



COMBINE AND FANTASIZE

Coming up with new ideas by fantasizing about random combinations of objects and properties.



Participants
Group



Design skill
Think in all directions



Prior design experience
None



Duration
15 - 30 minutes



Design step
Generating ideas

Description

In the 'Combine and fantasize' game, participants create imaginary situations by combining an object and an object's property. They then consider what would happen as a consequence of the special situation and create short detailed stories about the situation.

The participants play the game within their design team. They place 'a card with an object' and 'a card with a property' in the empty boxes on the game board to form a sentence.

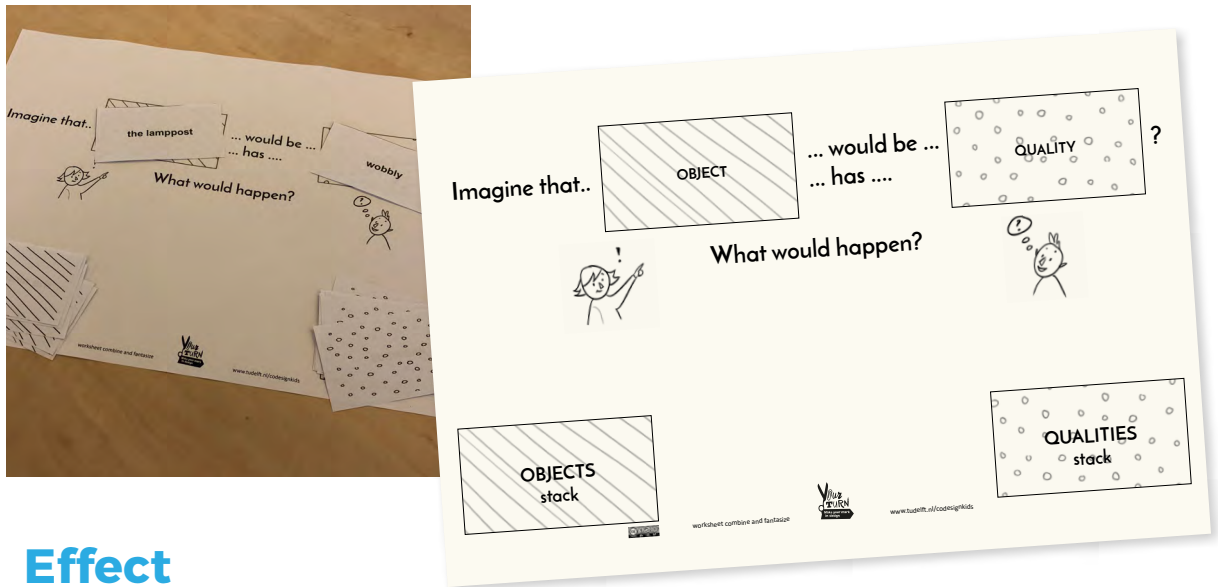
Imagine that < ... object ... > would have < ... property ... >. What would happen?



Objects for this game are based on objects from the physical space of the design question. In the (re)design of a neighbourhood, the objects could be streets, walls, trees and sidewalk tiles. Properties are adjectives such as large, small, heavy, light, soft, hard, transparent, woolly, floating, smooth, sticky, mobile, round or square. These form a

sentence such as: Imagine that pavement tiles are floating? What would happen?

Objects are given unusual properties. Pavement tiles become soft; trees become very small. These non-realistic situations stimulate the imagination. During or straight after the game the design teams come up with ideas for the design question. They write the ideas on separate cards.

