For the question ‘How can I apply SCAMPER to my project?’, the response was as follows:

*“To apply SCAMPER to your project, first, you need to define the objective or problem you want to address. Then, you can ask the seven SCAMPER questions and jot down possible answers. For example, if your project involves creating a mobile app for language learning, consider the following questions:*

*What can you substitute? You could replace text with images, audio with video, or keyboard input with voice recognition.*

*What can you combine? Explore combining your app with other features like games, social networks, or augmented reality.*

*What can you adapt? Consider adapting your app for different levels, ages, interests, and learning styles.*

*What can you modify? Look at design, interface, content, speed, difficulty, frequency, etc.*

*What can you propose? Think about introducing new modes, challenges, rewards, rankings, feedback mechanisms, etc.*

*What can you eliminate? Identify unnecessary elements, distractions, errors, or complexity.*

*What can you rearrange? Reorder lessons, topics, exercises, menus, buttons, etc.”*

Regarding the question ‘Could you provide more details on how you applied SCAMPER?’, the response was as follows:

*“I followed these steps:*

*First, I identified the objective or problem I wanted to address: developing innovative concepts for urban transportation for two people.*

*Second, I asked the seven SCAMPER questions and noted down potential answers for each one. I used my imagination, knowledge, and logic to generate original and feasible ideas.*

*Third, I selected one idea from each question and developed a creative concept for urban transportation for two people. I explained how it would work, its advantages, and areas for improvement.*

*Finally, I presented the ideas in a list format, using bold text to highlight the name of each concept and including links for further information on the SCAMPER method or the elements used in my ideas."*