## 2

### TRIZ Card workshop

2012/5/26 @ Yeungnam University

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## TRIZ Card

A tool that makes creative ideas, using the essence of TRIZ



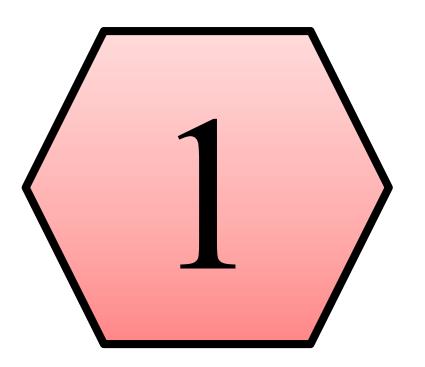
### TRIZ Card List



- 1. Divide it.
- 2. Separate it.
- 3. Change a part of it.
- 4. Make it unbalanced.
- 5. Join the two.
- 6. Make it useful for others.
- 7. Put it inside.
- 8. Make it balanced.
- 9. Step back before you go.
- 10. Expect and prepare beforehand.
- 11. Protect the important part.
- 12. Do it at the same level.
- 13. Make it reverse.
- 14. Make it curved and rotated.
- 15. Make it flexible.
- 16. Do it roughly first.
- 17. Use the direction perpendicular to the plane.
- 18. Make it vibrated.
- 19. Do it repeatedly.
- 20. Continue the good work.

- 21. Finish it in a very short time.
- 22. Extract something good from the bad situation.
- 23. Feed back the information.
- 24. Use something strong at the contact place.
- 25. Arrange things to do good for themselves.
- 26. Use copies of it.
- 27. Use many of cheap short-living things.
- 28. Move it without touching.
- 29. Use pressure effects of water or air.
- 30. Use a flexible cover.
- 31. Introduce something adhesive.
- 32. Change the color.
- 33. Match the qualities.
- 34. Stop getting out or put it back.
- 35. Change the temperature, flexibility, etc.
- 36. Change a solid into a gas or a liquid.
- 37. Expand it with heat.
- 38. Use more concentrated one.
- 39. Fill the space with a non-reactive thing.
- 40. Use something combined.





Experience thinking of ideas in the form of playing a card game

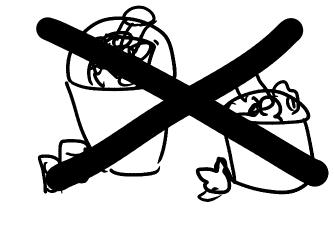
### Imaginary setting

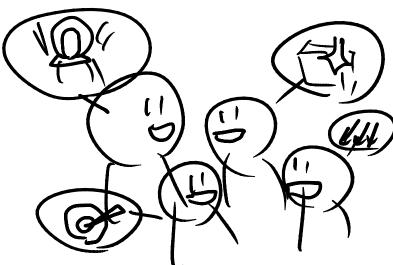
These four people, will solve an issue with a trash bin They are members of a venture, trying to come up with and sell "a new trash bin"

I hate the trash bin I have now! Let's think of a new trash bin that makes

everyone want it!

(Don't worry if it has low feasibility or profitability)





### Preparation

1. Shuffle the cards well, and hand it out to everyone

(If the number of people playing isn't even, leave the remaining cards on the side)

2. Each person lays their cards on the desk (Put them faced up)

 Rock, paper, scissor.
 Start with the person who wins the most, then go clockwise) How to play

On your turn, First choose one card

Use that to begin stating your idea, give an idea that solves an issue of existing trash bins

(The quality of the idea can be low. Don't worry if the idea is plain, or has low effectiveness and feasibility. Think of it as training for your imagination. Even if it's farfetched, just come up with any idea.)

The time you have: One minute

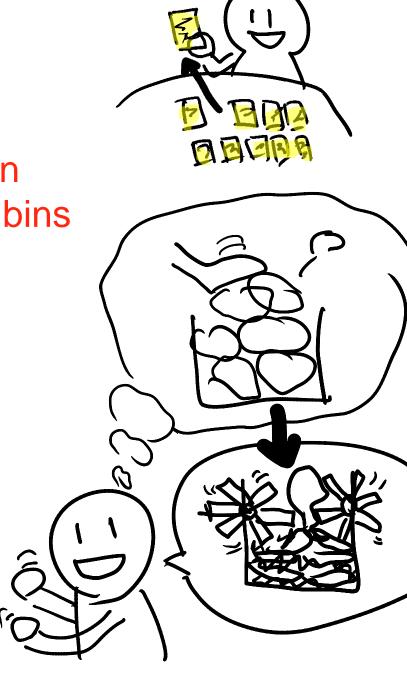
If you say it within one minute...

