

Methods for creating spaces of possible futures

Brainstorming

- Define leader and recorder
- Define the problem, create question
- Setup the rule for the session
- Start the brainstorming
- Then go through the results

Reframing

- Modifying its dimensions to their limits
- Morphing
- Turning it inside out
- Unifying or decentralizing
- Removing features as many as possible
- Making visible what is covered
- Putting into background
- Modularizing it freely into combinable components
- Turning a continues flow into manageable steps
- Hardware software exchange
- Reconceptualizing the direction of causality
- Replacing materials
- Placing it into new contexts
- Using alternative metaphors
- Finding analogies of a given situation
- Employing various theoretical perspectives
- Eliciting various stakeholders conceptual framework
- Translating a problem or design into a different media for conceptualization

Combinatorics

- For instance TRIZ

Level1: Single improvements of artifacts already known by the engineer

Level2: Innovations that combine technical knowledge of different aspects of an artifact.

Level3: Innovations that combine knowledge from different areas in which an artifact is to operate, resolving so called physical contradictions.

Level4: Innovations that implement a breakthrough technology require knowledge from different fields of science.

Level5: Intention of a structurally new phenomenon that pushes technology to a higher level.