# **Technology and Creativity**

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### **Creative Process** (Paul Torrance, 1988)

- "I tried to define creative thinking as a process of (1) sensing difficulties, problems, gaps in information, missing elements, something askew;
- (2) making guesses and formulating hypotheses about these deficiencies;
- (3) evaluating and testing these guesses and hypotheses;
- (4) possibly revising and retesting them; and finally,
- (5) communicating the results."



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### A NEW Approach to Defining and Measuring Creativity: **Rethinking Technology & Creativity in the 21st Century**

By Punya Mishra, Danah Henriksen & the Deep-Play Research Group, Michigan State University

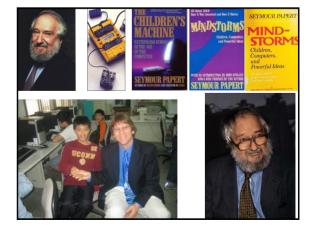
Table 1. from Mishra & Koehler, 2008 (adapted from Besemer & O'Quin, 1999).

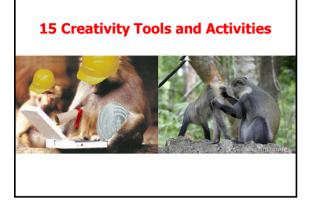
## Creative solutions are OR Creativity is a goal driven process of developing solutions that are

Novel	Fresh, unusual, unique, surprising, startling, astonishing, astounding, germinal, trendsetting, radical, revolutionary, influential, pioneering
Effective	Valuable, important, significant, essential, necessary, logical, sensible, relevant, appropriate, adequate, functional, operable, useful, user-frieudly
Whole	Organic, ordered, style, arranged, organized, formed, complete, elegant, graceful, charming, attractive, refined, complex, intricate, ornate, interesting, understandable, meaningful, clear, self-explanatory, well crafted, skillful, well made, meticulous

# What's unique about these 2 people?





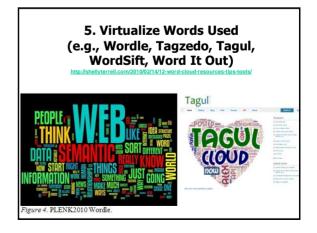


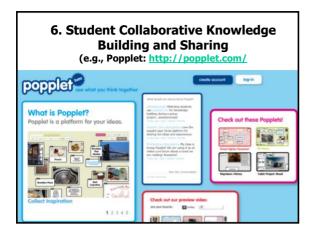


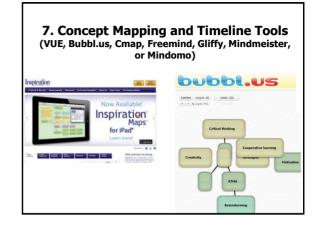


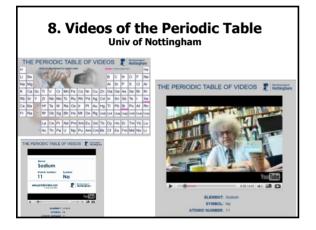




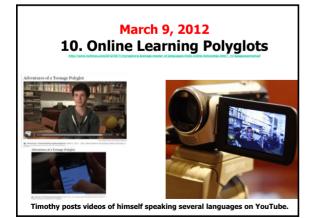
























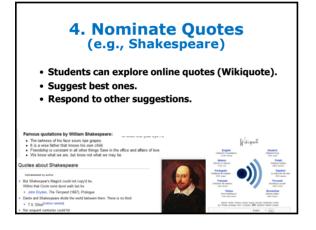
## 1. Course Readings are All Web Resources (and Free!)

- Post all articles to the Web or only use freely available ones.
- Let students select the ones that they want to read.
- Turn in final reflection papers.







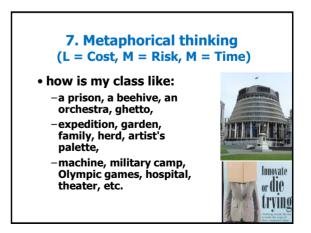




- Imagine a situation or scenario and reflect on the consequences.
- "Just suppose this MOOC or one like it was available every month, what would online teaching be like?"



### 6. Wet Ink or Freewriting (L = Cost, M = Risk, M = Time) Writing without reflecting or lifting your pen for a set period of time. • Just imagine: imagine you have created a highly active teaching situation...What do you see? Can students wonder, question, speculate, take risks, active listening??? How is creativity fostered here? Describe environment. Physically, mentally, emotionally, etc...



### 8. Reverse Brainstorming (L = Cost, L = Risk, M = Time)

- Generating ideas to solve the reverse of a particular problem, issue, or concern.
- More is better and the wilder the better.
- Hitchhiking or piggybacking as well as combining ideas is encouraged. However, there is no evaluation of ideas allowed.
- For example, How can we decrease the use of active learning ideas in college settings?



#### 9. Mock Trials with Occupational Roles (L = Cost, H = Risk, M/H = Time)

- a. Create a scenario (e.g., school reform, gov't protest).
- b. Get volunteers for diff roles (everyone must have role).
- c. Perhaps consider having one key person on the pro and con side of the issue make a statement.
- d. Discuss issues from role (instructor is moderator or one to make opening statement; he/she collects ideas on document camera or board). Come to compromise.
  - a. Online Option: volunteer for roles or assign roles to each team member or have them sign up for different roles.



### 10. Historical Role Play or Mock Trial (L = Cost, H = Risk, M/H = Time)

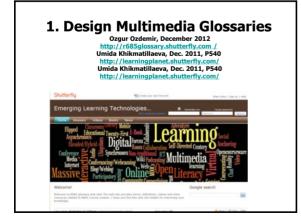
- Assign roles after a lecture.
- Have students read more about roles.
- Come back dressed in costume.
- Act out scene.

-Online Option: volunteer for roles or assign roles to each team member or have them sign up for different roles.



## **15 Creative Student Projects**

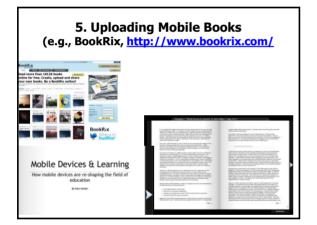




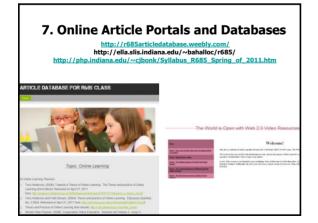




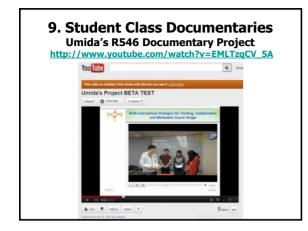
























## **Questions and Comments?**

Note: Curt Bonk's papers and talks at: http://www.publicationshare.com/ http://www.trainingshare.com/

