

## SCAMPER Template

<p><b>Substitute</b> What in the project could be replaced with something different? This might be a material, process, interaction or any element of the project that could be substituted for something else</p>	S
<p><b>Combine</b> How might you combine an element of the project with something else to produce something new and innovative? Consider materials, processes, interactions and sensations you haven't included in the project.</p>	C
<p><b>Adapt</b> Are there elements of other projects you've seen or experienced that might be adapted into your project? Again, consider materials, processes and interactions that you haven't integrated in your current project.</p>	A
<p><b>Modify/Magnify/Minify</b> How might elements of the project be more or less emphasised to create change? To address this question think about the forms, shapes, colours, materials and interactive qualities of your project and consider making some of these elements more exaggerated and/or subtle.</p>	M
<p><b>Put to another use</b> How can your project be applied to entirely new context? What about a different user group? This question encourages us to challenge our preconceptions.</p>	P
<p><b>Eliminate</b> What can I eliminate to simplify my project? This might be a particular feature, function or material. This question challenges us to strip away unnecessary elements of a project.</p>	E
<p><b>Reverse/Rearrange</b> How might you rearrange, reorder or reverse the project, design process or design problem being addressed? Think about your project's functionality - what if a user went about using your project in an entirely different order to what you've intended?</p>	R