



CREATIVE  
**BOOT CAMP**

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BOOSTER PACK

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**MAJOR MIX**

STEFAN MUMAW



# Creative Boot Camp Booster Pack

## MAJOR MIX

Congratulations, General. If you are reading this, you have more than likely completed the Creative Boot Camp Program and you're ready for Officer Training. This Booster Pack contains 30 additional creative exercises designed to continue your creative training. This is the Major Mix, which means the exercises are a collection of designer, writer and photographer exercises pulled and mixed from the Designer, Writer and Photographer Booster Packs, 10 exercises from each. This is a similar format to the Creative Boot Camp Training Program. Each mixed set is different and each provide a well-rounded approach to creative training, challenging you to solve problems using multiple mediums. Solve these problems with relevance and novelty and you'll find the creative boost you are seeking by the conclusion of the pack.

The recommended schedule of completion is one per day but you may alternatively choose to continue the Creative Boot Camp schedule of 6 exercises per week for 5 weeks. The maximum amount of time allotted for any exercise in this Booster Pack is 15 minutes so put aside at least that long every day for this creative training. These exercises are not tracked or monitored through the website so be mindful of your effort as you conduct these exercises. As was the case through the Creative Boot Camp Training Program, you get out of it what you put into it.

Good luck, General.



# Modern Day Playground

**Time limit: 15 minutes**

Today's youth have everything. From tablet PCs to pocket video game systems, the playgrounds of yesteryear have little chance at competing with the entertainment possibilities available to kids these days. But those playgrounds serve a purpose that a screen can't provide: physical activity. If kids could only return to that imaginative state where play was a physical act as much as a mental act. Let's see if you can help.

Your task today is to design the ultimate kid's playground. This should be designed with a dual purpose in mind: physical and mental. Today's youth love the screen and adore video games, so what kind of playground equipment could you create that would make today's youth spend as much time on the playground as you did when you were a kid if money weren't a consideration? Document as many apparatuses as necessary to make the kids you know squeal with anticipation.