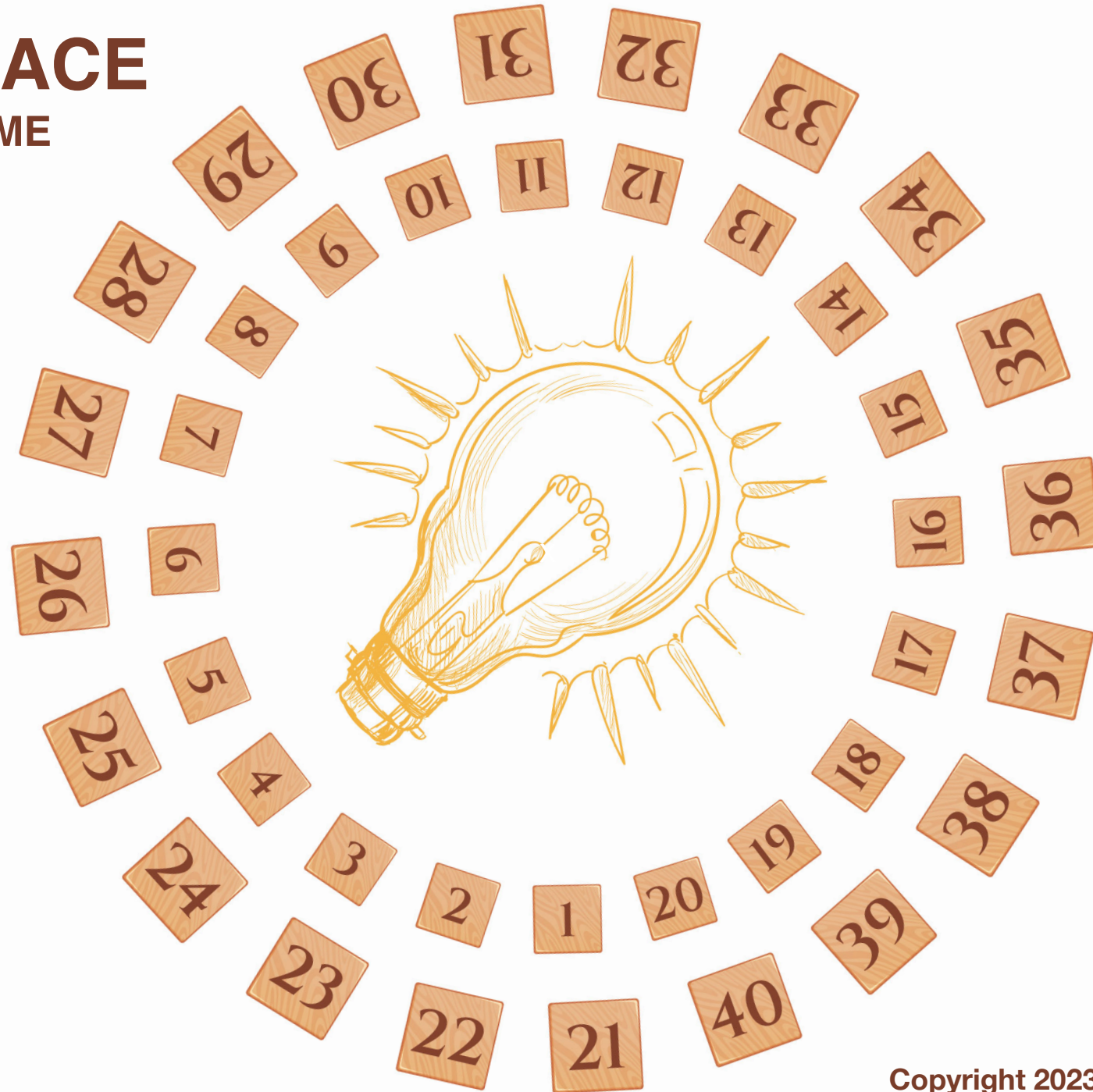


IDEA RACE

BOARD GAME

2-4 PLAYERS



INSTRUCTIONS

Print the game board and put it on the table. Print and shuffle the 60 random object cards and place them in a pile with the text facing downwards. Find a game piece for each player and put them on number “1” on the game board. Prepare a 60 second timer, for example a sand timer, watch or mobile phone.

The first player takes an object card and now has 60 seconds to produce ideas for improving the object on the card. Each idea produced allows the player to move the game piece 1 step forward. 2 ideas equals 2 steps forward. 6 ideas equals 6 steps forward. When a player lands the game piece on top of an opponent’s game piece, the opponent’s game piece is sent 3 steps back. Players take turns until everyone reaches number “40” on the game board. The first player to reach number “40” wins the game.

Example: Your object card says "computer mouse". Ideas for improvement: 1. Make necessary powerpoint remote control buttons so it can be converted into a remote control; 2. Put magnets on it so it can be attached to a laptop computer during transport; 3. Make the top part out of soft material so the owners can customise the shape of the computer mouse to fit their hands. Action: Move 3 steps forward with the game piece.

Your ideas do not have to be original or unique in a historical sense, but they should go beyond what is standard for the objects. Ideas like "make the mouse wireless" or "make the mouse with a scroll function" do not count as a move forward because they are already standards for this object. If an idea is new to you, it counts as a move forward.

Abstract Ideas do not count. Examples of abstract ideas are “make the mouse more ergonomic”, “make it more beautiful” or “make it more fun”. These ideas do not include practical details of how to make the mouse more ergonomic, fun or beautiful and as such they do count as a move forward. If you can imagine an idea, it counts as a move forward.

IDEA RACE Board Game is developed by professor, PhD Christian Byrge to help boost creative skills and creative confidence. The game is designed to make creativity training fun and engaging for every age group. Visit www.christianbyrge.com for more games, methods and toolkits for advancing creativity.

SWING

PLAYGROUND SLIDE

TENT

REFRIGERATOR

TRAFFIC LIGHT

VACUUM CLEANER

FLOOR MOP

COFFEE CUP

SUITCASE

DOOR BELL

HAIR DRYER

SOFA

SCISSORS

SOAP DISPENSER

WATER TAP

SHOWER HEAD

DOOR HANDLE

HAIR BRUSH

TOOTH BRUSH

OFFICE CHAIR

WINDOW

OFFICE LAMP

SHOES

UMBRELLA

WASHING MACHINE

PAINT ROLLER

COFFEE MACHINE

TOASTER

PARK BENCH

DOG LEASH

SHOPPING CART

BICYCLE

BABY PRAM

STREET LIGHT

STREET BIN

HEADPHONES

SEAT BELT

PHONE COVER

SUN HAT

COAT HANGER

SUNGLASSES

SHAVING MACHINE

CURTAINS

TRAMPOLINE

BAG OF CRISPS

FLOWER VASE

SCHOOL BAG

SKATEBOARD

CAN OPENER

JEWELRY BOX

SHORTS

PURSE

SODA CAN

BED MATTRESS

TOWEL

FRYING PAN

KEY CHAIN

PERFUME BOTTLE

ICE CUBE BOX

JACKET