Throw away your card in the middle

(You can use only one card on your turn. It becomes the next person's turn, regardless of the time remaining)

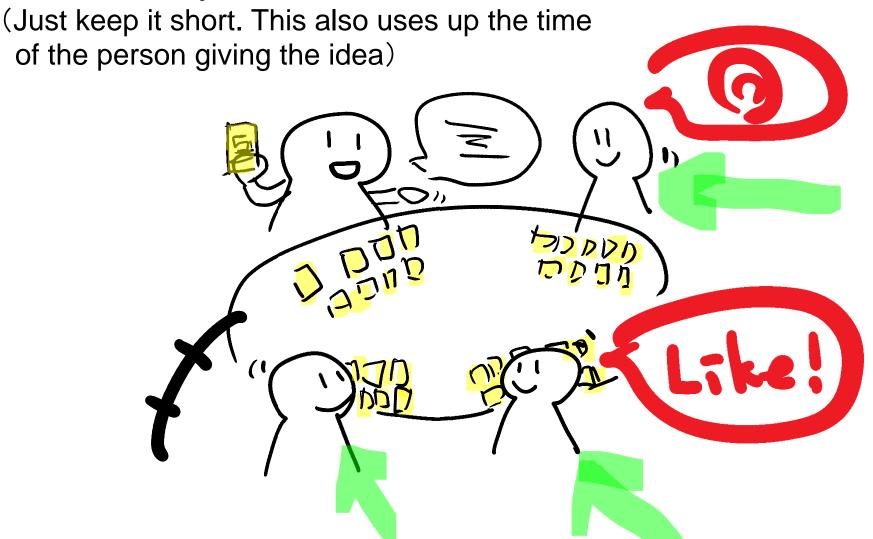
If you cannot say it within one minute...

Pass. Put your card back into your hands



### If it's not your turn...

If you give supportive comments on the person's idea, it can lift up the mood and help come up with ideas more easily.



### How to win

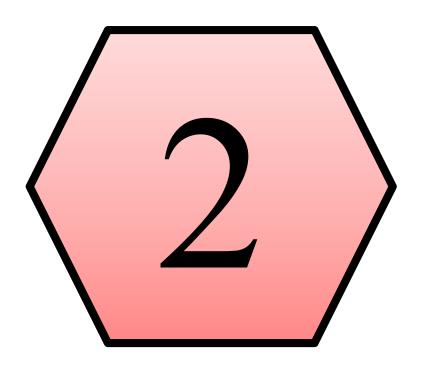
# The game ends in 20 minutes. The person with the least cards wins. Give a hand to the winner!

(Also, if anybody manages to use all their cards, that person wins. Then continue the game with the remaining people until time is up.)

Additional note)

If you get confused with the rules or how to proceed with the game, the leader (the person who won rock, paper, scissors) can choose the rules each time. Focus on enjoying a creative conversation, rather than being strict with the rules.





