Creative Thinking September 2023

Creative Thinking

Module 1 Exploring Creativity



Welcome!

Before start...



Check if your name is spelling correctly



Mute your mic when not speaking



Post questions, suggestions and reflections in the chat



Use gallery view to see everybody



keep your camera on



Pen and paper

Facilitators

Facilitate, support and challenge you through the process to help you learn, grow and progress towards your objectives







Check-in



The Course

Course Dynamic



LIVE SESSION 100% interactive

Weekly on Wednesday



INTERACTIONLearning together

During the live session but also in Slack



LEARNING KIT In your own time

Weekly on Monday



CHALLENGE & JOURNAL

Discipline & Experience

Every week until Monday night

Module 1 Exploring Creativity

Module 2 Creative Mindset

Module 3 Creative Teams

Module 4 Creative Tech

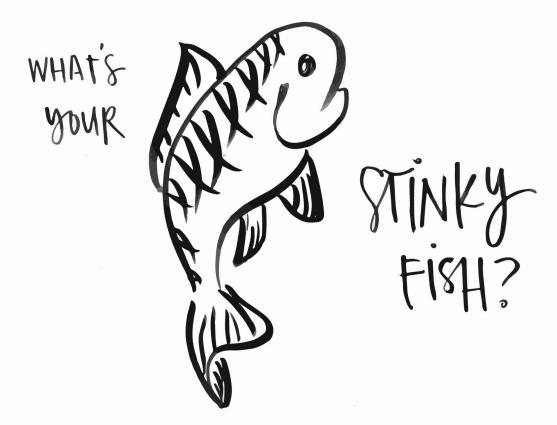
Stinky Fish

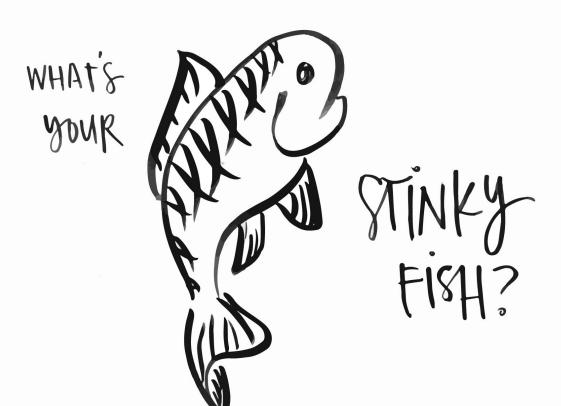




& that you don't easily speak about

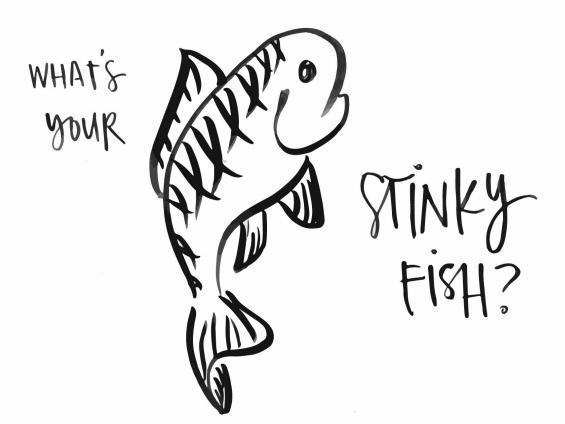






What is your stinky fish when thinking about yourself as creative?

