



Eureka cards

The questions below will be used as cards during the brainstorming process. These cards will be placed in a pile and offered to each team.

The Eureka Cards were inspired by Brian Eno's "[Oblique Strategies](#)" cards, which were designed to support the creative processes of artists and other creatives. Since their initial publication in 1975, they have been used all over the world. The questions on the Eureka Cards are also inspired by the CBL game "CBL Nudge," an application created by the CBL organisation.

What is your passion?	Which area could you contribute to?
What do you find important/care about?	What is not working so far?
Do you have a goal?	How is society facing this far?
What was important to you as a kid?	Who needs help in the community?



What brings you energy?	Write a question for the given question.
What bothers you?	How does this question impact you?
What could work better?	Change three words in the question you were given.
What do you think of when you think of impact?	Rephrase the question you are given.
Draw one element that represents the question you were given.	Locate the action verb in your question.
Who is affected by this topic?	Ask an under-the-surface question; Why?



<p>Who is affecting this topic?</p>	<p>Ask an under-the-surface question; What if?</p>
<p>Is someone already working on this?</p>	<p>Ask an under-the-surface question; How come?</p>
<p>What story would you like to tell?</p>	<p>What would not solve this question?</p>