

	Problemstilling - Object for analysis	Methods and procedures	Outcome space Results	Presentation of results
<b>Being imaginative...</b> Generating new ideas thinking out of the boxes we normally inhabit, looking beyond the obvious, seeing the world in different ways so that it can be explored and understood better	Company asks students to create a beautiful baby alarm	Suggest cronology for experiment (prezie)		
<b>Being original...</b> This embodies a) the quality of newness for example: inventing and producing new things or doing things no-one has done before b) being inventive with someone else's ideas - recreation, reconstruction, re-contextualization, redefinition, adapting things that have been done before byt differently and c) the idea of significance calue - there are different levels and notions of significance and utility and valye which are integral to the idea...	Abstrakte og fleksible krav ifht grundproblemstilling		* Also here Designing & creating the end product in a unique fashion including tech in jewellery	
<b>Being curiuos...</b> with an inquiring position - willing to explore, experiment and take risks, i.e. the attitude and motivation to engage in exploration and the ability to search purposefully in appropriate ways in order to find and discover. It is necessary to work in an uncertain world an aftern requires people to move from the known to the unknown.	Exploring human beings' valuer in technology design "small lab"	Field visit to nursing home Obstacles	Suggest potential results	
<b>Being resourceful...</b> with your knowledge, capability, relationships, powers to persuade and influence, and physical resources to overcome whatever challenge or problems are encountered - to exploit oppotunities as they arise.		Udfordring hvis kompetencer mangler (low level). Frihed (high level). - Gathering data from end users // suppliers etc. - Understanding materials & tech. solutions. - Choosing design process & solution		- Consumer tests - Understanding receiver positions
<b>Being able to combine, connect and synthesize...</b> Complex and incomplete data/situations/ideas/contexts in order to see the world freshly/differently to understand it better.		Embodied cognition, "learning by doing" -->	Pick up one problem and analyse also here	
<b>Being able to think critically and analytically ...</b> In order to distinguish useful ideas from those that are not so usefull and make good decisions			Find selv på målkriterier	Group presentation and peer feedback of problem and solution*
<b>Being able to take value from feedback...</b> And use it constructively to improve ideas				* also here
<b>Being able to represent ideas and communicate them to others ...</b>  The capacity to create and tell stories, pitch and sell ideas, empathise with others and show people possibilities, opportunities and solutions in ways that make sense to them or capture their imagination.				* ..and here Shared presentations