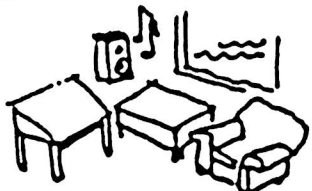


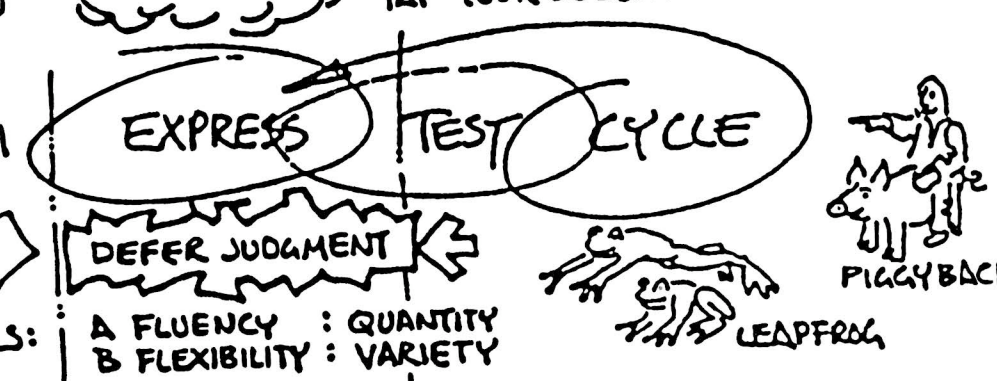
REVIEW OF CREATIVE STRATEGIES



① HARD WORK { USUALLY COMES FIRST MOST OF THE STRATEGIES LISTED ARE MOST USEFUL WHEN YOU ARE "BLOCKED"

② CREATE A SUPPORTIVE ENVIRONMENT  INVEST IN YOURSELF

③ RELAX EVEN  TAP YOUR SUBCONSCIOUS

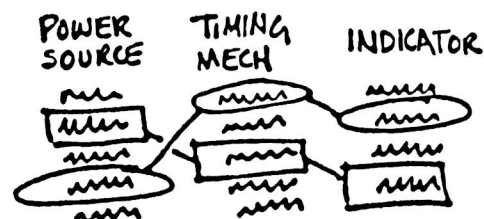
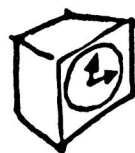
④ BRAINSTORMING  LEAPFROG

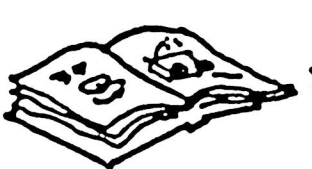
GOALS: A FLUENCY : QUANTITY
B FLEXIBILITY : VARIETY

⑤ LISTS

⑥ META-LISTS → LISTS OF THINGS TO MAKE LISTS OF !

