CREATIVE CATAPULTS:
Learning How to Play for Creative Exploration in Non-Design Classrooms
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- **CASE STUDY:** MULTIPURPOSE TOOLS
  to yield ideas that are impractical and absurd but others that could become real products with clever functions

- **REGURGITATION**
  to come away with new refreshing perspectives from a common artifact by making a mess due to the limitation, and then making sense of what is formed

- **VISUAL DIARY**
  to develop a daily collection of small and simple sketches for future inspirations and to use as project ideas

- **VISUAL VERB**
  to apply unusual actions to the subject to see new twists in a common idea

- **FORCED CONNECTION**
  to expand possibility and introduce new perspectives by juxtapositioning unlikely terms and words together

- **MAKE & PROTOTYPE**
  Discover ways to generate variations, explore, explain, and expand on a single concept

- **WRITE & SKETCH**
  Visual Diary

- **PHYSICAL THINKING**
  to transform 2-D sketches into 3-D objects using any available resources. The constraints from the materials may provide new insights and relationships for future iterations

- **ROLE-PLAYING**
  to viscerally explore possibilities, experience situations, and exercise physicalization by assuming a character role in a constructed scene with, or without props

- **ACT & DEMONSTRATE**
  to apply unusual actions to the subject to see new twists in a common idea