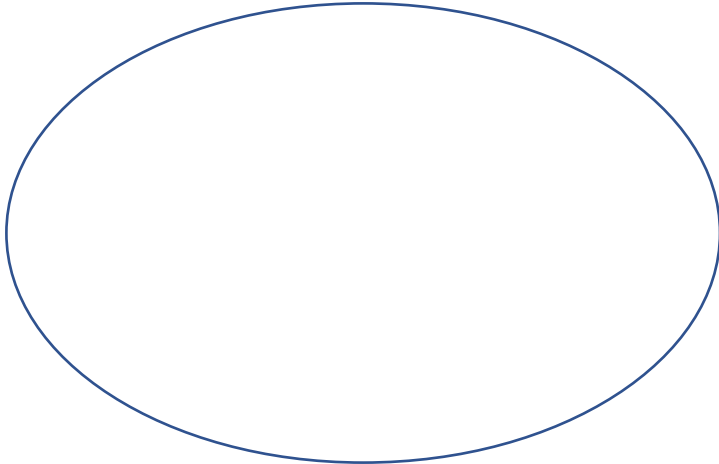
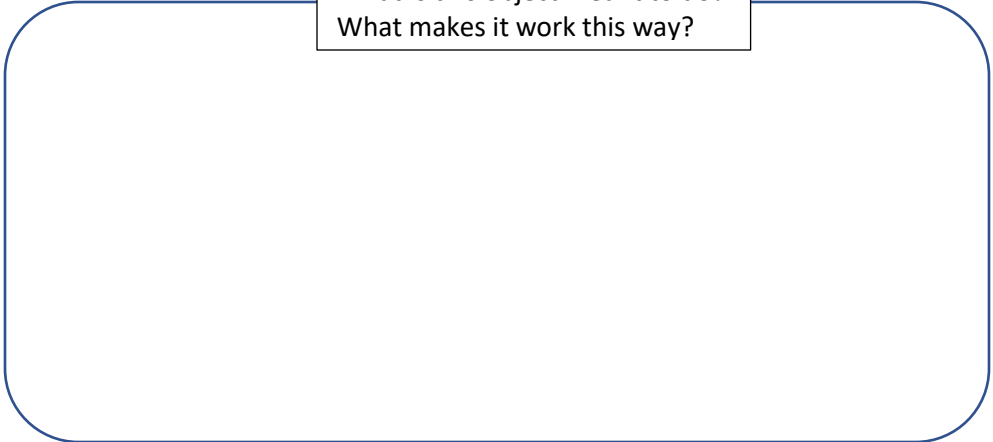


# Twenty-First Century Object Planning Sheet

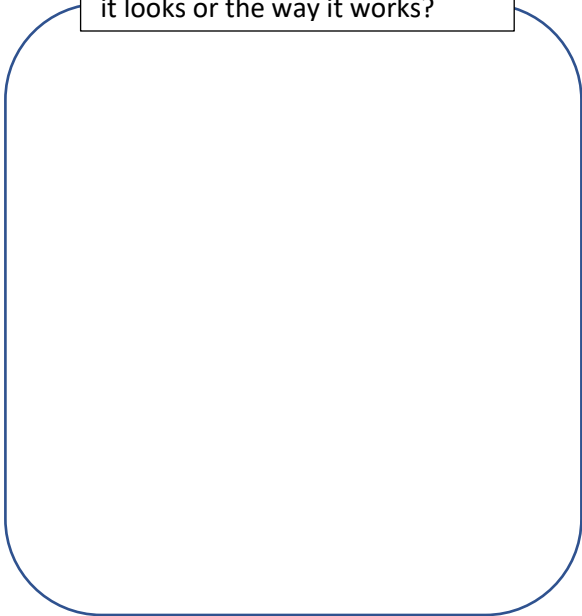
My object:



