



GE105  
Introduction to Engineering Design  
College of Engineering  
King Saud University

## Studio 9.

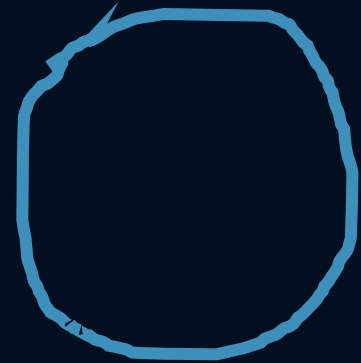
# *Creativity Examples and Brainstorming*

SPRING 2016

# Before We Start

- With a simple **“twist”**, you can transform a **“nothing”** to **“everything”**
- Today’s studio is simply a list of creative real-life examples to stimulate your thinking
- In the **second part** of the studio you will be practicing **brainstorming** to generate creative ideas for your final project

“Nothing”



“Everything”













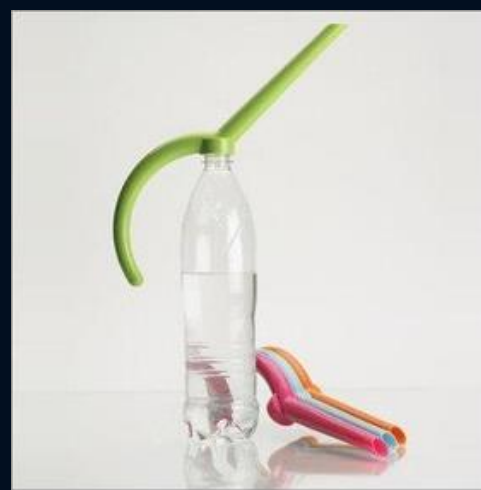












- Now that you have seen some nice examples
- Brainstorm for some creative ideas for your final project
- Do not criticize during brainstorming

## 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

