

BELOW IS A LIST OF CRITICAL AND CREATIVE THINKING TOOLS (and when to use them) TO HELP YOU DEVELOP YOUR PRODUCT. ASK YOUR TEACHER FOR A BLANK COPY OF ANY OR ALL OF THESE TOOLS:

Fruiter Model - use to develop a measurement of project success

PMI - use to choose between two products

SCAMPER - use to refine product in reaction to time constraints or failure of original plan

SWOT - use to evaluate your product

Spider Map - use to determine components of the product and how they will be completed

If...Then - use to decide between two products

Genrich Altshuller's 40 TRIZ principles for creative engineering - use to design or modify product

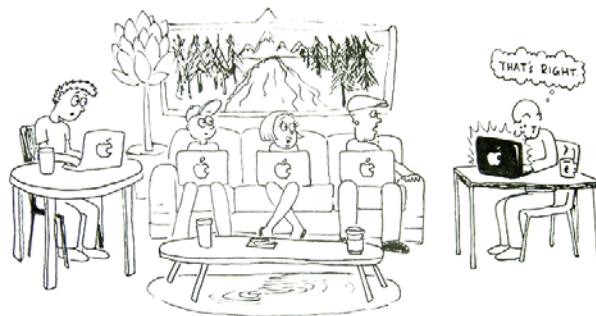
BAR - use to modify product according to time and resource constraints

SCUMPS - use to help in designing product

Problem-solving-Solution-Consequences Diagram - use to overcome design obstacles or decide between approaches

Futures Line - use to decide between two possible products

Six Thinking Hats - use to improve your product



think different.