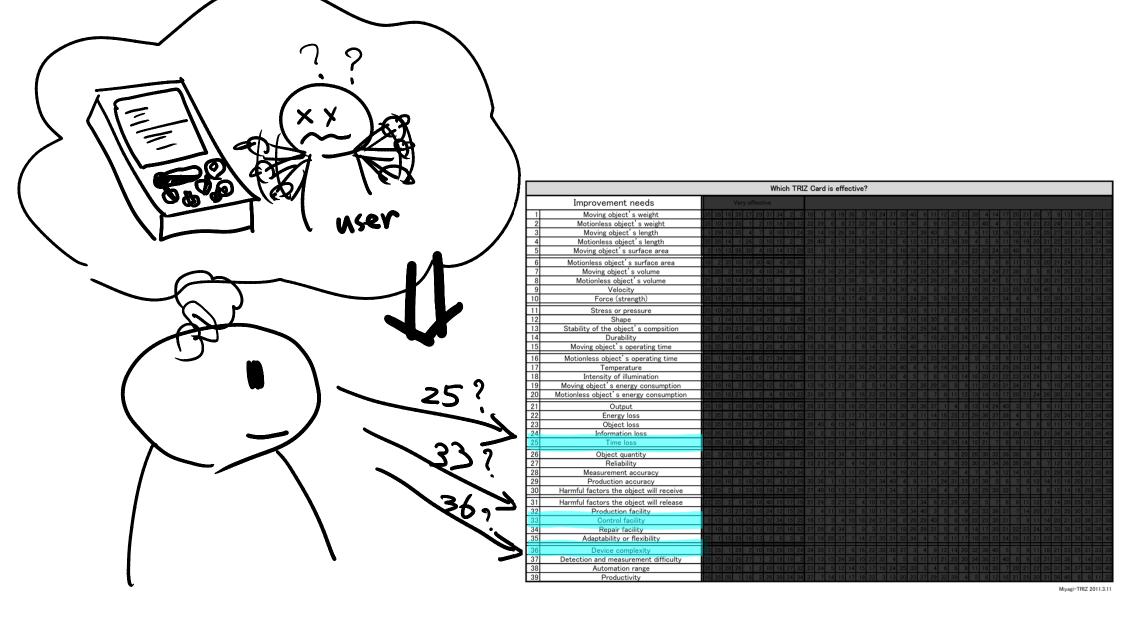
### A powerful way to use

If you can pinpoint what you want to solve, TRIZ will give you a promising "idea hint"

#### The situation it is used:

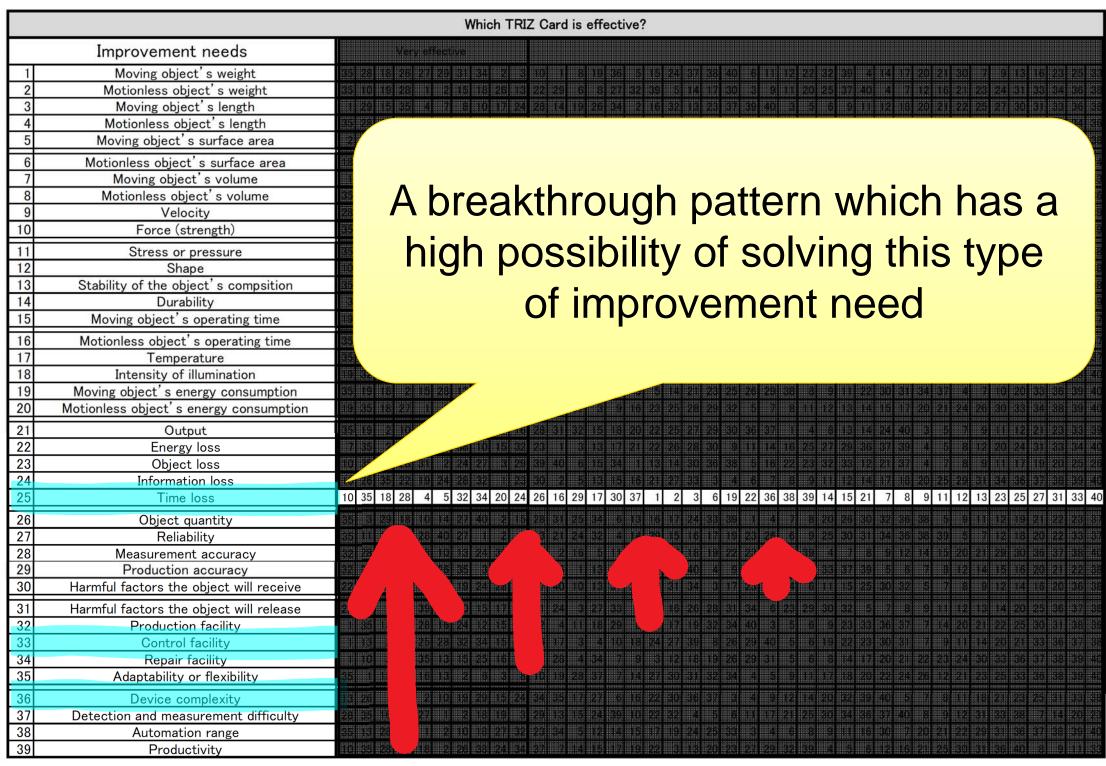


I want to make it easier to use!



"Make it easier to use". Which one is this issue out of the 39? Choose one that applies to the "39 improvement needs". It can be more than one.

