

Required Elements

- Who will carry out the solution?
- What is the solution idea?
- Why is this a good idea and/or how will it work or be implemented?

Recommended Procedures

- Use the same brainstorming techniques you used to generate challenges.
- Think creatively and “out of the box.”
- Invent at least a few solutions, if possible.
- Think futuristically.
- Use the category list to increase flexibility.
- Use research and topical terms whenever possible.
- Keep the underlying problem in front of you while brainstorming.

Scoring Scales

- Fluency** - number of ideas that “solve” the underlying problem (1-10 points)
 - R (Relevant) - answers key verb phrase and supports the purpose regardless of quality
 - P (Perhaps) - unclear relationship to the key verb phrase
 - W (Why) - solution not related to the key verb phrase
 - D (Duplicate) - solution too similar to another relevant solution
- Flexibility** - number of categories among the solution ideas (1-10 points)
- Elaboration** - any three of the following: Who? What? Why? How? (1-10 points)
- Originality bonus** - rare and creative (+3 points)

Reminders

- Write solutions in the form of proposals (what will happen).
- Either specific corporations (General Electric for example) or categories of organizations or professions (research scientist in the field of molecular biology) can solve the underlying problem.
- Be sure that your ideas fall within the bounds of the laws of nature.
- Try to include 16 good solutions, but don't be afraid to move on without completing all 16.
- Make sure your solutions are all humane.
- Where and when do not count for elaboration in solutions because they appear in the underlying problem as future scene parameters. Leave them out.

What NOT To Do

- Don't repeat the future scene parameters in the explanation of the solution.
- Don't make-up fanciful people (such as “Bill Gates Jr.”) to solve problems.

Power Strategy

- Begin the solution idea with WHO will “solve” the underlying problem.

Categories

- Arts & Aesthetics
- Basic Needs
- Business & Commerce
- Communication
- Defense
- Economics
- Education
- Environment
- Ethics & Religion
- Government & Politics
- Law & Justice
- Physical Health
- Psychological Health
- Recreation
- Social Relationships
- Technology
- Transportation
- Miscellaneous