

THE ILLUSTRATED GUIDE

Explorer

Try a possibility. Bring something back.



INSIDE THIS EDITION

- 01 When the next idea interrupts the current one
- 02 Choose the possibility worth testing
- 03 Give a small attempt a finish line
- 04 Let the result change your next move
- 05 Bring something back from the experiment

A practical companion for noticing patterns and trying small changes.

CHAPTER 01 / A FICTIONAL SCENE

The new idea arrived where the old one needed work.



Leah making a campus audio walk: an original fictional scene, illustrated with AI.

Leah is a student who wants to make an audio walk around campus. She records a lively introduction and chooses three interesting places. A classmate listens, then asks where the route actually begins.

Leah opens the file to fix the directions. A different idea catches her attention: the walk could become a video series. She spends the evening choosing a visual style. Nobody has tried the route yet.

Both formats could be useful. The switch means the first idea leaves before its central question has an answer: can someone follow the walk?

What would you learn by staying for one more defined attempt?

Next: name the question the new idea would help you answer.

CHAPTER 01 / BEFORE YOU SWITCH

What does the next idea help you find out?

Leah can make a video later. Before changing direction, she needs to know what the change would test. A new format may answer a real problem, or leave the same problem untouched.

Name the question. “Can a listener find the three stops without me giving extra directions?” This tells Leah what to observe. “Could this become something bigger?” leaves almost every feature open.

Name what changed. Did someone report a problem? Did a needed resource disappear? Did another option become available? Give the change a concrete reason.

Notice the awkward moment. You may be leaving when the task asks for editing, repetition or feedback. That timing is worth noticing. It does not establish your motive; ask what this next move would do.

A QUESTION FOR A FRESH POSSIBILITY

“If I tried this, what decision could I make afterwards?” If you cannot answer yet, write the idea down and finish the current test. If the new information makes that test unsuitable, revise it openly.

A hobby can have a simple question: do I enjoy doing this, and does it fit the time I have? You do not need a public achievement to justify being interested.

The question I want this attempt to answer is ____.

Next: give new ideas a place without handing each one your whole afternoon.

Which idea deserves your next hour?

Leah has a question her audio walk can answer. The video and music ideas are still waiting. They cannot all get her next hour. What makes one worth trying first?

FROM THE GUIDE / PAGE 07 / HISTORICAL CONTEXT

In 1968, 3M scientist Spencer Silver developed an adhesive that did not stick permanently. Years later, Art Fry tried using it on paper bookmarks to keep his place in a hymnal during choir singing. [2, 3]

CONTINUE WITH CHAPTER 02 / PAGE 07

Choose the possibility worth testing

- 01 Connect the possibility to something you value.
- 02 Choose an attempt that exposes the real question.
- 03 Decide what you would do with a disappointing result.

LINKED SOURCES FOR THIS PREVIEW

[2] [A removable adhesive finds a use](#)

[3] [The bookmark and design record](#)

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