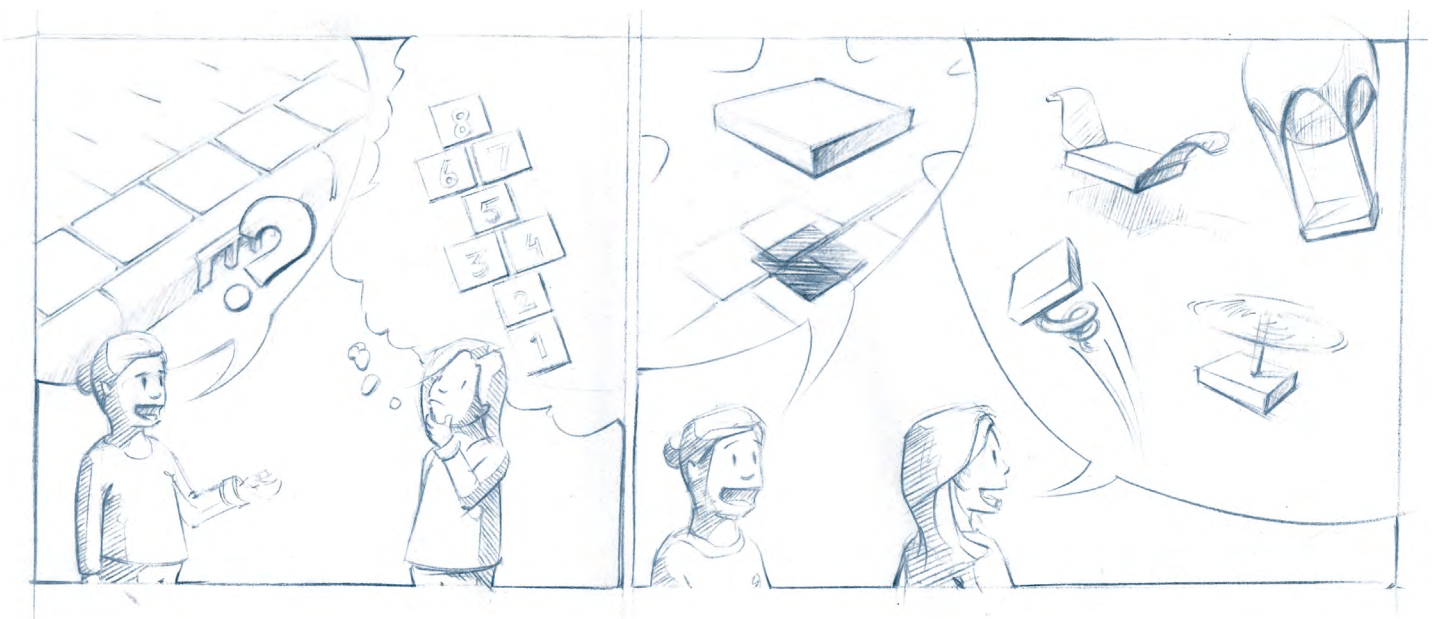


Effect

This game creates unusual situations. These situations stimulate the participants imagination. This enhances creativity in coming up with solutions for the existing situation. The more ideas, the better chance of innovative designs.

Without the Combine and fantasize

With the Combine and fantasize



Example

Year 7 students were thinking about the design question: How can pupils from year 3 both play outside and learn to count? Once the students had explored the problem environment, they played the Combine-Fantasize game. They combined pavement tiles, puddles, walls and the sandpit with properties such as round, floating, light, etc.

One design team was inspired by the word sticky. They fantasized about what would happen if the pavement was sticky. This situation helped them to come up with the idea for a math game, where the legs of two pupils were stuck together. Because glue would be problematic they decided to tie the legs together with a scarf. They tested the idea as an educational outdoor play assignment. Two pupils from year 3 were tied to each other and had to search for answers to calculations that were hidden on the school playground.

Step by step

- 1 Make a list of properties and objects at the design brief location. If necessary, go to the location for inspiration.
- 2 Print the properties and object words using the template file and cut them out. The reverse side of properties are circles and the rear side of objects are stripes.
- 3 Give each design team a game board page, a stacks of object cards, a stack of property cards and a stack of empty larger cards or paper.



- 4 Go to the design brief location.
- 5 Give the design teams the following instructions:
 - ▶ Place the stacks of cards upside down on the game board so that you cannot see the words.
 - ▶ Take an object card and a property card and place them on the game board to form a sentence. One participant reads the sentence aloud and then asks, 'What would happen?'
 - ▶ The other participants answer.
 - ▶ Write down the resulting design ideas on the separate idea cards.
 - ▶ Repeat the procedure until all of the cards are used up.
- 6 Have the participants look at the answers again afterwards. Let them highlight things that they find inspiring.
- 7 Give them time to fantasize about imaginary situations and come up with more solutions to the design problem.

Tips

- ▶ Have participants come up with a number of properties themselves.
- ▶ Stimulate the forming of small stories with some details about each situation.

