

WORKSHEET 8

SCAMPER TECHNIQUE

The SCAMPER technique is used to generate solutions to problems based on improving and modifying products.

The specific selection of questions allows you to break mental blocks and stagnation during the idea generation stage.

SCAMPER is an acronym formed from the first letters of English words.

The technique was inspired by Osborn and is based on a list of so-called modifying verbs.

Course:

The technique consists of a list of questions focusing around the highlighted "problem areas".

Working with the SCAMPER technique consists of answering the questions in turn.

These answers are treated as an inspiration to modify / construct the object we are interested in.

Below is a description of the individual problem fields along with sample questions used within them.

SUBSTITUTE

Think about the possibilities of replacing the object/process with something else. What/who can replace it? What new place/time/components/elements/processes/functions can be introduced?

COMBINE

Think about the possibilities of connecting elements of your facility/process. What features/elements/people/processes/components/objects can I combine? How/what can I get a synthesis?

ADAPT

Think what you can adapt, borrow from another field? What is the facility/process similar to? What can you be inspired by? What can be copied? What part/parts of the product can you change this way?

MODIFY

Think about how to modify (increase, decrease) the product/object. How to improve/give a new form/change the colour/shape/taste/texture of an object/process? What to add? What to reduce/increase/distort/make lighter/double/thicken etc.

PUT TO OTHER PURPOSES

Think about how you can use your object/process for other purposes. How to use it differently, elsewhere? In another function? For another problem area?

ELIMINATE

Think about what will happen if you eliminate some aspect of the object/process. What to remove/omit? Is everything needed?

REARRANGE

Think about what would happen if part of your object/process started to function differently? What if it starts doing the opposite? Will the features change? What if you put it upside down/crosswise? Invert the colours