3 min individual



Let's Share

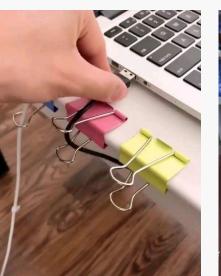
1 min per person

Exploring Creativity - Part I

Casual use of the word "creative":

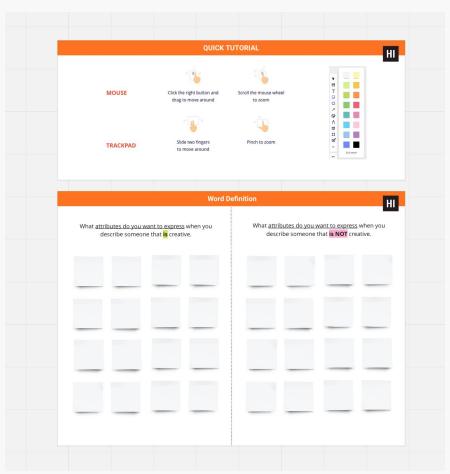
When you describe something or someone as *creative*, what is it that you want to express?

Would you describe any of theses images as creative? Why?









We use the word "creative" to describe an idea that surprises us...

When we're faced with a solution or something we've never seen or thought of before.

What is an idea? What is creativity?

1# the simpler definition 2# the ambitious definition

What is an idea? What is creativity?

1# the simpler definition2# the ambitious definition

1#

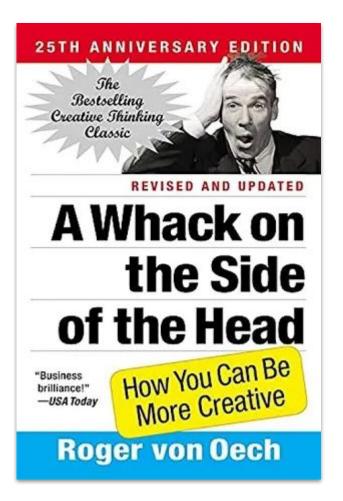
Idea = p(k+i)

Creativity is combining two things that already exist and creating something new.

Nobody creates something from nothing.



Fredrik Haren



HYPER ISLAND

CAN YOU
UNLOCK THE
CREATIVITY IN
YOU?































Activity

Let's practice!

- 1. In groups, access **protobot.org** for prompts to get your creative juices flowing.
- 2. Come up with the maximum number of ideias!
- 3. Remember, in this definition: no judgment!

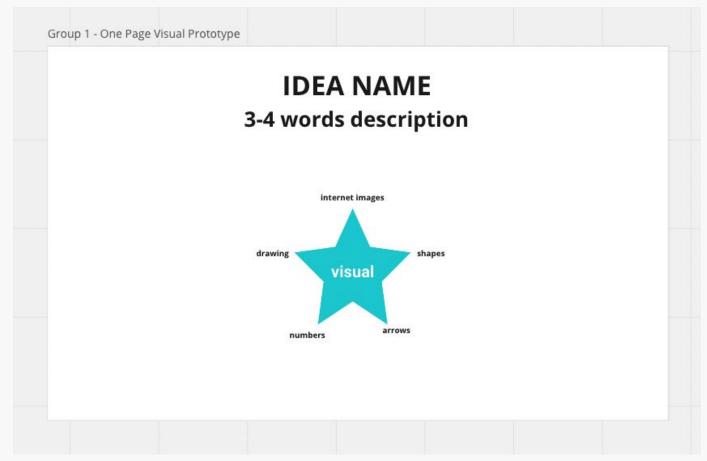
Protobot generates random product and service ideas. How & why to use it. By Molly.