⑦ MORPHOLOGICAL ANALYSIS: MATCHING UP ATTRIBUTE LISTS



⑧ IDEA LOGS  + DRAWING: TANGIBLE SPECULATION

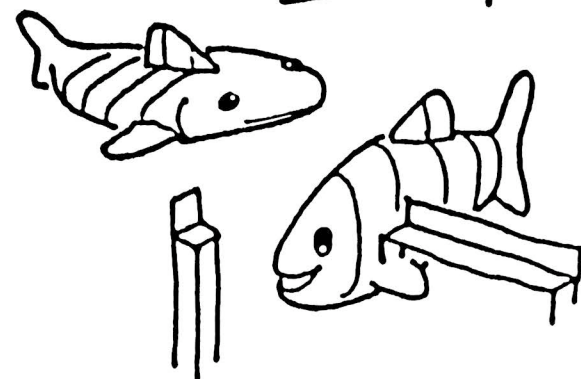
⑨ HUMOR

⑩ CONVERSATION 

⑪ FORCED TRANSFORMATIONS
CHECKLIST SOLITARE

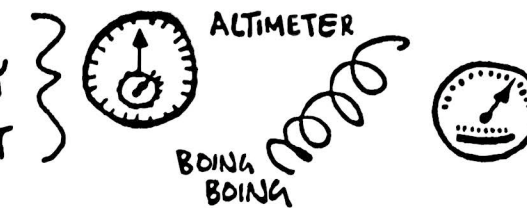
MAGNIFY

MINIFY REVERSE
COMBINE



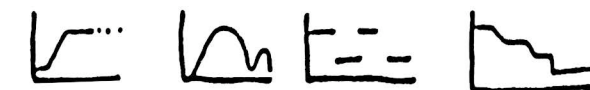
⑫ SYNECTICS

DIRECT ANALOGY
PERSONAL ANALOGY
COMPRESSED CONFLICT
"SAFE ATTACK"

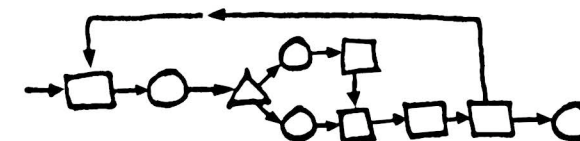


⑬ DIAGRAMING
PHYSICAL PROCESS

ACTIVITY VS TIME



FLOW CHARTS



⑭ "WHAT IF?"

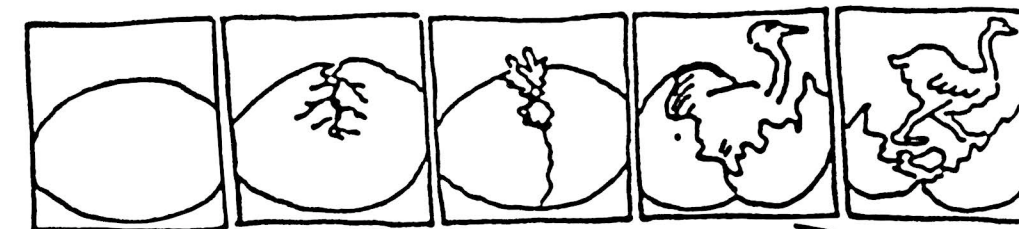
CREATIVE IRREVERENT ATTITUDE: QUESTION ASSUMPTIONS
WHAT IF: "NO GRAVITY"
• "BLAST OFF" HOUSE PAINT
• JOKE-TELLING TRASH CANS

⑮ DECISION-MAKING MATRIX

WEIGHTING FACTORS
PRIORITIES

⑯ WORKING BACKWARD: IMAGINE YOURSELF FINISHED - THINK BACK TO MILESTONES

⑰ STORYBOARDS
SEQUENCE PLANNING



⑱ ABSTRACTION LADDER (PROBLEM/SOLUTION DIAGRAM) REDEFINE PROBLEM
~ IS IT TOO NARROW, SPECIFIC? WHY IS IT A PROBLEM
HOW TO SOLVE IT

⑲ NASAL THINKING ~ JIM ADAMS

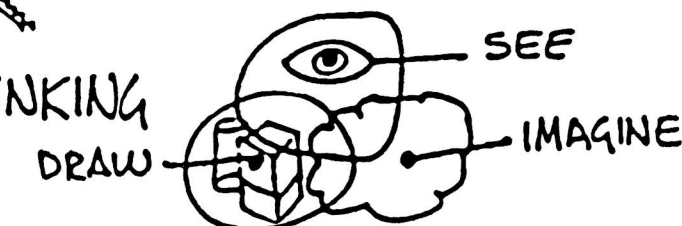
BE AWARE OF COGNITIVE STYLES
BE FLEXIBLE
TRY NOT TO SPECIALIZE

⑳ MIND MAPS
IDEA DIAGRAMS



NEAT NOTES CONTAIN MESSY INFORMATION
MESSY NOTES CONTAIN NEAT INFORMATION

㉑ META SUMMARY: VISUAL THINKING



㉒ DIAGRAM YOURSELF

GOAL: A UNIFIED AMBIDEXTROUS THINKER



GOOD LUCK !