What is Creativity?
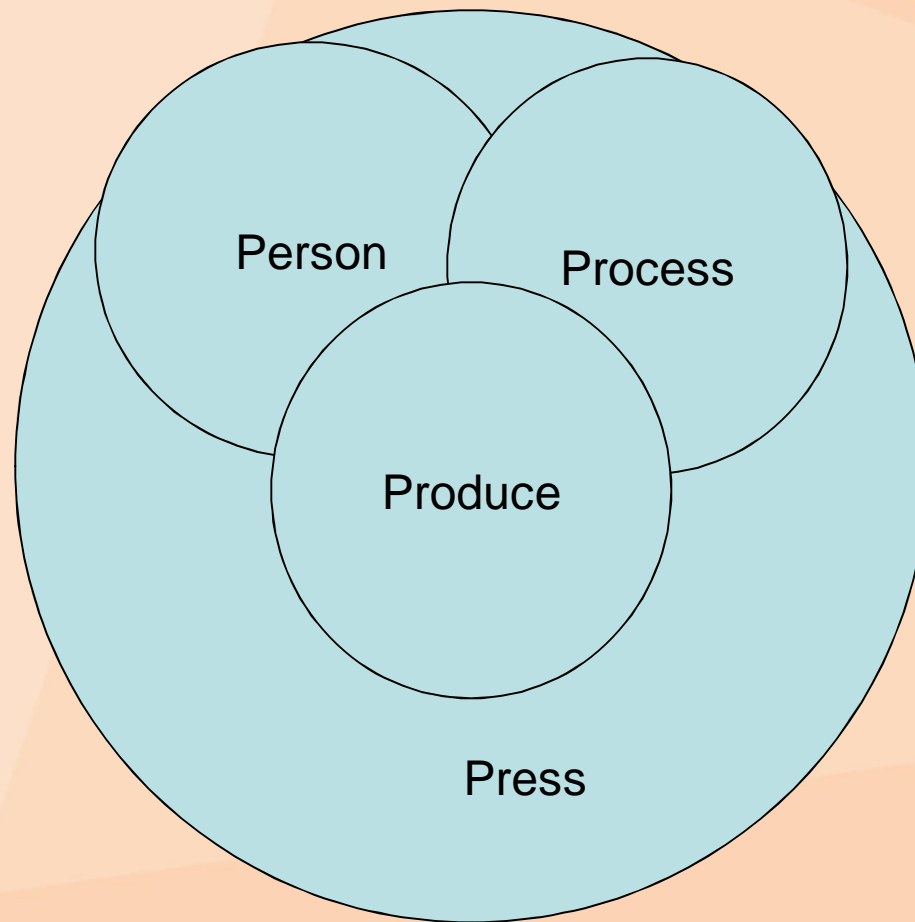