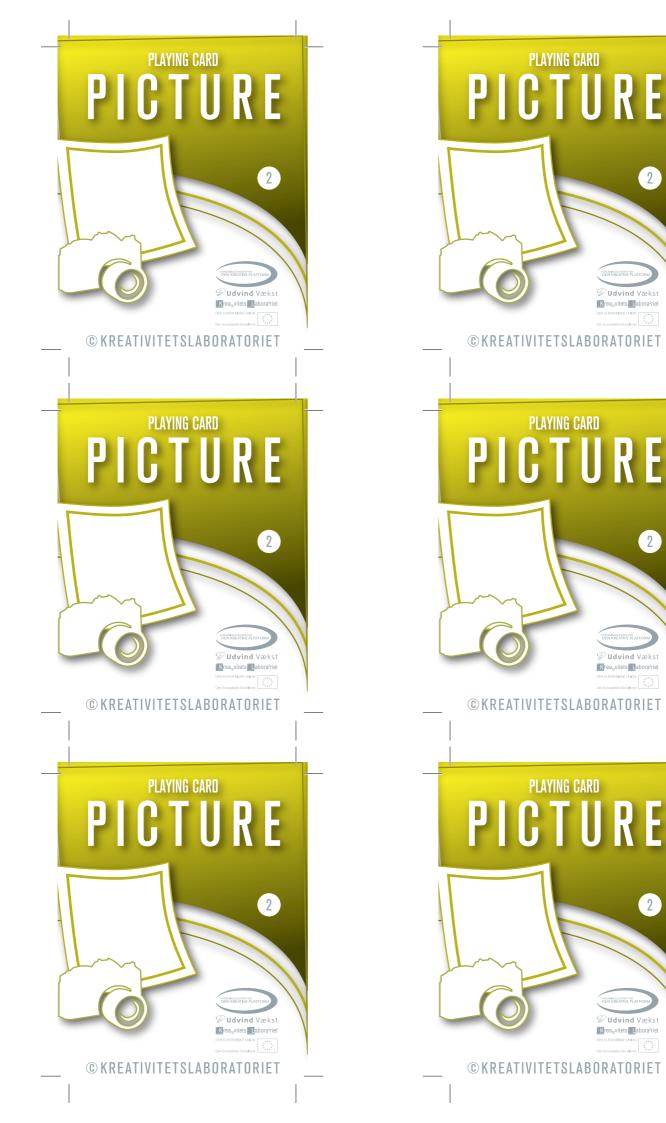
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Udvind Vækst

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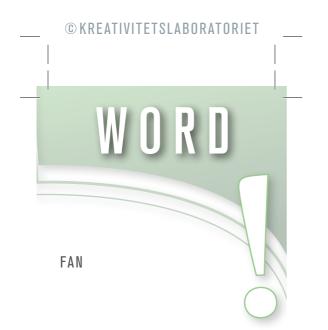














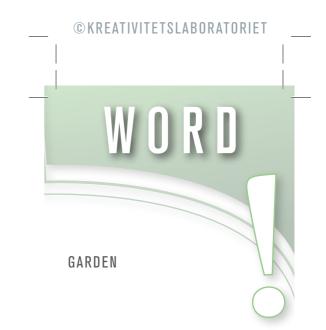




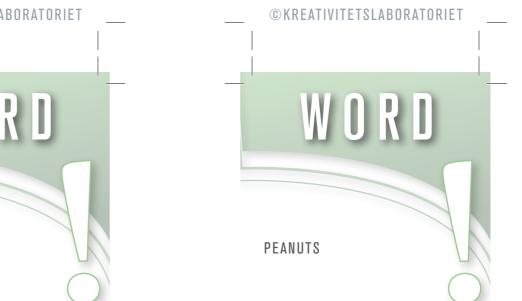


STOCK EXCHANGE



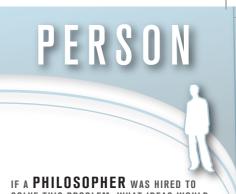








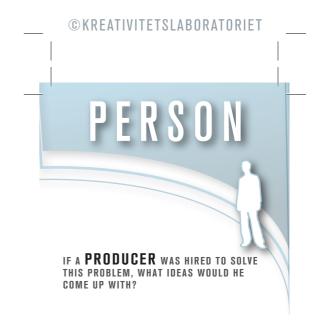




SOLVE THIS PROBLEM, WHAT IDEAS WOULD HE COME UP WITH?



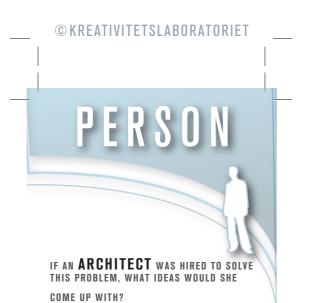
IF AN **ANTHROPOLOGIST** WAS HIRED TO SOLVE THIS PROBLEM, WHAT IDEAS WOULD SHE COME UP WITH?





