

1) DESCRIPTION OF THE TOOL

It is a creative technique that is used to improve something (idea or product) already existing that does not convince us. Once we are clear about the idea or product we want to improve, it is about asking questions about the idea or product to which we will try to respond in the most creative way possible. The questions revolve around 7 concepts, which make up the acronym of SCAMPER,

- Substitute, (Replace things, places, procedures, people, ideas ...)
- Combine, (Combine themes, concepts, ideas, ...)
- Adapt, (Adapt ideas from other contexts, times, schools, people ...)
- Modify, (Add something to an idea or a product, transform it)
- Putt or other uses, (extract the hidden possibilities of things)
- Eliminate (Sustraer conceptos, partes, elementos del problema)
- Reverse. (or invest elements, change places, roles ...)

It can be used both individually and as a group, logically achieving better results if we do it in a group, as it is always better a group of heads thinking about a project than a single.

2) OBJECTIVES OF THE TOOL

- SCAMPER helps you develop new products and services.
- It is a checklist, where new ideas are generated when performing actions on a basic idea.
- Possible ways to improve an existing product, service, or process by making changes.

3) CONNECTION OF THE TOOL WITH THE SKILL

It is a tool that is used to generate new ideas to improve a product or an idea that already exists but needs improvement.

It's a technique of creativity or development of creative ideas.

4) RESOURCE MATERIALS

This technique is easy to do, we only need to ask questions about the 7 concepts and write down the answer and finally look at and evaluate the answers that you came up with. Do any stand out as viable solutions? Could you use any of them to create a new product, or develop an existing one? If any of your ideas seem viable, then you can explore them further.

5) HOW TO APPLY THE SKILL

(Please, make a description and mention how to apply this skill: Step 1, Step 2, Step 3, etc.)

1 .The idea or product we want to improve.

2. Asking questions about the idea or product related with the 7 concepts

- Substitute.

- What materials or resources can you substitute or swap to improve the product?
- What other product or process could you use?
- What rules could you substitute?
- Can you use this product somewhere else, or as a substitute for something else?

- Combine.

- What materials or resources can you substitute or swap to improve the product?
- What other product or process could you use?

SKILL 3 - CREATIVITY

SCAMPER

- What rules could you substitute?
- Can you use this product somewhere else, or as a substitute for something else?
- What will happen if you change your feelings or attitude toward this product?
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- Adapt.
 - What materials or resources can you substitute or swap to improve the product?
 - What other product or process could you use?
 - What rules could you substitute?
 - Can you use this product somewhere else, or as a substitute for something else?
 - What will happen if you change your feelings or attitude toward this product?
- Modify.
 - What materials or resources can you substitute or swap to improve the product?
 - What other product or process could you use?
 - What rules could you substitute?
 - Can you use this product somewhere else, or as a substitute for something else?
 - What will happen if you change your feelings or attitude toward this product?
- Put to another use.
 - What materials or resources can you substitute or swap to improve the product?
 - What other product or process could you use?
 - What rules could you substitute?
 - Can you use this product somewhere else, or as a substitute for something else?
 - What will happen if you change your feelings or attitude toward this product?
- Eliminate.
 - What materials or resources can you substitute or swap to improve the product?
 - What other product or process could you use?
 - What rules could you substitute?
 - Can you use this product somewhere else, or as a substitute for something else?
 - What will happen if you change your feelings or attitude toward this product?



SKILL 3 - CREATIVITY

SCAMPER

- Reverse

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

3. Look at and evaluate the answers. If any of these ideas seem viable, then you can explore them further.

6) WHAT TO LEARN

You can learn a new technique useful when need to improve an idea, product or a service and is necessary do it in a creative way. Through this method you can obtain creative ways about how to do it if the answers are viable.

