# Creative Problem Solving Process

MAY 2022

## GROUP MEMBERS:

Kristine | Crystal | Donna | Clay

### DELIBERATE CREATIVE TEAMS

Three elements teams need in order to be creative together.

### CREATIVE PROBLEM SOLVING

The Creative Problem Solving process can be used to address adaptive problems that require creative solutions.

## CLARIFY

To become immersed in problematic issues that are interesting and arouse curiosity.

### DUPLICATE

Copy the topics your group is interested in from the MAIN Mural Board. Paste them below.

IW-People were more willing to teach either other (share knowledge)

### THE CHALLENGE QUESTION

Focusing on your topic above, generate a list of possible challenge questions.

Use the format How Might We... (HMW) or In What Ways Might We... (IWWMW).
Experiment with different verbs or wording as it will change the meaning of your question.
Make your questions broad, brief, and beneficial.

### OUR FINAL CHALLENGE QUESTION

Select the best challenge question to use for the remainder of the CPS process.
Place it in the box below.

## IDEATE

To generate ideas that answer the challenge question.

### YOUR CHALLENGE:

Rewrite your challenge in the box to the right.

### DIVERGENT THINKING RULES

1. Suspend Judgment
2. Seek Wild Ideas
3. Combine and Build on Ideas
4. Go for Quantity

### IDEAS FOR YOUR CHALLENGE

- One idea per note
- Start with an action verb
- Doodles/Images welcomed

**Round 1**

**Round 2: Associations with Climer Cards**

What ideas do you get from the Climer Cards images?
(use the link provided or the image below)

Climer Cards

### VOTE

**After voting, move the top five ideas into this space.**
**Have a conversation about each of the ideas and discuss what each of these might look like.**
Spend about 2 minutes on each idea. Focus on listening to each other's perspective and keeping an open mind. Remember the idea is not fully formed yet. It's just a "seed" at this point. In the Develop Stage the idea will get further formed (developed) and could go in one of many directions.

**Round 3: Assumptions Reversals**

1. Select the general topic of your challenge (i.e. workshop design, how kids learn, marketing)
2. Quickly, write down 3 assumptions about your topic. Don't overthink it.
3. For each assumption write one reversal (the opposite of that assumption).
4. Then, use the reversals to spark more ideas.

**Assumptions:** 1 People don't want to share their ideas | 2 People want to learn from others | 3 It will be easy to execute

**Reverals:** People want to share their ideas | People don't want to learn or participate | It will be difficult to execute

### CLUSTER

**Sort your ideas into several categories.** Label the categories with a 3x5 sticky note. Use as many categories as you need. Stack duplicate ideas on top of each other. Delete any blank sticky notes.

Share tools where people can easily contribute to the conversation in a way that is not spread sitting

Resource Constraints | Personnel Concerns | Policy Changes | Content Development

## DEVELOP

Evaluate, strengthen, and select solutions for best "fit." Begin to move from ideas to solutions.

### PPCO

Select one idea and explore the pluses, potentials, concerns, and ways to overcome the concerns.

**The idea used for this PPCO:** Share more stories/ remain short (our stories are more motivation to use the plan, by repeat using)

| PLUSES: What do you like about this idea? List at least 3 pluses, strengths, and likes about the idea. | POTENTIALS: What might result if the idea was implemented? What are the unique potentials? | CONCERNS: No idea is perfect. What concerns, downsides or limitations does this idea have? Write them as "How to..." questions. | OVERCOMING CONCERNS: What are all the ideas you can imagine for overcoming the concerns from the previous column? |
|---|---|---|---|
| Covers Learning Gaming | Short cycle of learning and adaptation | Personnel Resources (Time) | Do less, focusing priorities |
| Short (sc) - providing feedback | Can be pitched as a pilot | Cost | Benefit may speed up adoption of capacities/budget |
| Lots of stories and ideas to take with | Big stories to share (success) | Monetary resources | Take feedback on stories |

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## IMPLEMENT

**PROJECT MANAGEMENT...**

### REFLECTION

**What went well**

**I hope...**

**I wonder...**

DRAMYCLIMER
Innovation | Teams | Leadership
Mural template designed by Dr. Amy Climer, drameyclimer.com