		Which TRIZ Card is effective?
	Improvement needs	Very effective
1	Moving object's weight	35 28 18 26 27 29 31 34 21 3 10 1 3 9 36 5 15 24 37 38 40 6 11 112 22 32 39 4 14 17 20 21 30 7 9 13 16 23 25 3
2	Motionless object's weight	55   10   19   23     1   2   15   13   26   15   22   29   15   15   21   32   39   15   14   17   30   13   2   17   20   25   37   40   4   7   12   16   21   23   24   21   36   34   36   36
3	Moving object's length	11. 12. 15. 15. 15. 15. 15. 15. 15. 12. 12. 13. 13. 13. 13. 13. 13. 13. 13. 13. 13
4	Motionless object's length	35 28 11 1 45 5 10 15 14 7 10 40 3 1 1 1 2 24 25 50 52 6 12 13 17 17 32 30 4 5 9 1 16 9 20 2 12 23 5 3 33 54
5	Moving object's surface area	2 5 10 20 30 2 10 14 1129 52 1 10 10 10 28 3 34 39 6 16 35 36 5 7 9 1 22 28 24 30 40 8 12 20 21 25 27 0 37 32
6	Motionless object's surface area	181 2 35 10 18 30 40 4 36 39 1 7 15 17 32 14 26 38 3 9 19 22 23 27 28 29 37 5 6 9 11 12 13 20 21 24 25 31 33 34
7	Moving object's volume	11 1 2 5 1 2 1 1 1 2 1 1 1 1 3 4 1 5 1 5 1 5 4 0 1 5 2 8 2 8 3 8 2 8 3 8 2 8 3 8 2 8 3 8 2 8 3 8 2 8 3 8 2 8 3 8 3
8	Motionless object's volume	35 12 10 14 34 5 17 1 2 6 6 7 30 3 5 5 2 1 5 2 5 2 7 3 5 2 6 7 3 5 2 6 2 7 5 2 6 7 2 6 7 2 6 7 2 6 7 6 7 6 7 6 7 6 7
9	Velocity	28 1 8 3 3 10 19 34 58 2 1 8 1 8 15 1 8 32 3 1 1 2 0 2 2 3 1 2 3 2 3 2 3 3 1 2 3 3 3 3 3 4 3 3 3 3 4 3 3 3 3 4 3 3 3 3 3 4 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
10	Force (strength)	59 18 SA 10 1 1 SC 15 19 29 15 15 21 2 14 1A 20 13 23 11 12 20 20 5 16 20 20 25 26 26 27 14 16 17 22 20 51 32 53 33 52
11	Stress or pressure	85 10 36 37 2 14 19 1 31 6 15 16 40 4 13 16 24 25 27 28 33 9 11 21 22 29 34 39 5 7 8 12 17 20 23 26 30 31 32 3
12	Shape	10 11 14 15 32 54 55 2 15 16 16 22 76 5 17 20 5 6 7 16 16 5 16 3 16 3 16 3 16 3 5 16 3 7 17 12 20 21 28 24 27 2 3
13	Stability of the object's compsition	35 H2 80 77 20 F 16 15 15 15 16 76 76 78 30 16 15 27 27 17 16 7 7 76 7 16 7 17 17 17 17 17 17 17 17 17 17 17 17 1
14	Durability	G 655 10 40 5 27 28 14 76 1 29 2 9 11 16 18 32 9 17 19 30 7 16 22 31 94 37 4 5 6 2 20 21 23 24 25 36 96 36 36
15	Moving object's operating time	15] 15] 16] 10] 27] 12] 28   4   13] 15] 18   29   39   11   15   16   14   15   17   122   40   19   11   112   20   21   25   26   30   51   33   52   18   17   13   23   24   52   36   57