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



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

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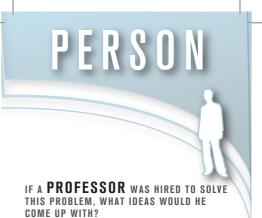
PLAYING CARD PERSON 2 **Udvind** Vækst ea₁₀vitets **M**abora²riet TETSLABORATORIET CHALLENGE 2 Udvind Vækst Krea₁₀vitets Labora²riet **© KREATIVITETSLABORATORIET PLAYING CARD** CHALLENGE 2 Udvind Vækst Krea₁₀vitets Labora²riet **© KREATIVITETSLABORATORIET**



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

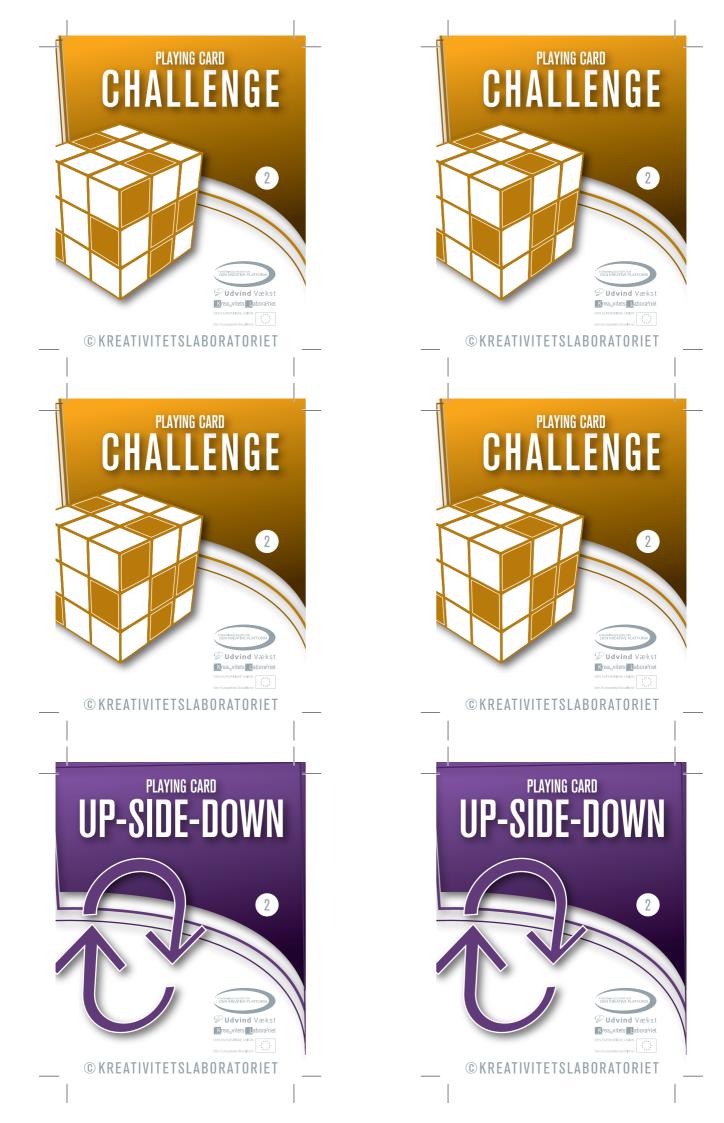












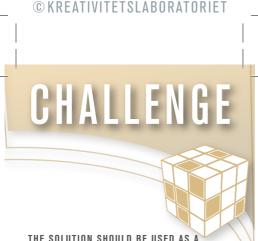


THE SOLUTION MUST BE ABLE TO BE DONE BY A FATHER AND SON

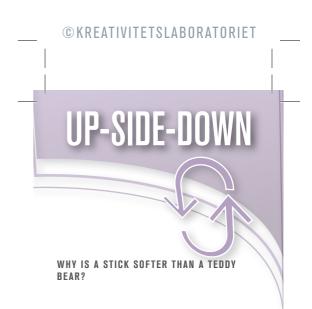


THE SOLUTION MUST BE ABLE TO BALANCE





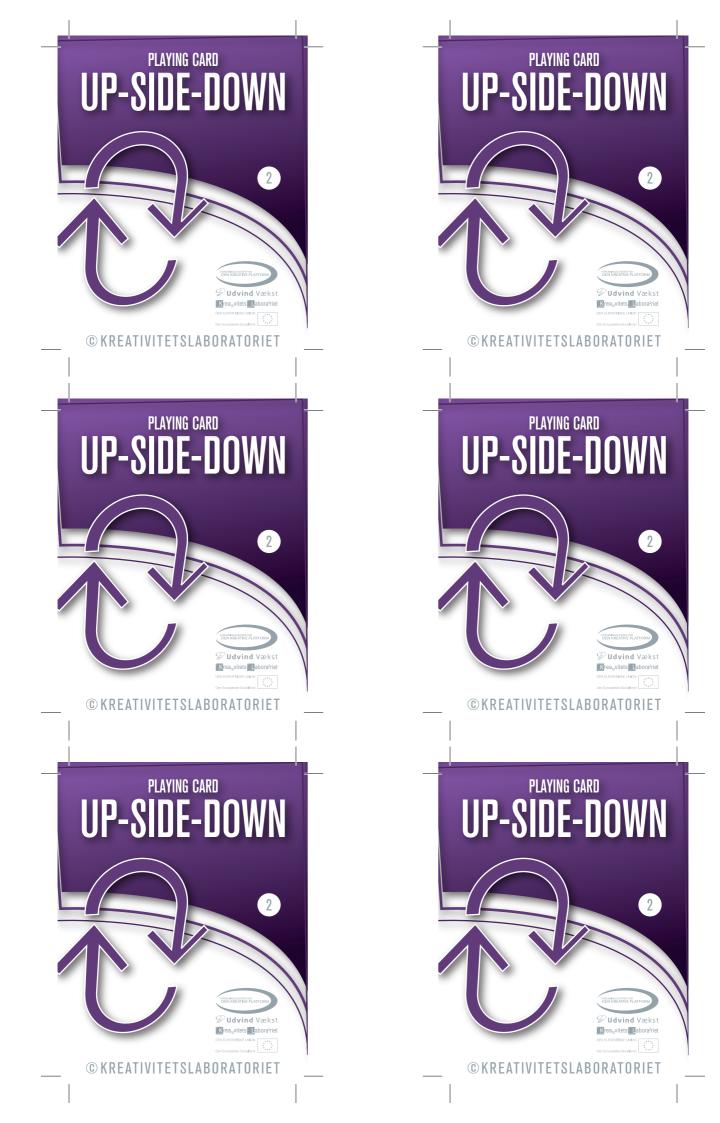
THE SOLUTION SHOULD BE USED AS A LIGHTNING ROD

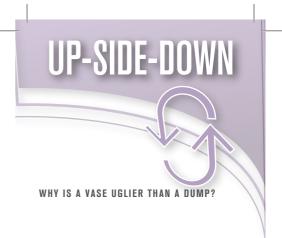