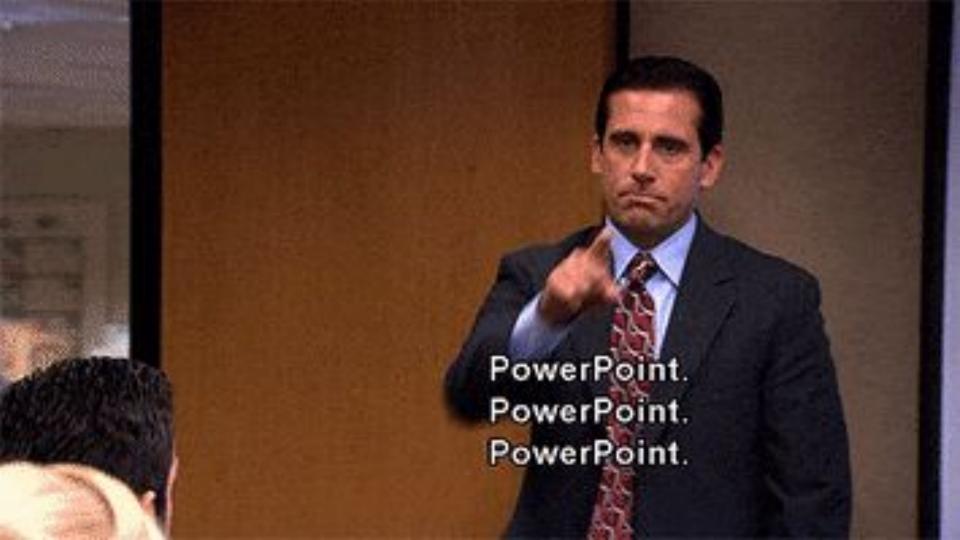
Design a xylophone that lets you express yourself.

RANDOMIZE

Let's practice!

- 1. Pick one ideia!
- 2. Create a one pager visual prototype that explains visually how it will work
- 3. 90% visual 10% writing





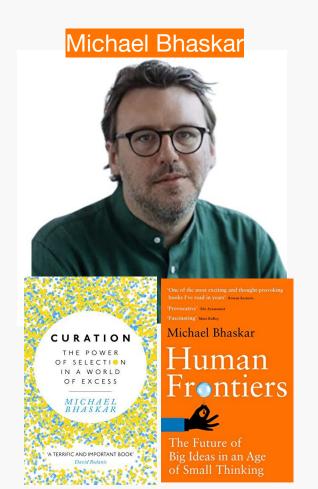
Exploring Creativity - Part 2

What is an idea? What is creativity?

1# the simpler definition
2# the ambitious definition

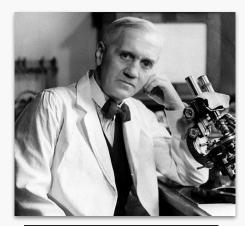
2#

A big idea creates a new space of action or understanding for the human species.



Creativity represents a miraculous coming together of the uninhibited energy of the child with its apparent opposite and enemy, the sense of order imposed on the disciplined adult intelligence.





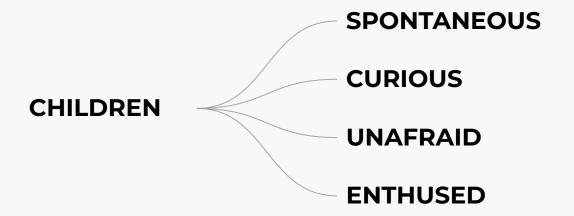
Sir Alexander Fleming





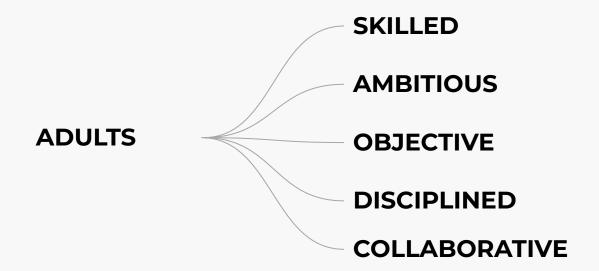
Who agrees with this statement?