16	Motionless object's operating time	55   1   10   16   40   6   27   34   38   3   18   19   20   2   17   22   20   24   25   26   28   3   35   36   36   4   5   7   8   9   1   1   2   13   14   15   2   26   30   32   3
17	Temperature	STEP BY
18	Intensity of illumination	19 52 1 33 53 26 2 3 5 5 6 6 6 7 36 39 11 26 27 30 4 5 7 8 9 12 14 15 20 21 27 27 20 3 6 6 67 38 2
19	Moving object's energy consumption	35 9 18 2 15 28 12 8 24 1 1 3 6 7 2/152 3 5 4 21 26 25 26 29 68 8 9 1 22 30 9 54 57 4 7 10 20 30 96 39 4
20	Motionless object's energy consumption	15 65 18 27 1 2 4 6 10 22 51 66 37 5 6 36 22 5 28 29 62 5 7 8 11 12 5 14 15 17 20 51 54 26 60 55 54 39 30 20
21	Output	53 19 12 10 33 53 64 13 11 5 23 61 32 15 18 20 22 23 25 26 30 33 57 11 2 13 15 16 14 22 30 15 15 16 17 17 21 22 33 53 53
22	Energy loss	72 (55) 12 13 13 15 168 (10 15) (52 23 1 1 3 15) (17) 21 22 23 (20 28 50 19 1) 1 X 116 25 27 28 (56 37 39 4 5 8 12 70 24 31 53 34 2X
23	Object loss	10 25 18 28 31 2 24 27 3 29 39 40 6 5 5 54 1 10 14 50 36 39 5 16 22 23 32 33 12 21 37 4 7 8 9 1 17 19 20 25 26
24	Information loss	10 26 25 24 19 24 28 32 11 25 30 2 15 16 15 16 21 24 32 3 4 6 7 8 9 11 12 4 17 18 20 25 29 11 24 36 37 38 39 2
25	Time loss	10 35 16 28 1 3 62 84 20 24 26 6 29 17 50 67 1 2 3 6 19 22 58 68 39 17 15 21 7 3 9 11 12 13 22 25 27 81 38 20
26	Object quantity	
27	Reliability	25 11 10 3 28 40 27 1 2 6 13 21 24 32 4 14 29 5 6 17 19 23 26 6 9 25 30 31 34 36 38 59 5 7 12 18 20 22 33 3
28	Measurement accuracy	32 28 6 29 5 10 10 24 35 64 1 2 15 5 11 25 25 11 12 15 6 7 38 4
29	Production accuracy	32 28 10 2 6 26 35 3 27 29 30 36 31 9 23 25 34 40 4 9 1 7 24 31 39 37 39 5 6 7 8 12 14 5 16 20 21 22 38
30	Harmful factors the object will receive	
31	Harmful factors the object will release	22 65 2 1 39 5 40 15 1 1 2 21 24 3 27 50 4 10 5 26 28 3 5 6 28 30 30 5 5 7 3 0 1 1 12 13 1 20 25 50 37 5
32	Production facility	<u> </u>
33	Control facility	1 1 2 1 2 1 2 2 2 2 1 1 2 3 2 1 1 1 3 1 1 1 1
34	Repair facility	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
35	Adaptability or flexibility	
36	Device complexity	19 26 HI 23 12 10 H 23 E3 E3 E3 E3 E3 E3 E5 E6 E6 E5
37	Detection and measurement difficulty	28 66 16 28 27 1 2 18 6 8 29 8 6 24 69 10 22 32 4 5 0 1 1 7 21 22 30 34 38 67 40 8 9 12 3 33 68 7 13 20 23
38	Automation range	55 12 20 25 1 2 10 10 23 50 24 5 10 10 11 24 50 24 5 10 11 11 15 17 19 24 28 13 13 4 6 8 9 11 16 30 17 20 21 22 29 51 56 37 38 39 46
39	Productivity	