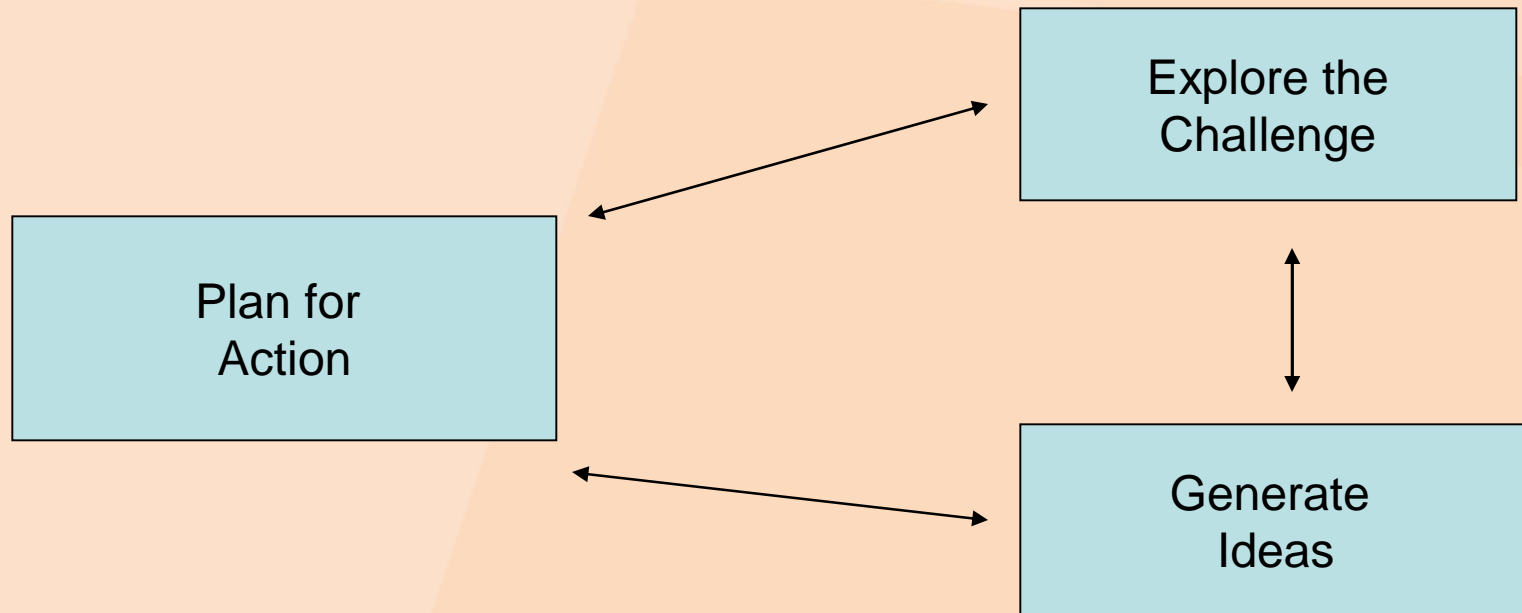
Creativity isõ