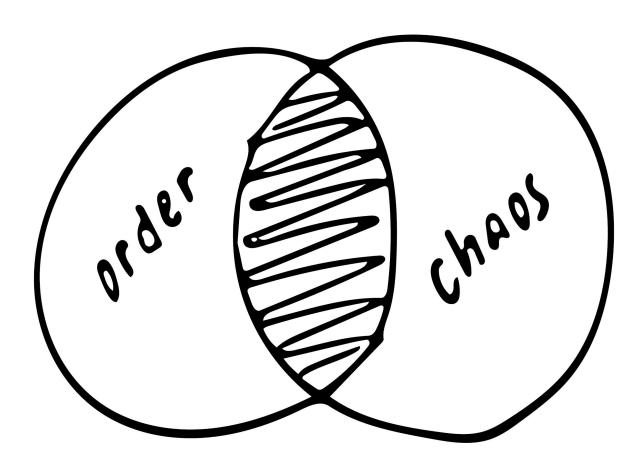
'Children are more creative than adults'

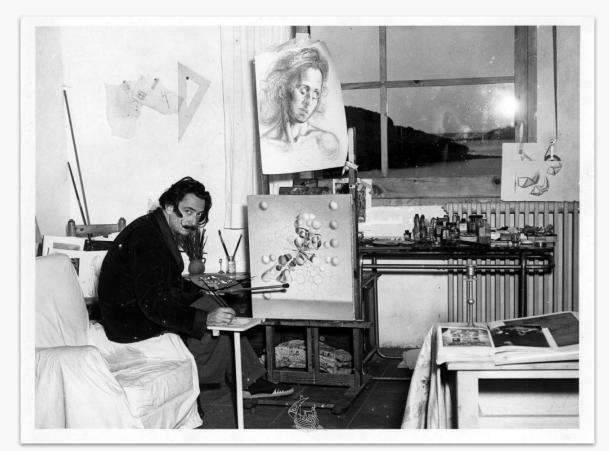


Do you use or consume anything created by a child?











SPONTANEOUS CURIOUS UNFRAID ENTHUSED

SKILLED AMBITIOUS OBJECTIVE DISCIPLINED COLLAB



IDEA

Is relevant to vourself.



IDEA²

Is relevant to a community.



IDEA³

Is relevant to the world.

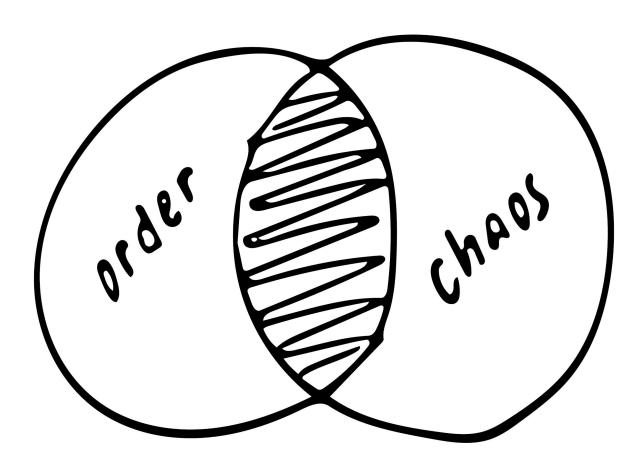


Global wireless

IDEA⁴

Is relevant to humanity.







"The people that really create the things that change this industry are both the thinker and doer in one person." "Everyone has ideas. The difference lies in who decides to carry it out and this involves intense work"



Scottish, educator & lecturer on Creative Thinking / Problem Solving, lives in Rio de Janeiro.

Reflection

- → What happened during the experience?
- → How did I feel and what were my reactions?
- → What insights or conclusions can I draw from the experience? What did I learn?
- → How can I apply what I learned to improve future experience? What actions can I take based on what I learned?

Weekly Challenge

<u>Creativity in your day</u> <u>to day</u>

How could you innovate in the mundane?

Think about what you do every day, select at least one thing, and then try to do it in a non-traditional way.

Use the 'WHAT IF...' methodology to help you go beyond the usual.

Choose a way to register the activity: via photo, audio, video, or text and share in Slack #module-1 before next live session.



Reflection Journey

SAVE A COPY









What What did How did happened? I feel? I learn? What were my reactions? Any insights and conclusions?





6



Check-out

In one word, how do you feel leaving this first session?

Chat