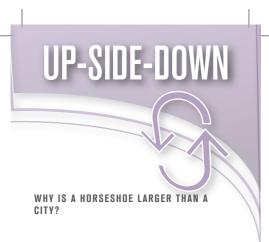
UP-SIDE-DOWN

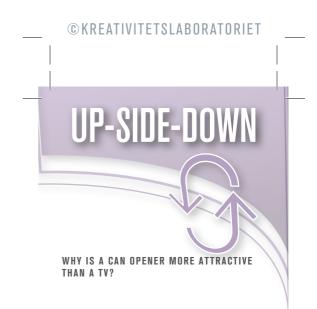
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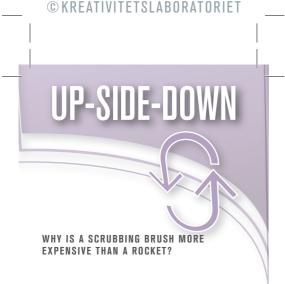
WHY IS A ROLLERCOASTER CHEAPER THAN A GRID?

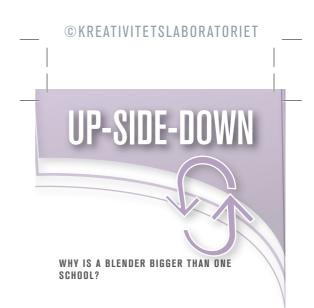












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WHY IS A SHARE BETTER THAN A FINE?

PLAYING CARD PRINCIPLE

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PLAYING CARD PRINCIPLE



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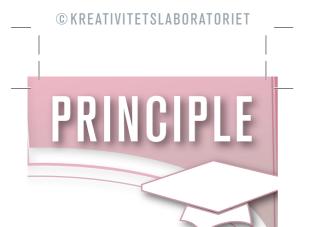
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PRINCIPLE

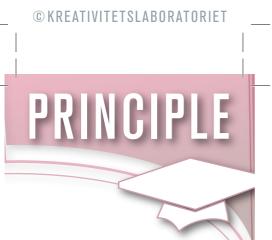
APPLY THE PRINCIPLE OF MAKING Elements of the solution brighter



APPLY THE PRINCIPLE OF A WATER BOILER IN THE SOLUTION



APPLY THE PRINCIPLE OF A TENNIS BALL IN THE SOLUTION



APPLY THE PRINCIPLE OF A PENTHOUSE IN THE SOLUTION