Creative Problem Solving Components

Creative Problem Solving:
The Six Stages

Building Blocks		**Stages**
Explore the	*	Identify Goal, Wish or
Challenge	*	Challenge
	*	Gather Data
	*	Clarify the Problem
Generate Ideas	*	Generate Ideas
Prepare for Action	*	Select &Strengthen Solutions
	*	Plan for action

Generate Ideas

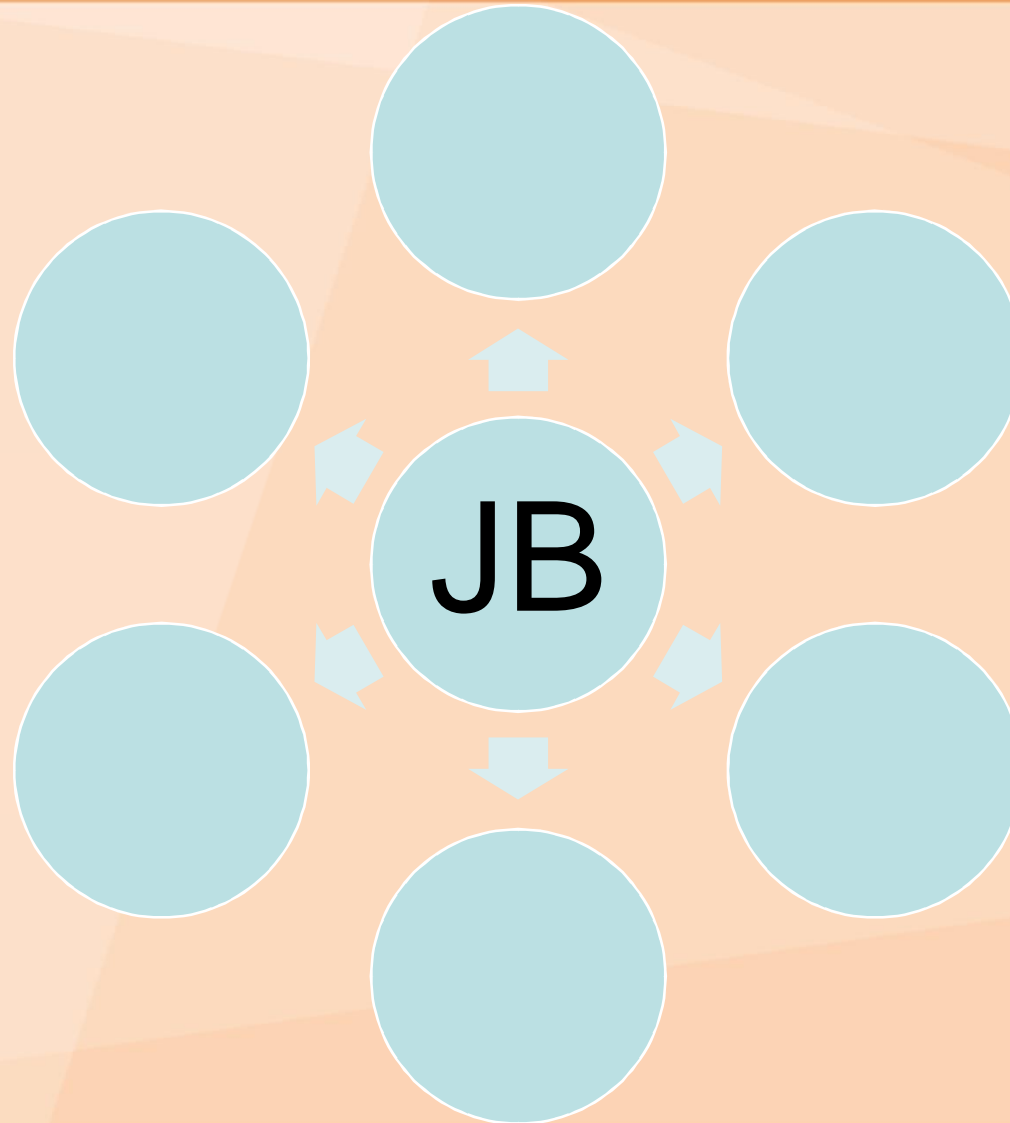- Do we think enough?

Thinking

Generate Ideas

- Lower Order and Higher Orders?

Mengimpok

Generate Ideas thru Brainstorming

Theoretical Assumptions

- The creative process involves a set of mental operations;

- These mental operations can be described;

- The creative process is a natural process;

- People possess preferences for different mental operations (i.e., cognitive styles); and

- Therefore, people possess different preferences for the mental operations associated with creative problem solving.

Creative Problem Solving Styles

- Clarifier
- Collector
- Ideator
- Developer
- Implementer

Clarifier

- Enjoys exploring the problem space;
- Likes to examine the details associated with the challenge;
- Likes to make sure he or she has a clear understanding of the problem;
- Prefers a methodical approach to problem solving;
- Likes to gather information; and
- May suffer from =analysis paralysisq

Collector

- Likes to gather information;

- Enjoys researching ideas;

- Likes to focus on the details;

- Tends to think and solve problems in a structures way; and

- May over analyze a situation.

Ideator

- Likes to look at the big pictures;
- Enjoys toying with ideas and possibilities;
- Likes to stretch his or her imagination;
- Enjoys thinking in more global and abstract terms;
- May take a more intuitive approach to problem solving; and
- May overlook the details.

Developer

- Enjoys putting together workable solutions;
- Likes to examine the pluses and minuses of an idea;
- Likes to compare competing solutions;
- Enjoys thinking about, and planning, the steps to implement an idea;
- Enjoys analyzing potential solutions; and
- Can get stuck in developing the perfect soluition.

