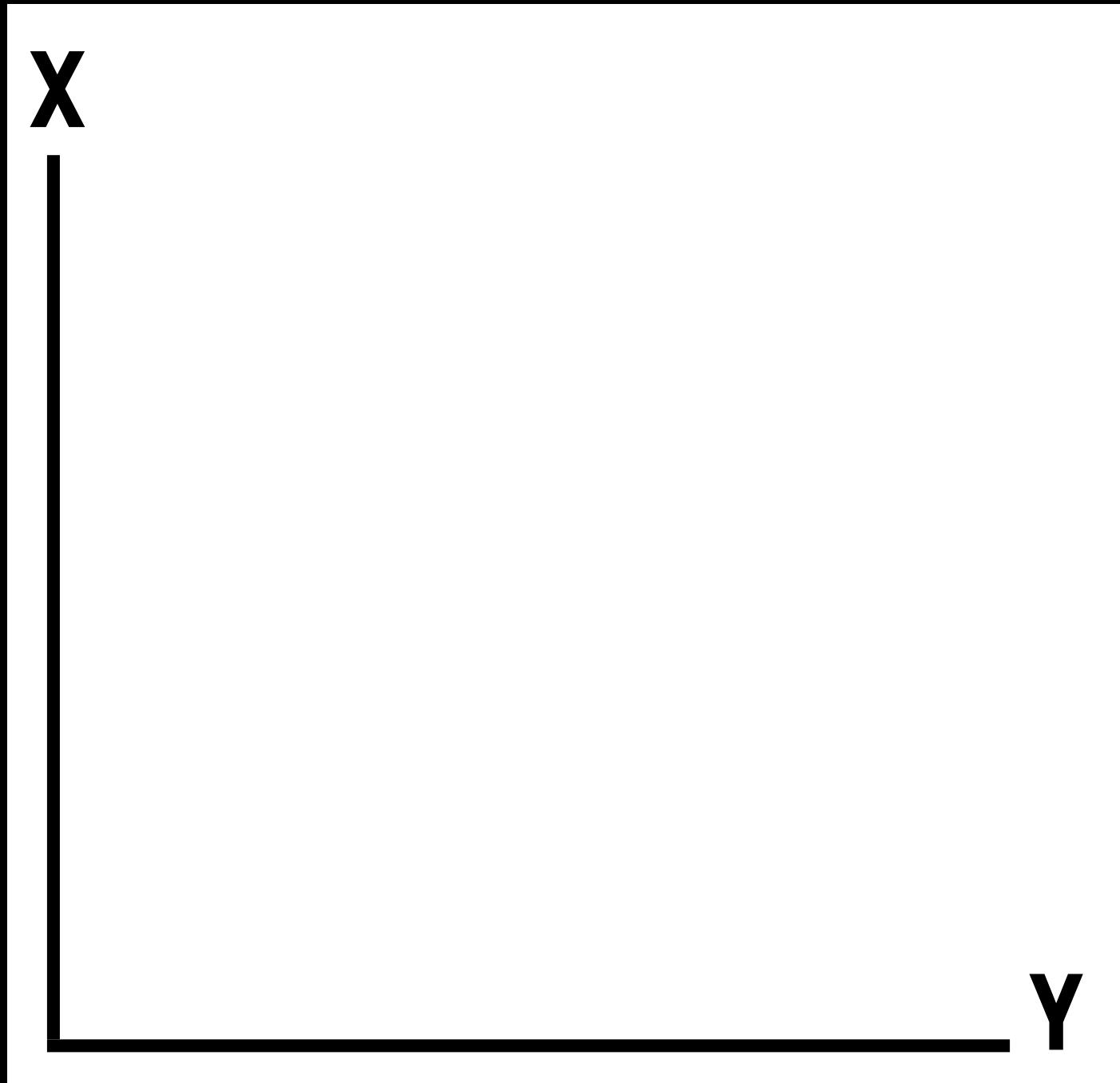


# TA VALG: X OG Y

# MAKE DECISIONS: X AND Y



Definer to kriterier som alternativene i størst mulig grad bør innfri (eksempelvis at en løsning skal være X) raskt gjennomføre (Y) vekke oppmerksomhet. Plasser de ulike alternativene etter i hvor stor grad de innfri kriteriene.

Define two criteria that the options should as much as possible should be met (for example, a solution should be 1) quick to implement 2) arouse attention. Place the different options according to how much they meet the criteria.



X = Kriterie 1  
Criterion 1  
Y = Kriterie 2  
Criterion 2