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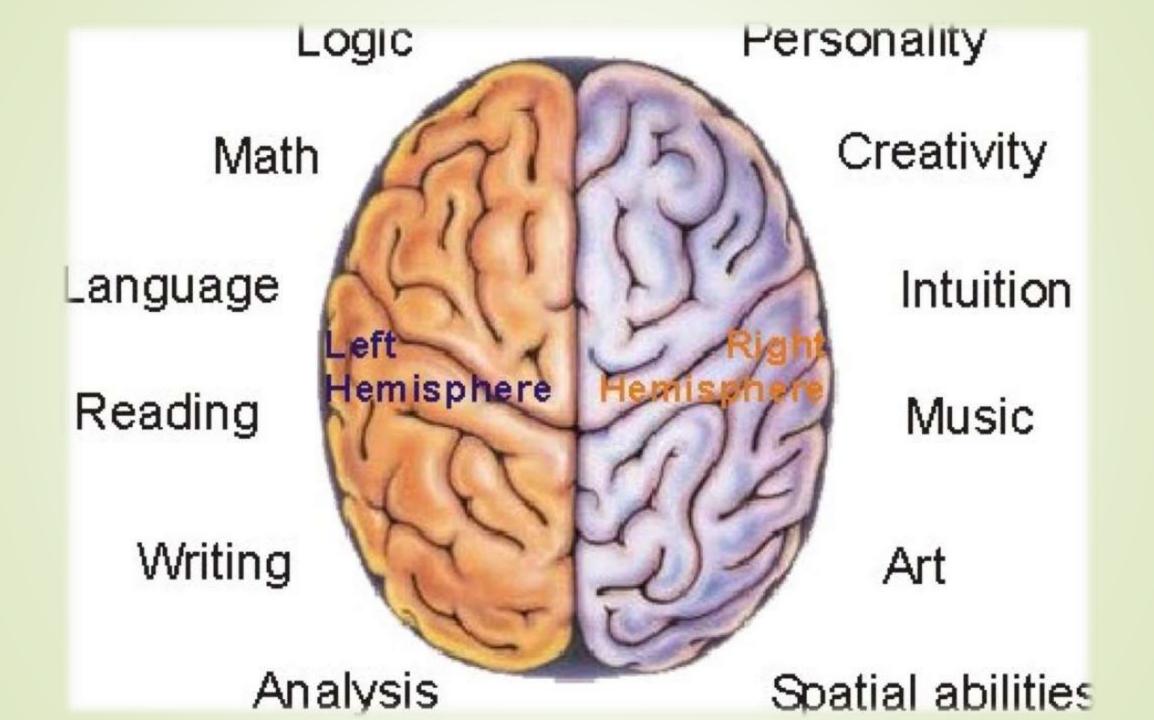
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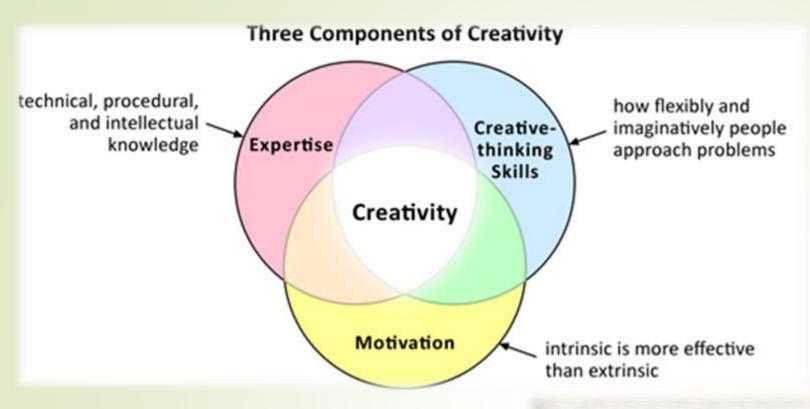
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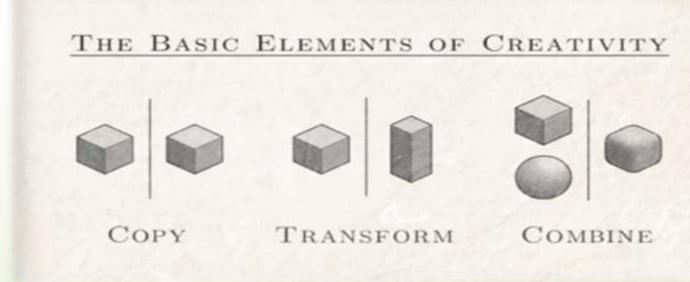




Creativity is the act of turning new and imaginative ideas into reality. Creativity is characterised by the ability to perceive the world in new ways, to find hidden patterns, to make connections between seemingly unrelated phenomena, and to generate solutions.



