Experimental Thinking- A Creative Problem Solving Technique

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Abstract

"Experimental Thinking" is now seen as a new approach for dealing with problems in different areas and modes. This advanced achievement target the R&D to provide undesirable answers to some queries like: "What is the core of the Thinking Foundation?" and "What can it bring to employees and organizations in other fields?". It will be possible to fetch a partial response by looking at the basic principles and then look at the basic methods of designing and creating a framework. This paper concludes by examining how these complex designs can be developed to solve problems and to establish an solution.

Keywords: Consultation, fencing, Experimental thinking

Introduction

The term 'Experimental Thinking' is a part of a collection of graphic designers. The first Symposium for Experimental Thinking research was to explore research in design. Many forms of creative thinking are enhanced since then, depending on various ways of looking at the contexts of designing and applying ideas and models from the process of design. Experimental Thinking is being introduced as an fugitive advanced tool for problem solving in multiple professions. Eagerness to implement these design processes has created a requirement of detailed study on design thinking .That is a real problem for a community in design research that has been shy of turning something into reality, and is paying attention to many views and rich images.

This paper first uses a model from a structured concept to describe advanced imaging modalities in construction. And also basis for understanding how this structure of new pedgogy works with open, complex problems. We will then look at what, from the most comprehensive and most complex of design methods, can be very interesting to be accepted by organizations working in other fields of expertise.

1. Problem Identification

It would not be well understood to design or find a community in a wide range of designs without looking back at the main design challenge. Creating a concept base that is basic enough to add to the various approaches that designers take.

.We will explain the basic methods of problem solving by differentiating the different settings of 'known and unknown subjects in the problem:

X + Y = Answer

Simply, we know the 'X' (the 'sources' we need to follow), and we know Y' (how they will work together). This allows us to control the results safely. For example, if a student knows his syllabus and how is supposed to attempt his answers , then he can easily predict his scores in that particular subject.

X + Y = ?????

Alternatively, in the introduction, we know the 'X' and we can see the effect but we do not know 'Y'. The imagination power of a designer comes in the picture of creative action.

X + ???? = Answer

Method for consideration being followed is Abduction. The first form, Abduction-1, is often associated with the resolution of common problems. Here we know both the value we want to create, and the how, the 'performance goal' that will help to conclude the targeted results. What is missing?

???? + Y = Value

This is often done by what designers to do design, where you know only production/manufacturing principle but your source is under hypothesis. This is a 'closed' problem. Another productive consultation method, Abduction-2, is more challenging and difficult because here we know only result and we have only target “what to achieve?”

???? + ???? == VALUE

So now we have more impossible part is abduction-2 because we need to understand and figure out the source/material and process of designing to achieve the known/targeted value. Such type of problem give birth to a creative mind and innovation starts here.

2 The Answer: A innovative approach

There are different ways to respond to Abduction-2 challenge. Here we need to figure out both the subjects ; X and Y. Which deals with the objects required and process flow respectively. Here the law of hypothesis comes into pictures which deals with imagination and consideration of different facts and ideation about the values of X and Y and consider the Answer as a framed value.

WHAT + HOW == VALUE
FRAME

Framed value is assumed answer/solution to the targeted problem to figure out the values of X and Y. Here novelty comes into the picture, which allows a designer to create a innovative ideas and facts behind values of X and Y.

These complex problems are sorted out by backward calculations. Framed value is assumed and kept in pipeline till it fits into the value of X or Y ; What will be sources and what will be design process respectively.

Conclusion

This paper focuses on the design of a framework as a basic practice relating to basic design, and explored how that design practice can interact with the organization. We have seen that design prac-tices can be related to design problem can be tried in at least 2 different ways: Abduction-1 and Abduction-2, where the framed values are extracted from hypothesis are experimented and arranged in required X and Y values.

Usually, diverse objects are grouped under the 'Edward Thinking' label. We have tried to highlight in this review that creative art stands in specific and deliberate ways of thinking, and that design works can interact at different levels. In this paper we have tried to show that certain elements of design work, in the way designers work in independent design without the investigation of themes in a broader context of a problem, can actually be experienced by experimenting and hypothesis. In order to realize the true impact that 'Designing' can have on professionals, we need to describe and elaborate these practices more subtly, with greater detail and detail than the findings in this brief paper.

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