

MT1.4_5 Reverse Storytelling

Task Requirements:

- Participants work in pairs.
- Each pair selects a common object (e.g., a bicycle, a coffee mug, a smartphone) or a simple concept (e.g., time, communication).
- Creativity and imagination to invent fictional stories.
- A willingness to engage in playful thinking.

How to Conduct the Task:

1. Group Formation: Ask participants to pair up with a fellow participant. Each pair will work together on this exercise.
2. Selecting a Starting Point: Instruct each pair to choose a common object or a simple concept as their starting point. For example, they can select an everyday object like a coffee mug or a more abstract concept like "communication."
3. Story Creation:
 - Each pair will take turns participating in this exercise.
 - In the first round, one participant (Participant A) is tasked with creating a fictional, imaginative story about how their chosen object or concept was invented or came into existence. Emphasize that the story should be entirely fictional, humorous, and imaginative. It doesn't need to be based on facts or reality.
 - Participant A should feel free to let their creativity run wild and come up with a whimsical and playful narrative. The story can include elements of humor, exaggeration, and even absurdity.
4. Story Analysis:
 - While Participant A tells their fictional story, the other participant (Participant B) should actively listen and engage in reverse engineering.
 - Participant B's task is to analyze the story and, as the story progresses, attempt to reverse engineer the actual purpose or origin of the object or concept. They should think critically about how the story might relate to the real-world function or development of the chosen object or concept.

Attachment to MT1.4.5
Task 2.2



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5. Switch Roles:

- After the first round, the participants should switch roles. Participant B will now create a fictional story, and Participant A will engage in reverse engineering during the story.

6. Discussion and Insights:

- Once both participants have had a turn in each role, they should come together to discuss the exercise.

- Encourage them to share their experiences, insights, and realizations. Discuss how creative thinking and a playful approach can lead to innovative ideas and unique perspectives.

- Participants can reflect on how imaginative storytelling can spark creative thinking and inspire new ideas in problem-solving and ideation.

Outcomes:

- Participants engage in a creative exercise that encourages imaginative thinking.

- The exercise highlights the connection between storytelling, creativity, and innovative thinking.

- It provides an opportunity to explore how playful and fictional narratives can lead to novel insights and problem-solving approaches.

- Participants gain a deeper understanding of the role of creativity and imaginative thinking in idea generation and innovative processes.