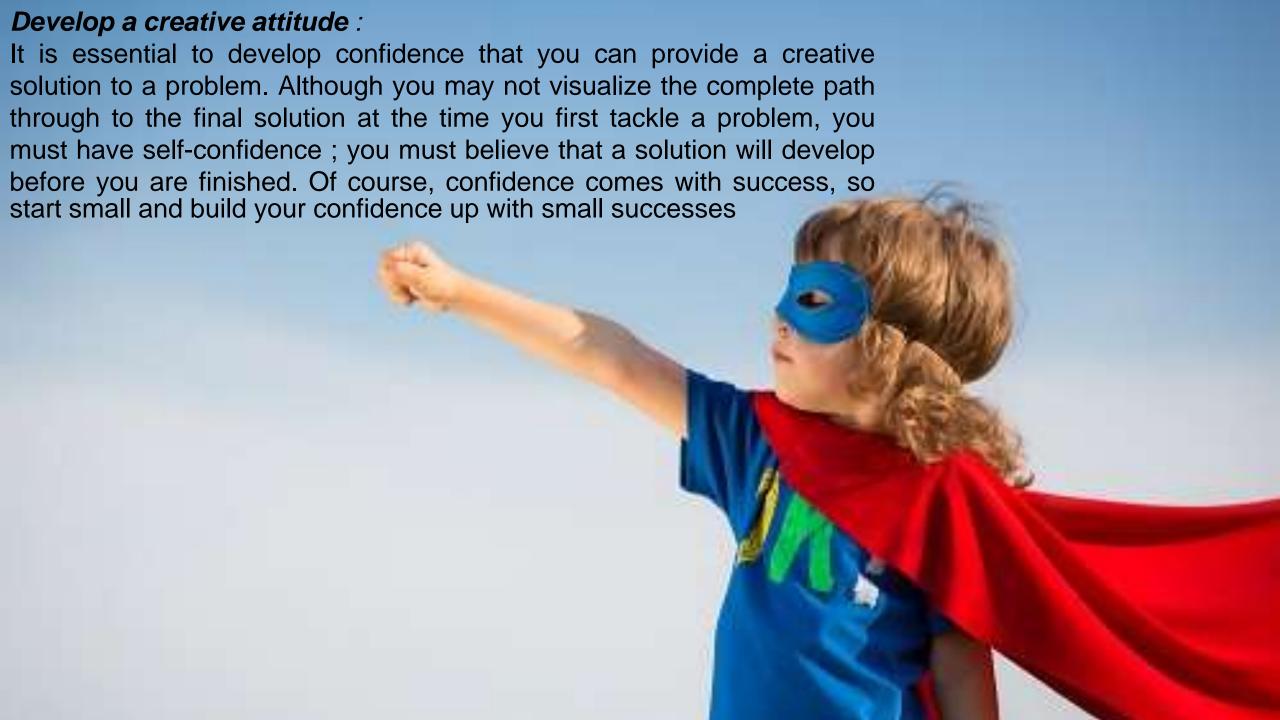


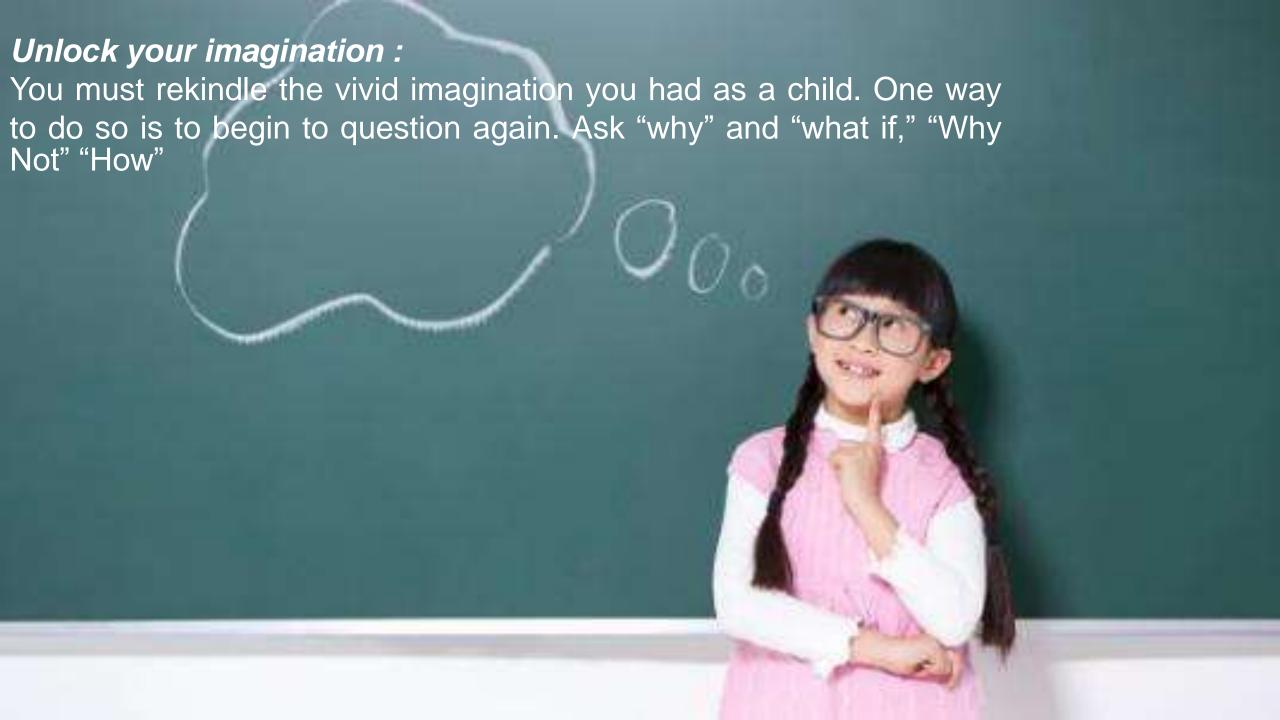


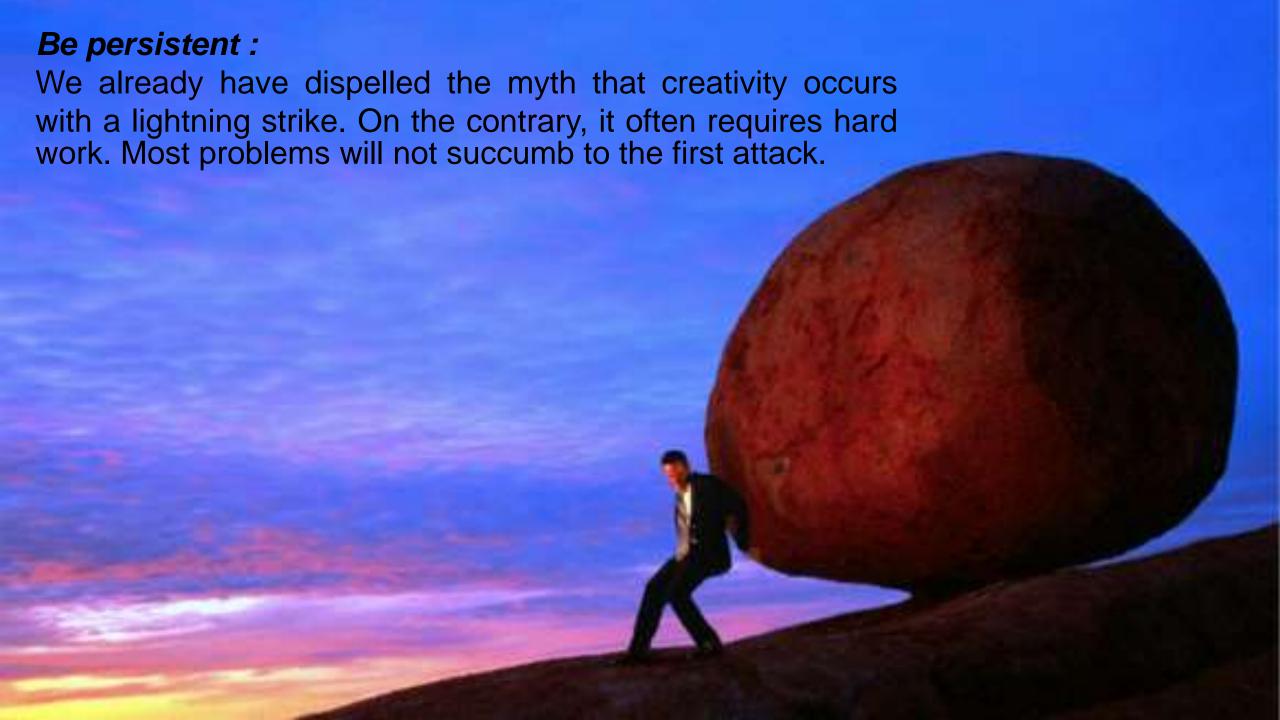


Creative cognition is the use of regular cognitive operations to solve problems in novel ways.