Materials

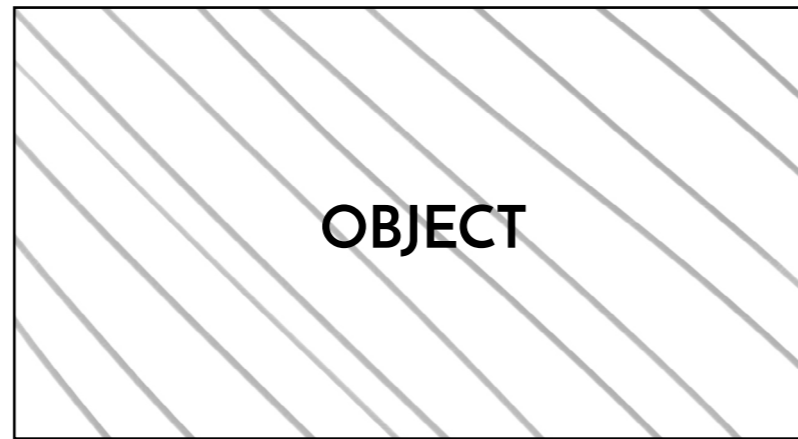
- ▶ Worksheet with the game board per design team (A3 format, sturdy paper)
- ▶ Small cards with the object and property words
- ▶ Larger cards (A5 format) or empty A4 sheets to draw or write down ideas
- ▶ Pencils, pens or felt pens to write and draw

References

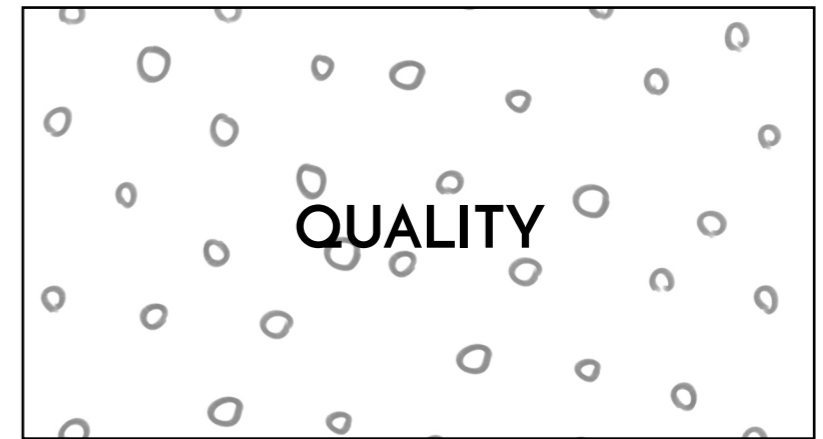
This tool was developed by designer Madeline Hageman and teacher Marloes Nieuweboer from Eurekianen - an initiative focused on design learning, see www.eurekianen.nl.



Imagine that..



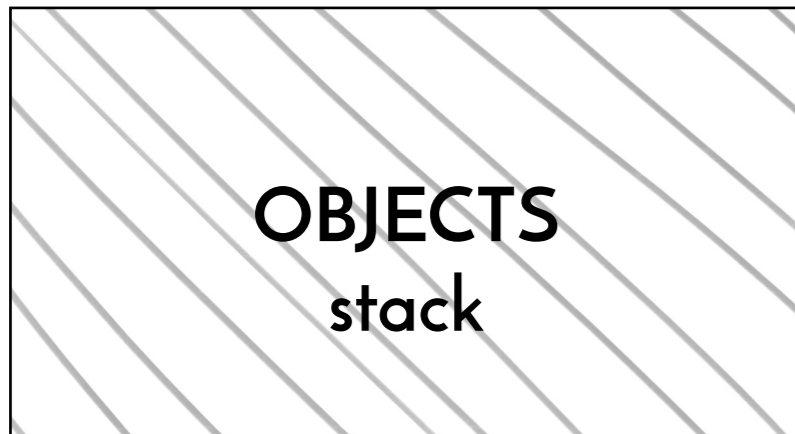
... would be ...
... has



?