		Which TRIZ Card is effective?
	Improvement needs	Very effective
1	Moving object's weight	35 28 16 26 27 29 31 34 2 3 10 1 8 19 36 5 15 24 37 38 40 6 11 12 22 32 39 4 14 17 20 21 30 7 9 13 16 23 25 33
2	Motionless object's weight	SS 110 110 28 11 2 15 13 26 18 22 28 6 8 27 32 30 5 14 17 50 8 9 11 20 25 87 40 4 7 12 16 21 28 24 31 53 34 36 38
3	Moving object's length	1 29 15 35 4 7 3 50 7 24 28 6 9 26 34 72 6 32 13 23 57 69 40 5 5 6 3 11 2 18 20 21 22 25 27 30 51 88 30 35
4	Motionless object's length	
5	Moving object's surface area	2 16 (12 26 26 4 10 1 1 1 2 2 3 3 1 1 8 10 28 1 3 4 3 3 3 3 3 3 3 3 1 9 11 22 23 24 3 40 3 2 20 2 2 3 2 3 3 3 3
6	Motionless object's surface area	[ 8 . 2 86 10 16 60 40 .2 56 69
7	Moving object's volume	11 85 12 10 P.C. 4 15 534 16 17 12 40 F6 P.C 26 P.C 26 R. 12 T. F. B P.Z. 40 F.F. B 11 12 77 12 12 12 13 15 18 10 70 F.Z. 81 62 75
8	Motionless object's volume	[65 H2 H0 H2 EXT 18 H5 H1 H1 H6 H0 17 GO 67 89 H3 T7 8 59 H3 H2 P2 P2 P2 P2 P2 F3 GO 67 F3 F3 F3 P2 P2 P2 P2 P2 P3
9	Velocity	28 15 50 10 10 34 38 24 21 3 8 15 15 02 5 14 26 27 29 24 30 4 5 15 17 17 17 16 20 21 25 25 35 35 56 40 5 17 22 31 37 35
10	Force (strength)	ESTREAN DE LI ESTRE LA LA CALLA LA CALLA LA CALLA LA LA LA CALLA C
11	Stress or pressure	
12	Shape	
13	Stability of the object's compsition	65 2 89 27 40 3 5 5 8 62 10 26 28 50 3 6 22 4 14 16 24 26 34 6 8 9 11 17 24 61 33 67 5 7 12 26 24 25 36 38
14	Durability	8 85 19 40 15 27 28 4 26 1 29 2 8 11 13 13 3 3 9 17 19 60 7 16 22 01 84 07 4 5 8 12 20 21 23 24 25 68 88 08 38
15	Moving object's operating time	19 85 3 10 27 2 28 4 13 16 18 23 69 1 3 6 14 15 17 22 20 9 1 12 20 21 25 26 50 31 33 34 58 7 8 23 24 52 86 37
16	Motionless object's operating time	[55   1   10   40   6 24 34 18 3 18 19 10 10   2   17 23 13 24 25 26 18   50   50   50   4   5   1   8   9   1   13   14   15   21   10   50   50   52   31
17	Temperature	
18	Intensity of illumination	
19	Moving object's energy consumption	
20	Motionless object's energy consumption	
21	Output	
22	Energy loss	72 85 12 18 19 38 10 15 6 40 11 15 16 17 21 122 26 28 30 9 10 14 16 25 27 29 30 57 89 4 51 8 12 20 24 60 86 34 40
23	Object loss	
24	Information loss	<u> 10 26 35 19 24 28 32 115 3 2 5 13 15 16 21 27 33 3 4 6 7 3 9 11 12 4 7 8 20 25 29 3 8 34 36 57 38 39 40</u>
25	Time loss	
26	Object quantity	
27	Reliability	
28	Measurement accuracy	3 10 13 24 35 1 2 16 5 11 25 17 18 19 22 23 31 33 168 4 7 19 8 12 14 15 20 21 29 30 166 27 98 40
29	Production accuracy	
30	Harmful factors the object will receive	
31	Harmful factors the object will release	22 35 1 4 18 40 15 77 4 3 27 63 4 6 26 28 51 4 129 50 62 5 7/ 8 9 1 2 13 14 20 25 56 67 35
32	Production facility	
33	Control facility	1 13 2 12 25 28 32 34 15 35 16 17 3 4 10 18 24 27 39 8 26 29 40 5 6 19 22 23 30 31 7 9 11 14 20 21 33 36 37 38
34	Repair facility	
35	Adaptability or flexibility	
36	Device complexity	[5] [26] [1   28] [2   10   19   28] [5] [24] [34] [35] [7] [27] [19   16   22   30   36   37   3   4   52   12   14   20   32   39   40   5   7   13   11   18   21   23   25   31   38   38
37	Detection and measurement difficulty	28 82 10 20 24 11 2 13 12 13 24 13 15 24 69 10 22 32 24 5 16 11 17 21 22 30 34 30 37 40 13 19 2 81 59 52 17 19 29 2
38	Automation range	56 18 26 23 31 24 19 23 24 52 25 32 50 12 34 35 35 39 24 22 53 33 51 5 5 5 11 11 50 7 20 24 22 50 51 55 39 24
39	Productivity	

