

# Impact Creative Toolkit

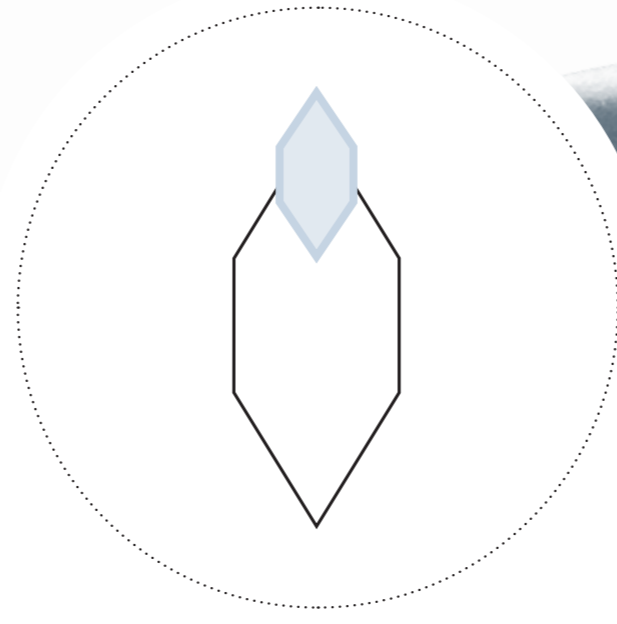
It consists of a set of three tools, meant for multidisciplinary teams, that guides through an ideation process from defining a problem statement to developing an idea. It focuses on the impact that a product or service has on the end user.



## impact designer

Impact Designer is a problem definition tool that besides defining the problem statement, it helps to decide on the impact that it is aimed on the user.

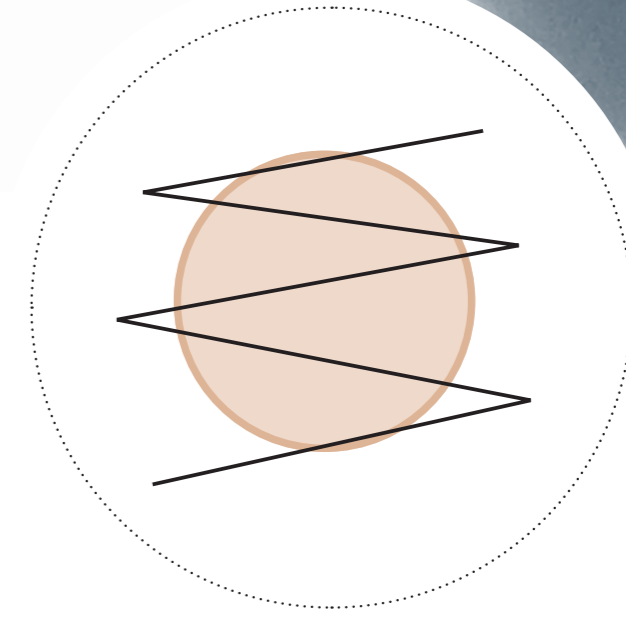
It consists of three templates: Impact Design Canvas, Individual Problem Statement and Group Problem Statement.



## impact analogies

Impact Analogies is an ideation tool. It stimulates the production of ideas by means of metaphors of the desired impact on the user.

