

Aalborg Universitet

Toolbox for creativity

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Udvind Vækst

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Udvind Vækst

Krea₁₀vitets Labora²riet

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♥ Udvind Vækst

Krea₁₀vitets Labora²riet

Krea₁₀vitets kabora²riel



























STEERING WHEEL











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

P E R S O N

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



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



IF AN **ACUPUNCTURIST** WAS HIRED TO Solve this problem, what ideas would he come up with?







PLAYING CARD PERSON 3 **Udvind** Vækst ea_{to}vitets **M**abora²riet TETSLABORATORIET CHALLENGE 3 Udvind Vækst Krea₁₀vitets Labora²riet **© KREATIVITETSLABORATORIET PLAYING CARD** CHALLENGE 3 Udvind Vækst Krea₁₀vitets Labora²riet **© KREATIVITETSLABORATORIET**

PERSON

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

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CHALLENGE

THE SOLUTION MUST BE ABLE TO BE DONE

BY TWO PEOPLE WHO DO NOT KNOW EACH

OTHER

PERSON

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











THE SOLUTION MUST BE ABLE TO BE DONE BY A VOLUNTEER



THE SOLUTION MUST BE ABLE TO BE USED BY A 90-YEAR-OLD





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THE SOLUTION SHOULD BE USED AS A LIFESAVER



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WHY IS A FEATHER HEAVIER THAN A DRINK?











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PLAYING CARD PRINCIPLE

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PLAYING CARD

PRINCIPLE

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PRINCIPLE PRINCIPLE



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APPLY THE PRINCIPLE OF AN EMERGENCY

PRINCIPLE

STOP IN THE SOLUTION



APPLY THE PRINCIPLE OF REUSING THE SOLUTION



APPLY THE PRINCIPLE OF A FORE SIGHT IN THE SOLUTION







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