Following are some positive steps you can take to enhance your creative thinking









#### Suspend your judgment:

We have seen that creative ideas develop slowly, but nothing inhibits the creative process more than critical judgment of an emerging idea. Engineers, by nature, tend toward critical attitudes, so special forbearance is required to avoid judgment at an early stage of conceptual design.



#### Set problem boundaries:

We place great emphasis on proper problem definition as a step toward problem solution. Establishing the boundaries of the problem is an essential part of problem definition. Experience shows that setting problem boundaries appropriately, not too tight or not too open, is critical to achieving a creative solution.



Sit somewhere with no distractions, think again what you have already done and start jotting down ideas





Now start putting things haphazardly.

Pick out
things that
catch your eye
& put them
all together.





See what idea or scheme catches your eye.

Ask yourself, What caught your eye and why?









If no, then go back and find another idea and start working with that.



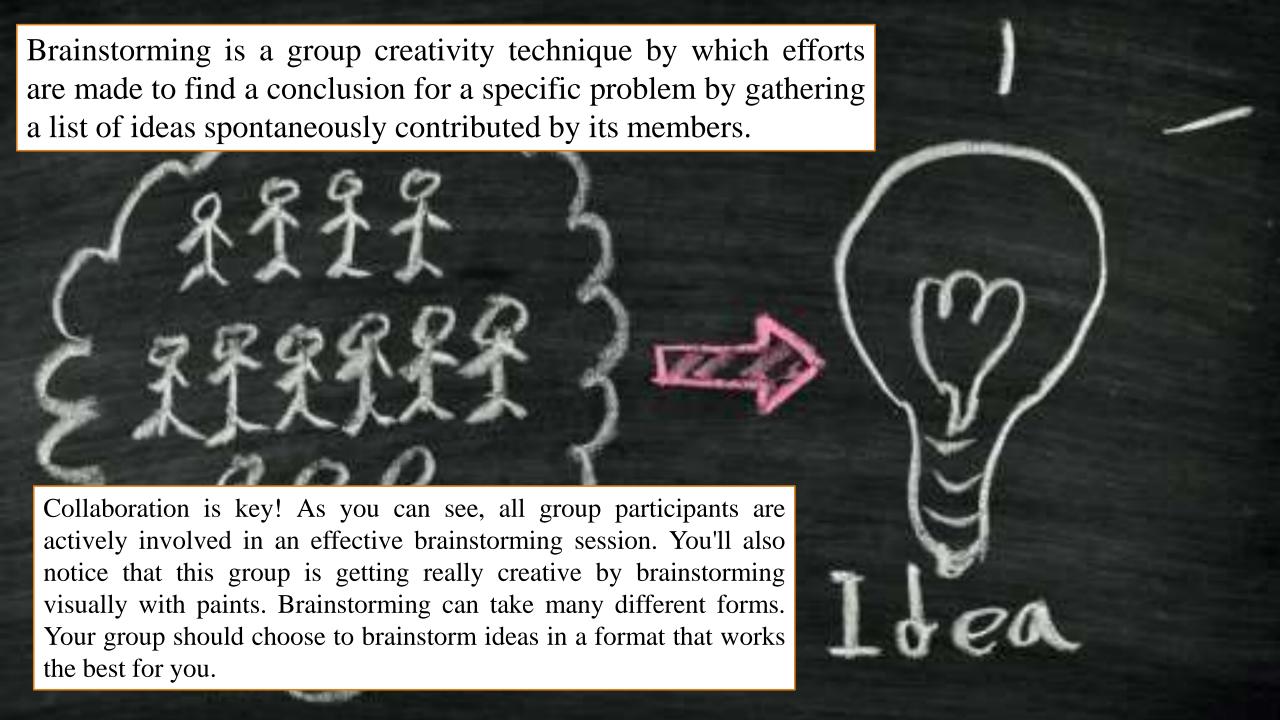


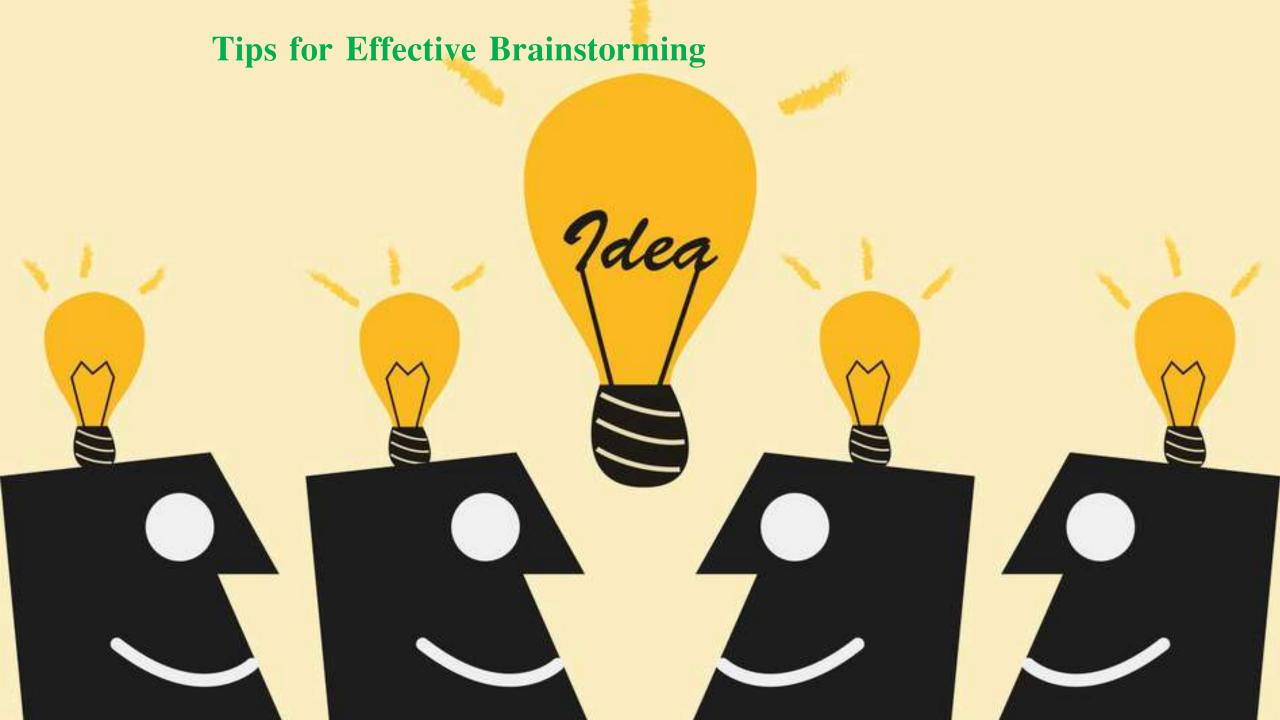


# "Genius is 1% inspiration, 99% perspiration."

-Thomas Alva Edison

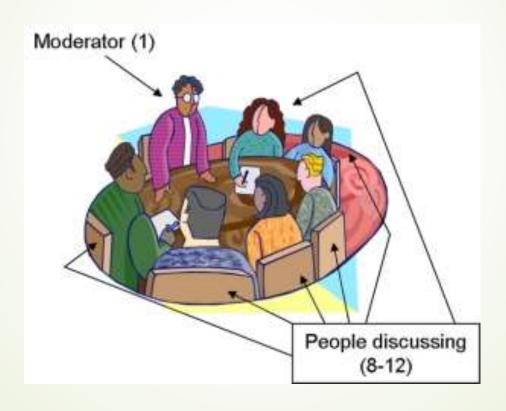






# **#1 Assign a Moderator**

Assigning someone to guide the brainstorming session into a productive direction is an absolute must. Though the entire point involves the free flow of ideas, this can quickly get completely off track and out of control if not kept in check.



# **#2 Identify Goals**

It's best to begin a brainstorming session by briefly stating an overview of the project. Even if everyone present is familiar with it, the refresher is a good way to get their brains in the right place. After stating what the project entails, clearly state the goal of the brainstorming session. Never go into a brainstorming session without a clear idea of what you want out of it, otherwise you're setting yourself up for a phenomenal waste of time.