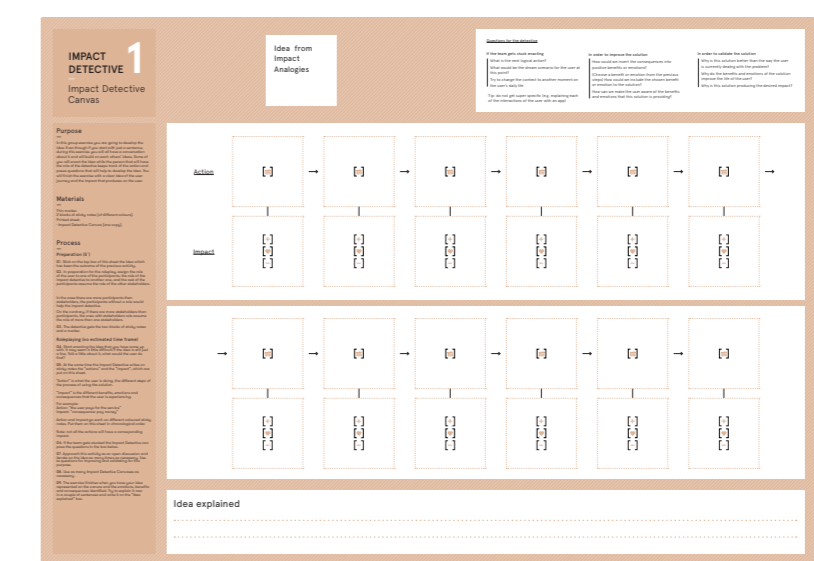
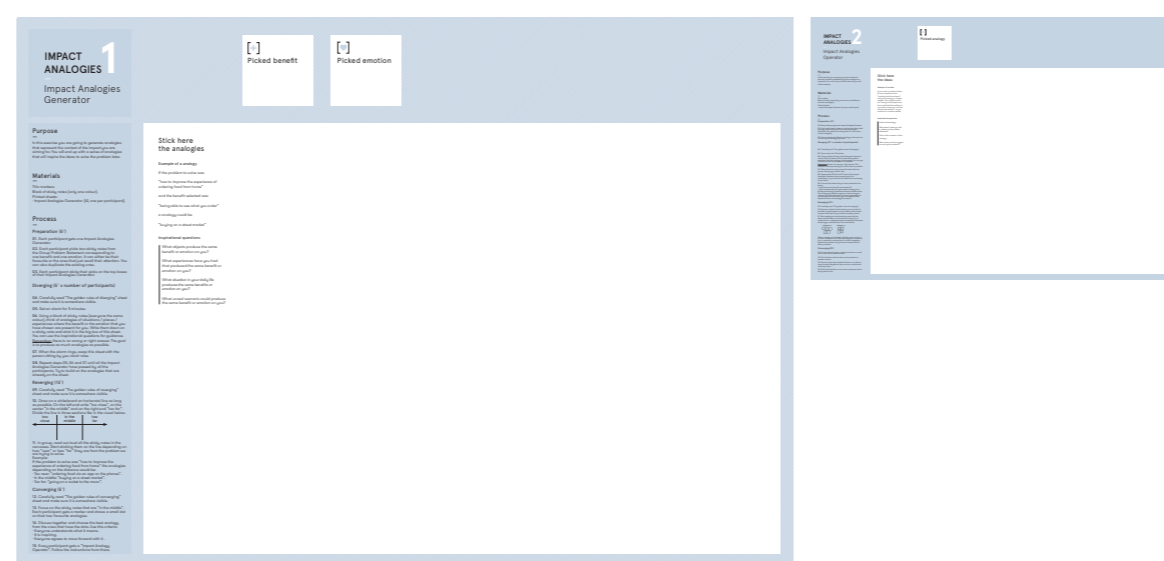
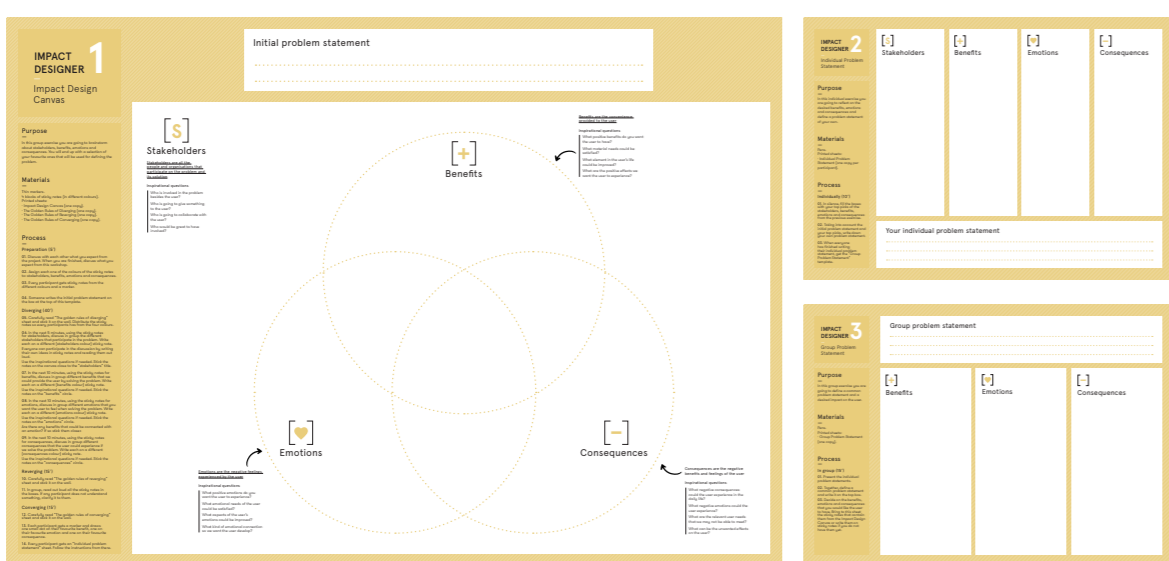
It consists of two templates: Impact Analogies Generator and Impact Analogies Operator.