What would happen?



the pavement tiles

the plants

the sand

the grass

the square

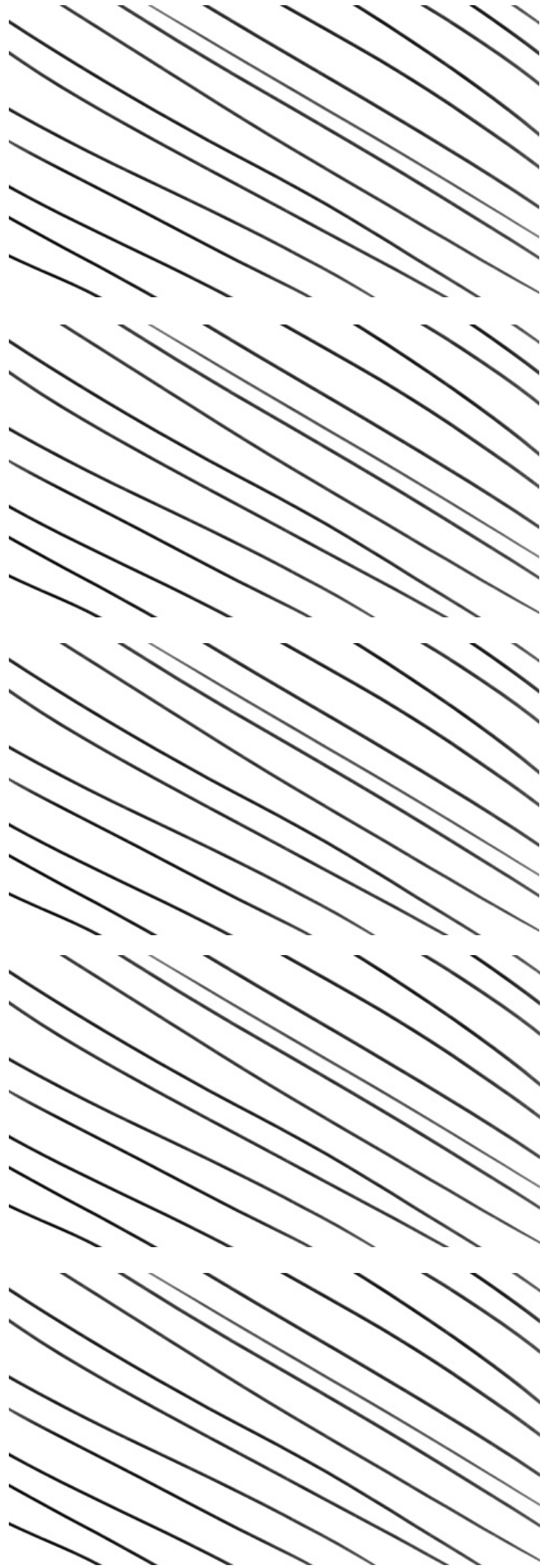
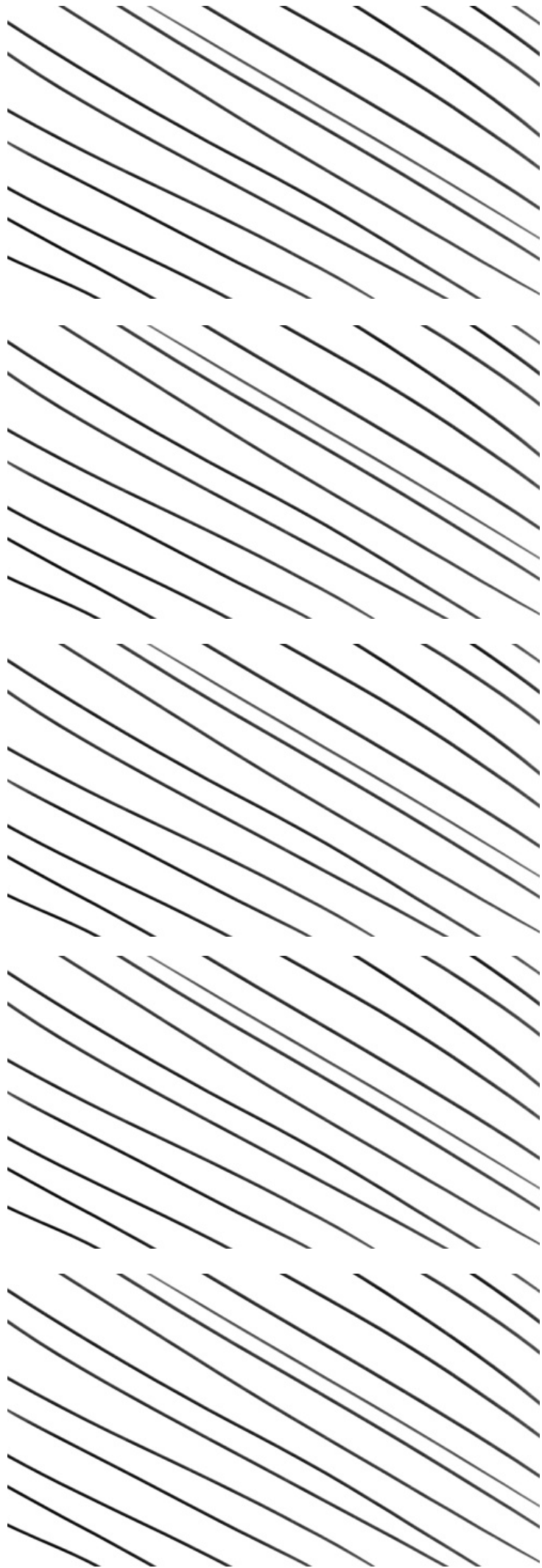
the lamppost