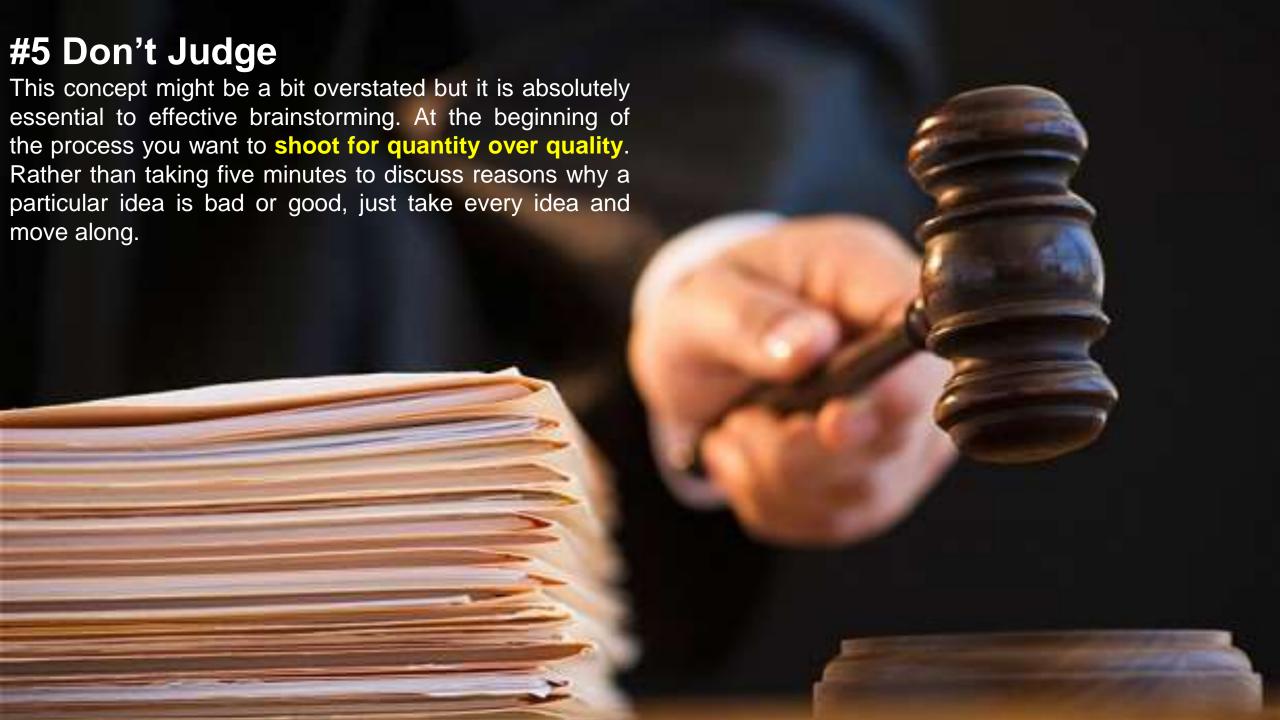






Obviously, you'll have to end the brainstorming at some point. However, it may not always be the best idea to ideate until people simply stop talking. Try setting and announcing a firm time limit at the beginning of the session. The significance of the announcement is that it ensures everyone knows that the agreed upon goals must be met by a certain time. If you've got a strong team, this will encourage them to stay on track and really crank out as many ideas as possible within the allotted timeframe.





#### **#6 Embrace the Ridiculous**

If you really want to see the value of brainstorming, don't simply avoid judging unrealistic ideas, actually encourage them. As strange as it sounds, the very best ideas are often born from the very worst. Ask questions like, "what if money were no option?" or "what if our time table were three times as long?"





### **#8 Look for Synergy Potential**

As you begin to trim your selection of ideas in the step above, beware of viewing the possibilities in black and white terms. It's not always the case that the furthering of one idea must mean the death of another. There is often potential for creating synergy among originally separate suggestions.



# **#9 Avoid Group Think**

There's a fine line between a team that productively cooperates and one that suffers from too much cooperation. The moderator should watch intently for signs of group think and steer the conversation accordingly.



#### **#10 Include an Outsider**

final suggestion for effective brainstorming is to include at least one person in the group who doesn't belong. For instance, if you're working with a team of designers, try throwing in a developer to add some diversity to the mix. Or better yet, grab someone who knows absolutely nothing about creating websites or developing attractive user interfaces.



# Reference

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