## impact detective

Impact Metaphors is an idea development tool. It combines roleplaying with posing questions that create a conversation around the desired impact on the user.

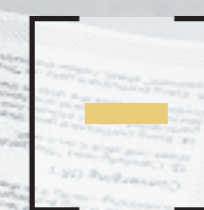
It consists of one template: Impact Detective Canvas.



**benefits**  
the convenience provided by the product or service to the end-user.



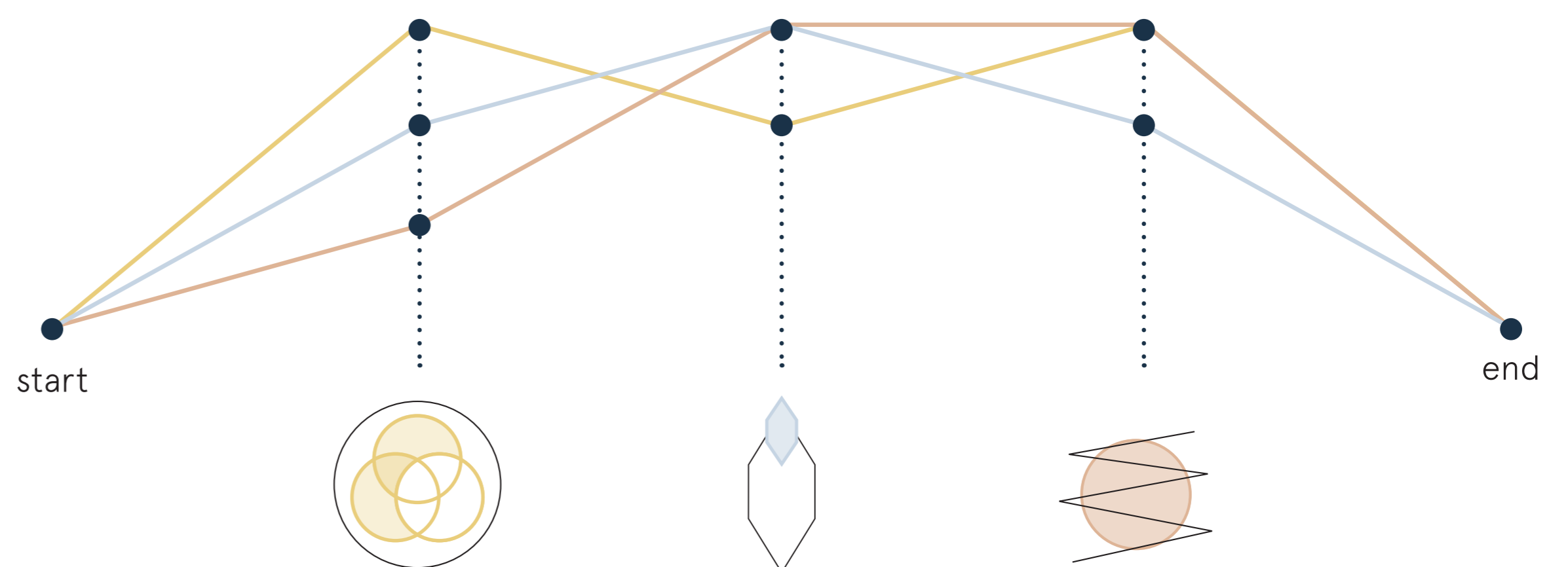
**emotions**  
the positive feelings caused by the product or service to the end-user.



**consequences**  
the negative benefits and emotions produced by the product or service on the end-user.

The tools were evaluated with the HEC framework (Aguirre et al., 2017). It assesses what dimensions of creative facilitation are more present in a creative tool:

- human
- experimental
- creative



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