the monkey bars

the bench

the marbles hole

the soccer goal



the bike rack

the basket

the hopscotch

the leaves

the fence

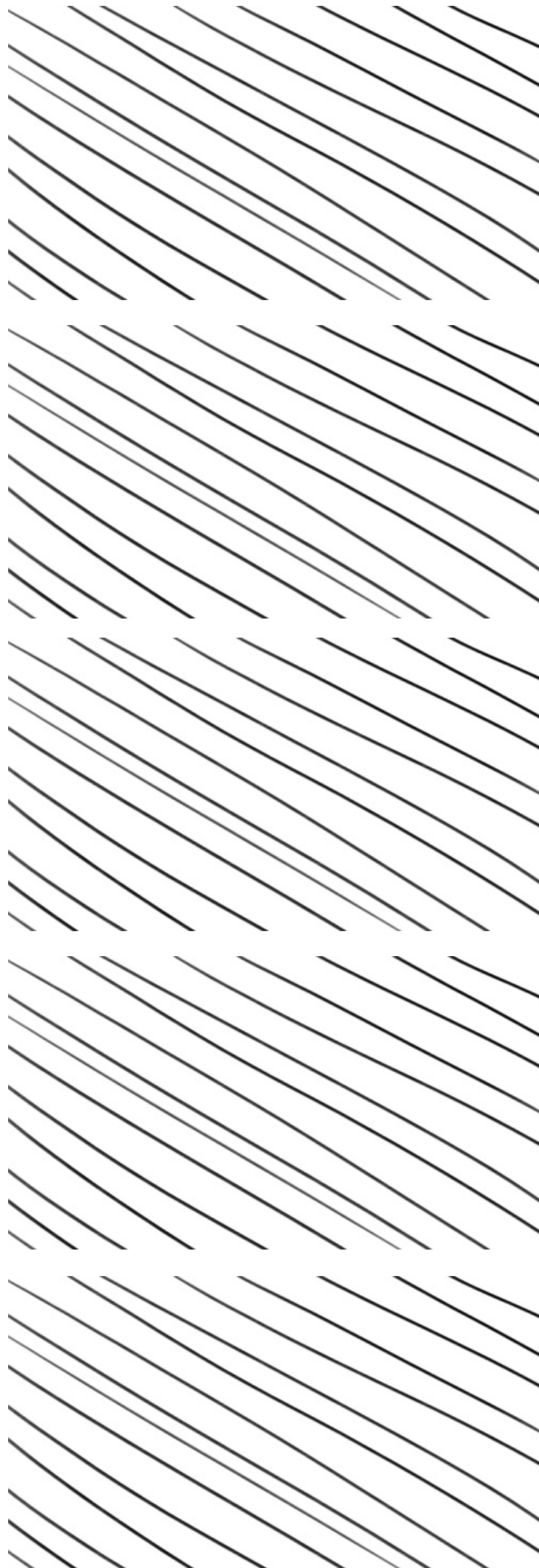
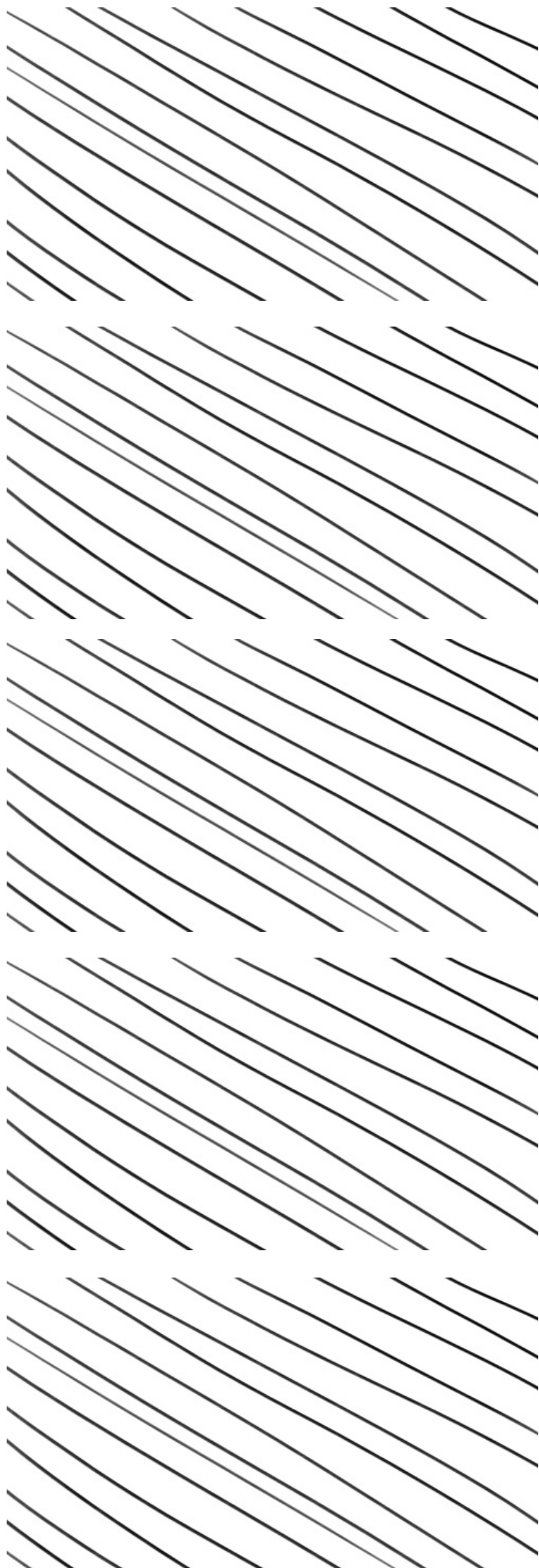
the grass

