

## SOLVING THE PROBLEM

# The Randomiser

### What is it?

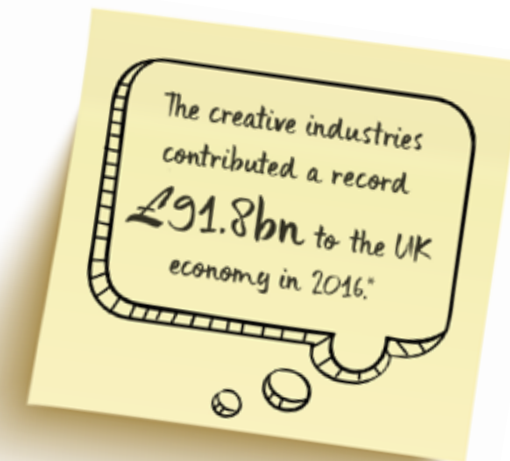
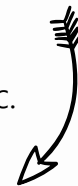
This is where it all gets a little random. Inspiration can come from anywhere. At least, that's the thinking with this one. You take a random starting point and see where it takes you. It helps to get you out of the same old patterns and ways of thinking.

### How do you do it?

1. Pick a random noun from the dictionary (a book, magazine or newspaper will work too).
2. Use that noun – it should be something physical rather than abstract – as your starting point.
3. See where your random object takes you.

### Why do it?

- It stops things becoming too formulaic.
- It'll give you a fresh perspective.
- It's pretty easy to do.



\* Department for Digital, Media, Culture and Sport

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### What do you need?

#### TIME



Up to two hours

#### PEOPLE



Three

#### FUEL



Noodles

#### MATERIALS



Pen, paper, and source material

#### ENHANCE WITH



Sketchable and Microsoft OneNote

#### SUPERCHARGE YOUR STORM WITH



#### Surface Studio and Sketchable

Gather round. It's time to get creative. This is a stand-up session around a Surface Studio. Take it in turns to draw your random masterpieces with Sketchable, then save and share them with OneNote to see what the rest of your team thinks.