		Which TRIZ Card is effective?
	Improvement needs	Very effective
1	Moving object's weight	35 28 18 26 27 29 31 34 2 5 10 1 8 19 36 5 15 24 37 38 40 6 1 12 22 32 39 3 1 4 7 20 21 30 7 9 13 16 26 25 33
2	Motionless object's weight	G5 010 00 20 01 1 2 05 03 26 E 22 24 6 6 6 22 25 35 5 E 27 5 E 28 6 6 5 E 27 5 E 28 6
3	Moving object's length	1   29   5   35   21   2   8   10   17   24   28   14   19   26   34   2   16   32   5   32   33   33   35   3   3   5   6   9   1   2   18   20   24   22   25   27   28   34   34   35   35
4	Motionless object's length	[Si 22] = 11 = 1 = 7   10 = 15 = 10 = 15 = 7   10 = 15 = 7   10 = 5 = 7   10 = 5 = 7   15 = 50 = 52 = 50 = 52 = 51 = 51 = 51 = 51 = 51 = 51 = 51
5	Moving object's surface area	2 15 3 20 30 4 10 14 17 29 37 1 18 19 20 0 34 39 31 5 35 36 3 7 8 11 22 20 24 33 40 8 7 20 21 25 21 3 33 33 33
6	Motionless object's surface area	18 2 35 10 16 30 40 4 36 3 1 7 15 17 32 14 26 38 3 0 19 22 20 27 28 29 67 5 6 8 11 12 13 20 21 24 25 3 50 3
7	Moving object's volume	11 ES   12   10   23   14   15   E3   13   17   E3   40   16   25   25   25   25   30   14   17   18   12   30   31   15   17   12   22   24   27   18   3   13   13   19   20   23   3   13   13   15   15
8	Motionless object's volume	SE   12   10   14   SZ   15   15   17   16   17   16   17   16   17   16   17   16   15   17   16   15   12   12   14   15   17   18   18   18   18   18   18   18
9	Velocity	28 110 35 10 51 32 38 2 3 3 15 18 02 3 14 26 27 29 24 00 4 5 5 7 10 1 12 16 20 21 23 25 53 36 40 9 17 22 51 31
10	Force (strength)	55 118 37 10 11 55 115 139 23 15 15 27 27 11 17 50 13 19 11 12 27 29 29 10 20 20 20 20 27 51 1 1 1 2 20 51 52 53 53 53 53 53
11	Stress or pressure	35 10 36 37 2 14 19 1 3 6 15 18 40 4 13 16 24 25 27 28 33 9 11 21 22 29 34 39 5 7 8 12 17 20 23 26 30 3 3 32 38
12	Shape	10 11 14 15 32 34 55 2 17 20 40 16 22 28 5 17 28 10 17 16 16 60 17 9 19 25 33 36 57 59 11 17 70 21 26 24 77 31 55
13	Stability of the object's compsition	
14	Durability	2 35 10 40 15 27 28 44 26 1 29 2 3 1 21 18 32 9 7 17 19 30 1 1 16 22 51 34 57 4 5 6 12 20 2 1 23 24 25 33 36 38 38
15	Moving object's operating time	18 35 3 10 27 2 28 4 13 15 18 29 69 5 6 14 15 17 22 40 9 11 12 20 21 25 26 30 51 53 54 58 7 8 26 24 32 36 57
16	Motionless object's operating time	GE ## ## 10   16   CO   16   E7   GG   GB   ES   18   19   20   #2   #7   E2   E8   E4   E5   E5   E8   E3   E8   E3   E5   E8   E3   E5   E7   E8   E9   #1   E9   E9   E9   E9   E9   E9   E9   E
17	Temperature	
18	Intensity of illumination	10 82 11 83 8 20 2 13 10 10 10 10 10 20 60 11 23 60 11 23 21 30 2 15 7 16 17 16 17 12 13 20 21 12 26 24 20 11 60 64 60 64 60 67 60 20
19	Moving object's energy consumption	55 19 13 27 13 26 17 15 27 11 15 16 17 27 12 15 15 10 21 13 25 26 26 20 30 18 19 11 22 30 15 15 15 17 17 10 20 50 30 15 12
20	Motionless object's energy consumption	16 65 44 27 1 2 4 6 10 22 51 65 67 6 6 6 6 20 25 28 20 52 5 1 6 6 2 6 2 6 2 6 2 6 2 6 2 6 2 6 2 6 2
21	Output	
22	Energy loss	77 R35 G 73 F 19 K3 H 10 K3 F 12 K3 H 1 H 2 K3 H 1 H 2 K3
23	Object loss	10 55 3 23 1 2 24 27 13 29 69 40 15 15 3 31 1 13 14 30 66 68 15 15 22 26 52 63 2 21 67 4 7 13 19 11 47 19 20 23 26
24	Information loss	
25	Time loss	
26	Object quantity	
27	Reliability	
28	Measurement accuracy	32 28 E C E E C E C E C E C E E E E E E E E
29	Production accuracy	62 28 E E 26 55 3 E E C E E E E E E E E E E E E E E E E
30	Harmful factors the object will receive	
31	Harmful factors the object will release	
32	Production facility	
33	Control facility	
34	Repair facility	- 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
35	Adaptability or flexibility	
36	Device complexity	13 26 1 28 2 10 19 29 15 24 34 35 17 27 6 16 22 30 36 37 3 4 9 12 14 20 32 39 40 5 7 8 11 18 21 23 25 31 33 38
37	Detection and measurement difficulty	EN EN MORIO PA MA
38	Automation range	35 E 28 20 1 1 2 10 13 2 1 2 E 24 2 E 24 1 E 2 1 1 E 2 1 1 E 2 E 2 E E 2 E E 2 E E 2 E E E E
39	Productivity	