the plants

the table tennis table

the slide

the walls



round

vibrating

square

twisting

luminous

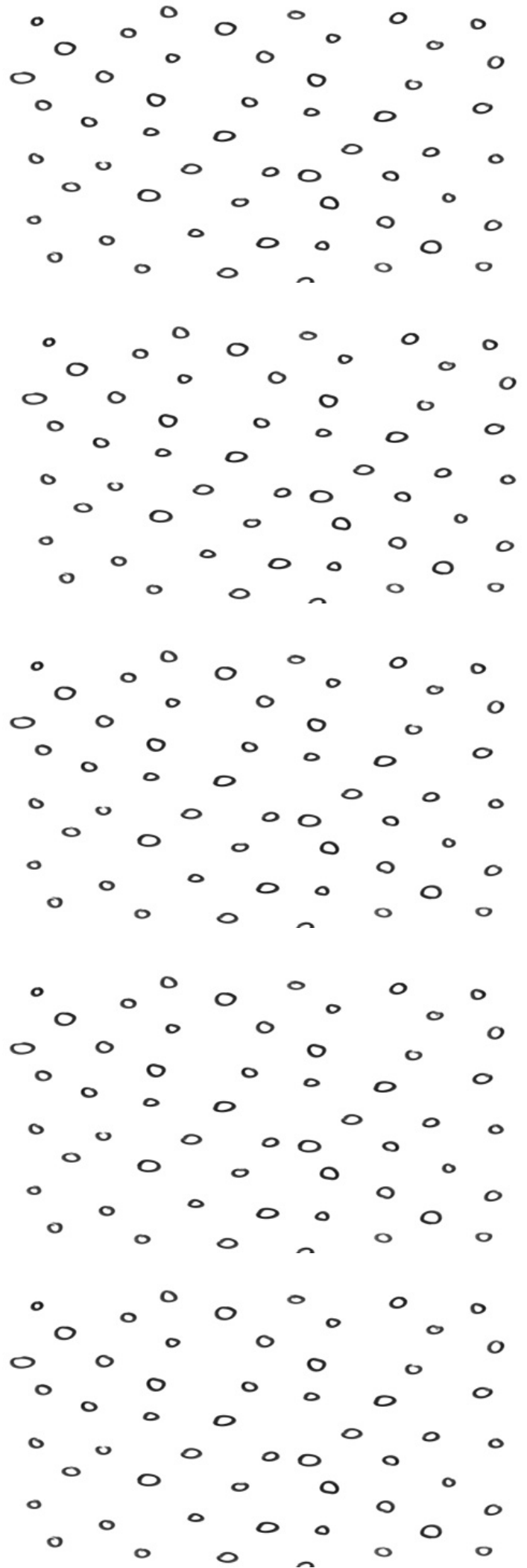
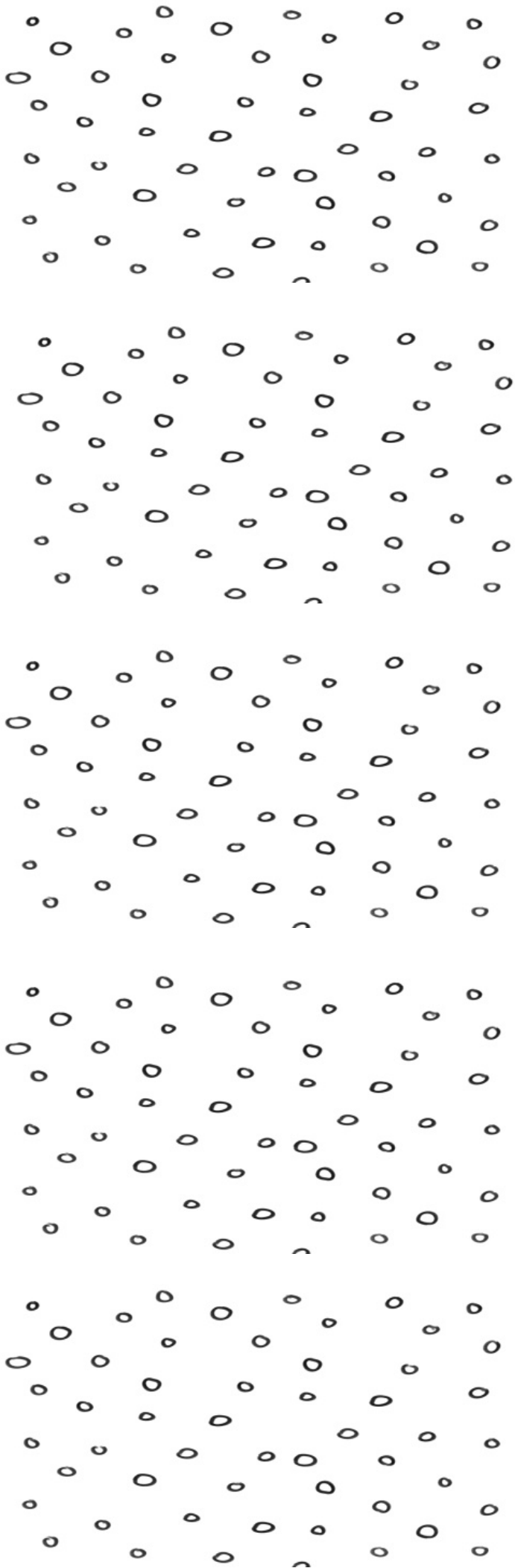
wobbly

soft

floating

hard

screaming



elegant

very high

weightless

flashing

very heavy

in slow motion

see-through

very low

...

...