Implementer

- Likes to see things happen;

- Enjoys giving structure to ideas so that they can become a reality;

- Enjoys seeing ideas come to fruition;

- Likes to focus on ideas and solutions that he or she feels are workable;

- Likes the "Nike" approach to problem solving (i.e., "Just do it"); and

- May leap to action too quickly.

Interpreting Results

- <u>Strength of scores</u> (I.e., how do your scores compare to others?)

- <u>Leading and least preferred style</u> (i.e., looking across your scores, what stands out as the most and least preferred operations within the creative problem solving process?)

Divergent Thinking Guidelines

- Rule Out Judgment (Suspend Evaluation)

- Seek Quantity (Quantity Breeds Quality)

- Build on Options (Mental Hitch-hiking)

- Seek Novel Associations (Freewheel)

How to do it?

- Think more by questioning often.
- Doing thinking activities . Chess/Sudoku/Writing-Reading
- Being with thinkers
- Wanting more alternatives

X Race

- Find the place and send 3 representatives to take a group selfie

Stage 1

Sepi, di mana perginya hati

Urutan sedih bila hilangnya chinta

Rintihan itu sedih, mengapa

Air mataku luruh

Ulu hati mu dendamku

Wajibkah dadaku gelap dan tebal

Air matamu ku nanti, Mengape?

Nanti sedih dan sungguh Kesal

Hatiku sedih jiwku alpa

Teramat hibanya ku nanti selamanya, Oh Tersentak

Air mata mu yang tidak akan kering menitis ke hati

Stage 2

SZMCZR & MFMBLJ

#selepas & sebelum

Contoh

A	1
B	2
C	3
D	4
E	5
F	6

B	R	I	Y	A	N	I	G	A	M
2	18	9	25	1	14	9	7	1	13

Jika Kod untuk 'Briyani gam adalah seperti di bawah, apakah kod untuk 'Akauntan'

B	R	I	Y	A	N	I	G	A	M
6	54	27	75	3	42	27	21	3	39

Tugas Anda

Contoh

A	1
B	2
C	3
D	4
E	5
F	6

B	R	I	Y	A	N	I	G	A	M
2	18	9	25	1	14	9	7	1	13

Jika Kod untuk 'Briyani gam adalah seperti di bawah, apakah kod untuk 'Akauntan'

B	R	I	Y	A	N	I	G	A	M
1	?	8	24	0	13	8	6	3	12

1- RELAX THE CONTROLS

- Allow the child freedom to develop creativity.

- Avoid constant adult supervision and control.

2- INSPIRE PERSEVERANCE

- See the product through to completion.

- Albert Einstein claimed that he actually had no specific talent, that it was just his %obsession and dogged endurance+that helped him arrive at his world-changing ideas.

3- TOLERATE DIFFERENCES

- Creative children often do not fall into social norms. They will want to know how and why things work and look for a different way to do things.

- They often have atypical methods of thinking.

4- BE THE CHILD'S ADVOCATE

- Creative children are often not viewed positively by teachers and peers.

- Support the child and help to build his/her self-esteem.

5- PROVIDE A CREATIVE ENVIRONMENT

- Provide a stimulating environment with lots of tools for creative work.

- Expose them to othersqcreative works.