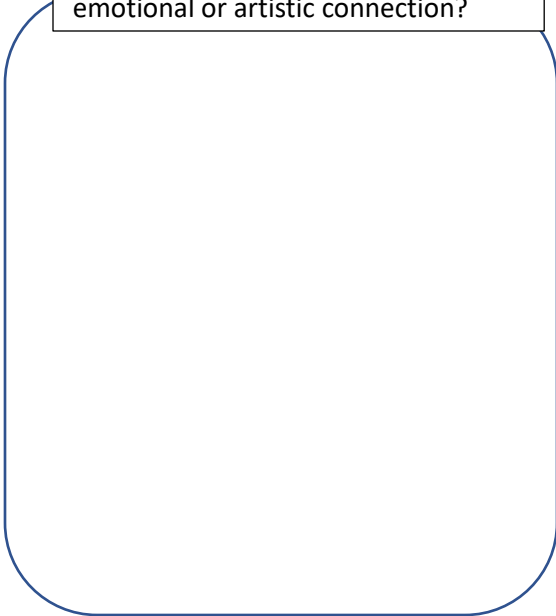
What is this object meant to do?  
What makes it work this way?



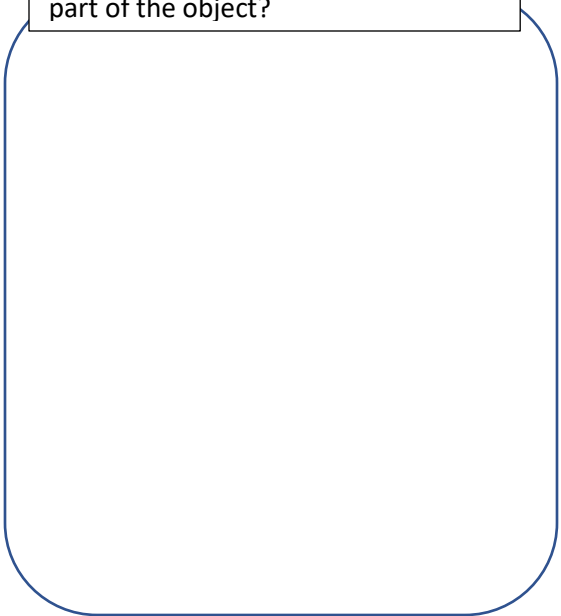
How might you improve the way  
it looks or the way it works?



How might you highlight an  
emotional or artistic connection?



How might you focus on a particular  
part of the object?



# Twenty-First Century Object Planning Sheet

The "SCAMPER" Method for Generating Ideas and Innovation<sup>1</sup>

## Substitute

What materials or resources can you substitute or swap to improve the object or idea?  
What other object or process could you use?  
What rules could you substitute?  
Can you use this object somewhere else, or as a substitute for something else?  
What will happen if you change your feelings or attitude toward this object?

## Combine

What would happen if you combined this object with another, to create something new?  
What if you combined purposes or objectives?  
What could you combine to maximize the uses of this object?  
How could you combine talent and resources to create a new approach to this object?

## Adapt

How could you adapt or readjust this object to serve another purpose or use?  
What else is the object like?  
Who or what could you emulate to adapt this object?  
What else is like your object?  
What other context could you put your object into?  
What other objects or ideas could you use for inspiration?

## Modify/Magnify/Minify

How could you change the shape, look, or feel of your object?  
What could you add to modify this object?  
What could you emphasize or highlight to create more value?  
What element of this object could you strengthen to create something new?

## Put to Another Use

Can you use this object somewhere else?  
Who else could use this object?  
How would this object behave differently in another setting?  
Could you recycle the waste from this object to make something new?

## Eliminate

How could you streamline or simplify this object?  
What features, parts, or rules could you eliminate?  
What could you understate or tone down?  
How could you make it smaller, faster, lighter, or more fun?  
What would happen if you took away part of this object? What would you have in its place?

## Reverse/Rearrange

What would happen if you reversed this process or sequenced things differently?  
What if you try to do the exact opposite of what you're trying to do now?  
What components could you substitute to change the order of this object?

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<sup>1</sup> Eberle, Robert. 1996. Scamper: Games for imagination development. Austin, TX: Prufrock Press.

## Twenty-First Century Object Planning Sheet

What roles could you reverse or swap?  
How could you reorganize this object?

Substitute	Combine	Adapt	Modify/Magnify/Minify
Put to another use	Eliminate	Rearrange/Reverse	