

GE105
Introduction to Engineering Design
College of Engineering
King Saud University

Studio 9.

Creativity Examples and Brainstorming

FALL 2016

Before We Start

- With a simple <u>"twist"</u>, you can transform a <u>"nothing" to</u>
 <u>"everything"</u>
- Today's studio is simply a <u>list of</u> creative real-life examples to stimulate your thinking
- In the <u>second part</u> of the studio you will be <u>practicing brainstorming</u> to generate creative ideas for your final project









































































- Now that you have seen some nice examples
- Brainstorm for some creative ideas for your final project
- Do not criticize during brainstorming

Guidelines:

- Generate as many ideas as possible;
 go for quantity (30mn)
- Select the best two or three ideas (15mn)
- Present your creative ideas to the class for feedback