Supply Game: All three houses must get all supplies but the lines cannot crossed.
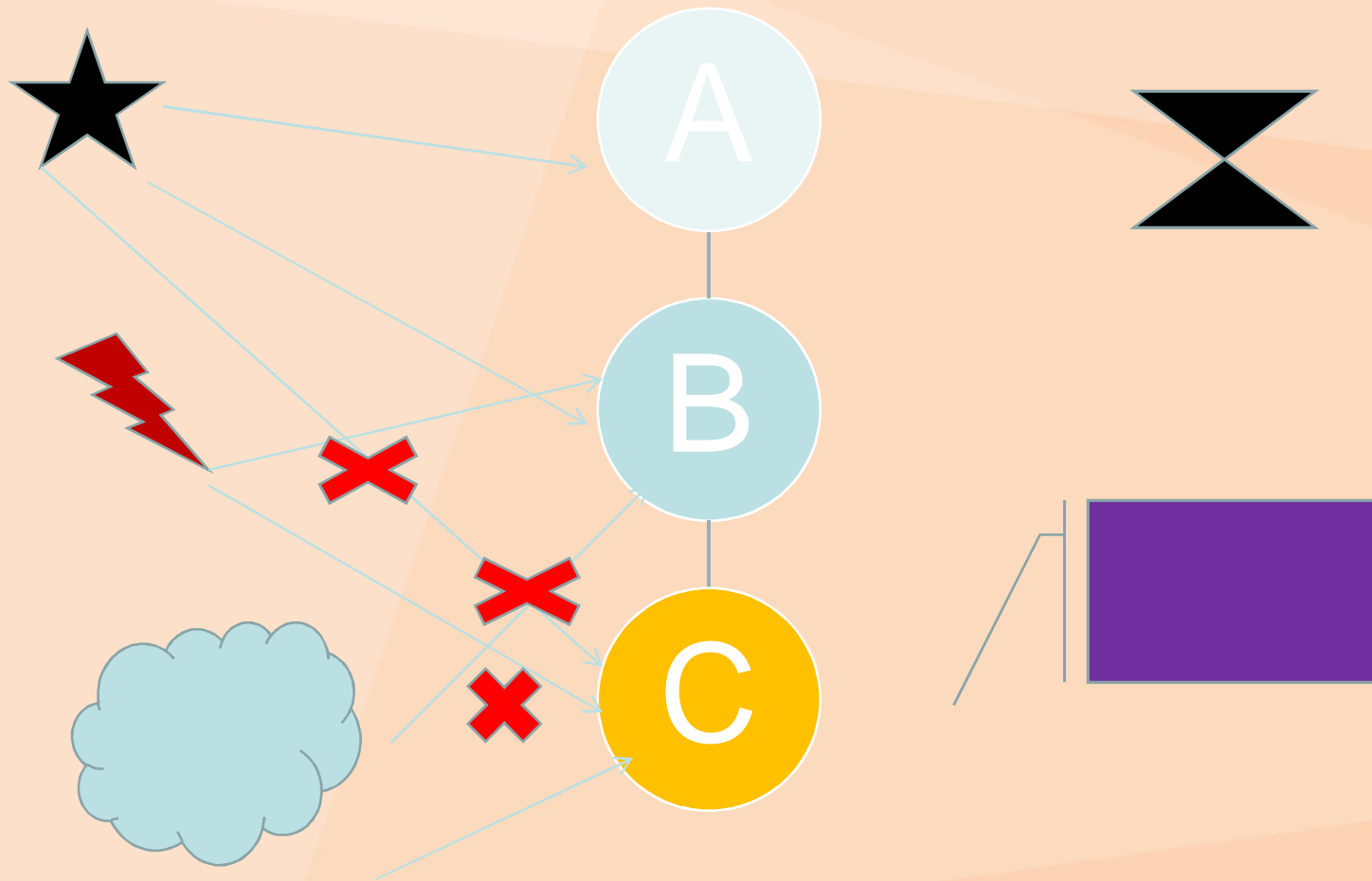
Plan your budget: Where can you save money without working extra

SITUATION

Income: RM 4000

You are married with one son.

Living in KL.

DAILY ACTIVITIES

Going to work

Food for family

entertainment

TUNJUKKAN RANCANGAN ANDA/KUMPULAN UNTUK MEMASTIKAN ANDA MEMPUNYAI **SIMPANAN MELEBIHI 20%** DARI PENDAPATAN.

Rancangan harus spesifik dan ditujukkan di dalam kadar harian atau mingguan.

Implement you choices

Stop	Start	Continue

For them to be better