

Problem Solving with SCAMPER

Briefly describe one of the problems or situations you can apply the SCAMPER technique to. Then, go through the technique making a note of one or two ideas that you have for each of the components.



S - Substitute

C - Combine

A - Adapt M - Modify / Minimise / Maximise / Distort P - Put to other uses

E - Eliminate

R - Reverse / Rearrange