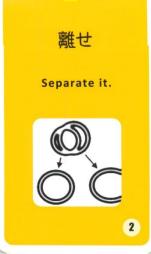
### Ex:33

	31	Harmful factors the object will release	22	35			,9	18	40	15	17			34	3	27	33	4		Ó	26	28	I
П	32	Production facility	- 1	35	13	27	28	16	24	12	15	26		4	11	18	29	8	10	17	19	32	
П	33	Control facility	1	13	2	12	25	28	32	34	15	35	16	17	3	4	10	18	24	27	39	8	2
П	34	Repair facility	- 1	10	2	11	35	13	15	25	16	32	27	28	4	34	7	9	3	12	18	19	l
	35	Adaptability or flexibility	35	- 1	15	29	16	13	2	6	- 3	- 8	10	19	28	37	7	14	27	30	31	32	

П	31	Harmful factors the object will release	22	35		2.0	,9	18	40	15	17			24	3	27	33	4		.6	26	28 3
П	32	Production facility	1	35	13	27	28	16	24	12	15	26		4	11	18	29	8	10	17	19	32 3
П	33	Control facility	- 1	13	2	12	25	28	32	34	15	35	16	17	3	4	10	18	24	27	39	8 2
П	34	Repair facility		1	2	T	35	10	15	25	16	32	27	28	4	34	7	9	3	12	18	19 2
	35	Adaptability or flexibility	35	1/1	15	29	16	13	7	<b>S</b>	3	9	10	19	28	37	7	14	27	30	31	32 3













JU	四女口中のコメルを表		00	_				10	24	20	0			10	10	07	21		4	VT	V
31	物体が発する有害要因	22	35	2	1		.8	40	15	17	19			3	27	33	4		16	26	28
32	製造の容易性	1	35	13	27	28	16	24	12	15	26	2	4	11	18	29	8	10	17	19	32
33	操作の容易性	1	13	2	12	25	28	32	34	15	35	16	17	3	4	10	18	24	27	39	8
34	修理の容易性	- 1	10	2	11	35	13	15	25	16	32	27	28	4	34	7	9	3	12	18	19
35	適応性または融通性	35	-1	15	29	16	13	2	6	3	8	10	19	28	37	7	14	27	30	31	32
00	サピッ 佐 提 庄	40	0.0		00	_	40	4.0	00	4.5	0.4	0.4	0.5		0.7	_	4.0	0.0	0.0	0.0	0.7





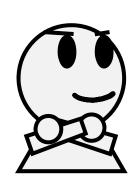












JU	日女口中でストスト	~~	00					10	27	20	6			10	10	07	21		- 6	04	V
31	物体が発する有害要因	22	35	2	1		.8	40	15	17	19			3	27	33	4		16	26	28
32	製造の容易性	1	35	13	27	28	16	24	12	15	26	2	4	11	18	29	8	10	17	19	32
33	操作の容易性	1	13	2	12	25	28	32	34	15	35	16	17	3	4	10	18	24	27	39	8
34	修理の容易性	1	10	2	11	35	13	15	25	16	32	27	28	4	34	7	9	3	12	18	19
35	適応性または融通性	35	-1	15	29	16	13	2	6	3	8	10	19	28	37	7	14	27	30	31	32
00	サピッ 佐 雅 庄	10	0.0		0.0	_	4.0	4.0	0.0	4.5	0.4	0.4	0.5	17	0.7	0	4.0	0.0	0.0	0.0	0.7



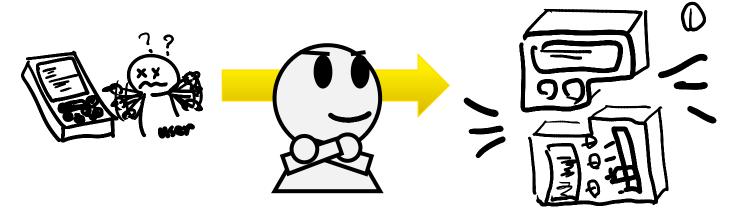














### Group work (30 minutes)

Write one issue that needs improvement on paper.

(If there is nothing particularly)

### Improve the trash bin

### An existing trash bin. What is wrong with it?

- 1. Come up with problems of existing trash bins
- 2. Examine which one out of the "39 improvement needs" this issue is, and choose one or two from the 39.
- 3. Lay about seven of the wisdom cards in the order of the first numbers on the line. Propose solutions using those that help you come up with an idea
- 4. Draw a picture of the main idea (If there is time, review the ideas of other teams)

### [Review]

- •TRIZ Card supports coming up with creative ideas.
- TRIZ Card allows you to learn the basics of TRIZ.

In Korea, TRIZ is often used by Samsung electronics.

It would be great if today's studies assist you when your creativity is needed at work in your companies.

TRIZ Card can also be downloaded as an Android application "ideaPod" (Paid application)