

Creativity, Innovation, and Vision

TE 333/598, University of Illinois at Urbana-Champaign

4 credit hours

Course Purpose

The purpose of this course is to **enhance your creativity, innovation, and vision.**

Course Objectives

Upon completion of this course, you will be able to:

1. Define creativity (e.g., *having novel ideas* and *bringing ideas to be*), innovation, and vision.
2. Use a model of the creative process in order to:
 - 2.1. Find problems, including increasing your curiosity and ability to embrace problems as opportunities.
 - 2.2. Master a set of tools to have ideas, while delaying decision making and tolerating ambiguity.
 - 2.3. Take initiative, including prototyping to answer key questions and facilitate decision making.
 - 2.4. Implement solutions, including marshaling resources and persisting.
3. Practice creativity skills regularly and use feedback to improve.
4. Arrange your lifestyle to enhance creativity.
5. Recognize when and how to apply creativity skills in your life.
6. Foster an environment for creativity, including dealing with obstacles to creativity.
7. Evaluate or critique your own ideas and those of others.
8. Understand and use theories of creativity.
9. Lead others in creative processes.
10. Communicate creatively and effectively.

Course Philosophy

Creativity is a vital skill that can be enhanced by learning. You enhance your creativity by becoming proficient with a set of *techniques*, developing a *mindset* that favors creative behaviors, and by establishing a *lifestyle* that promotes having ideas and bringing them to be.

Much of the knowledge you learn in this course will occur through reading, activities, and discussion. Class time will be used to discuss the readings and to work on applications in which you practice new skills by creating in a supportive environment. Class time will also involve reflection and feedback. By design, the course has many components, so staying organized, archiving what happens, and looking for connections will help you get the most from the experience.

Ethics and Integrity

We expect you to uphold the highest ethical standards, to be honest, and to practice academic integrity. This includes doing original work and citing sources, including the work of other students. Please give special care to prepare high-quality submissions with proper grammar and spelling.

Technology Policy

The use of laptops, tablets, electronic handheld devices, music players, and phones are strictly prohibited in class, except for presentations and designated activities.

Accommodations

To obtain disability-related accommodations for this class, students with disabilities are advised to contact the course instructor and the Division of Disability Resources and Educational Services (DRES) as soon as possible. Please contact the instructor after class, during regularly posted office hours, by phone, or by email to discuss your needs. To contact DRES you may visit 1207 S. Oak St., Champaign, call 333-4603 (V/TDD), or e-mail a message to disability@uiuc.edu.

Course Management System

We will use Compass 2g (compass.illinois.edu) for posting documents and submitting assignments.

Instructor

Keilin Jahnke (deahl1@illinois.edu)

Office Hours

Before and after class and by appointment

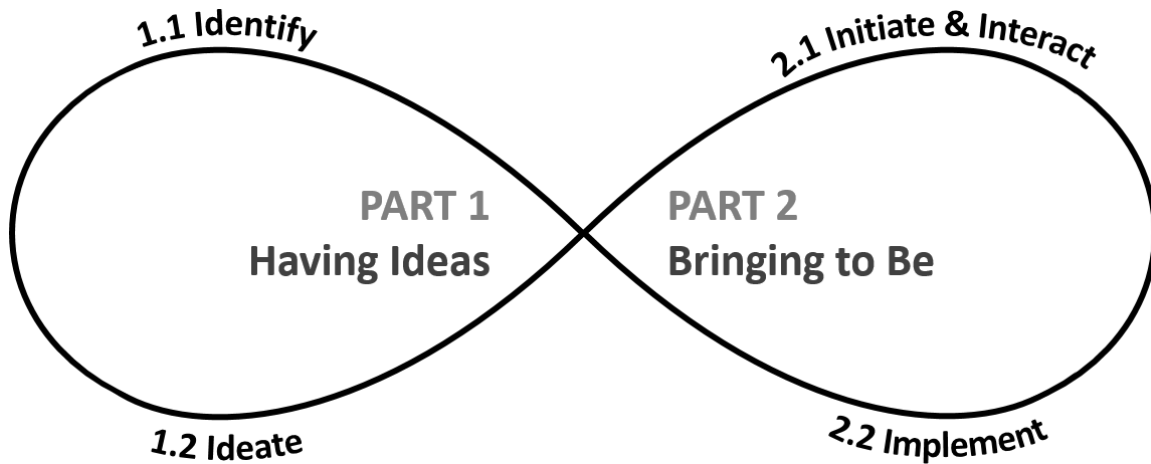
TE 598 Additional Assignment

Students taking Creativity, Innovation, and Vision as TE 598 will need to complete an additional assignment to justify the 500-level credit. This assignment will be similar to the You Teach Us assignments, but will have greater depth and academic rigor. It will be divided into two parts and further details will be discussed in class.

Required Texts

1. Kelley, Tom and Kelley, David. (2013). *Creative Confidence*. Crown.
2. Sawyer, Keith. (2013). *Zig Zag: The Surprising Path to Greater Creativity*. Jossey-Boss.

CREATIVITY MODEL & COURSE TOPICS



PART 1 | Having Ideas

1.1 Identify

- Cultivating curiosity
- Finding problems and opportunities
- Reframing
- Understanding
- Evaluating
- Applying wisdom
- Evaluate – Is it a good opportunity? Does it have value?*

1.2 Ideate

- Stockpiling knowledge
- Thinking analogically
- Connecting
- Ideation techniques
- Diverging before converging
- Tolerating ambiguity
- Evaluate – Is it a good idea? Is it innovative? Does it positively impact?*

PART 2 | Bringing to Be

2.1 Initiate & Interact

- Taking initiative
- Managing risks
- Prototyping
- Modeling
- Analyzing
- Evaluate – Is it a reasonable risk, project, product?*

2.2 Implement

- Marshaling resources
- Collaborating
- Managing time
- Stewarding money
- Persisting
- Evaluate – Is the problem solved? What needs adjustment?*

Iterate: At any point, loop back as needed

OVERVIEW OF ASSIGNMENTS

Assignment	Points
Reading Reflections	
<i>Creative Confidence</i>	40
Part 1 of <i>Zig Zag</i>	40
Part 2 of <i>Zig Zag</i>	40
General Assignments	
Interests and Goals Presentation	25
Visual Synthesis	25
BioInspiration Team Project & Pitch	70
You Teach Us – The Creative Process	70
You Teach Us – Creativity & Innovation Tools and Techniques	70
Creativity Log	
Check 1	30
Check 2	30
Check 3	30
Check 4	30
Check 5	50
Semester Project Part 1: Having Ideas	
Pitch	25
Insights & Focus Report	50
Semester Project Part 2: Bringing Ideas to Be	
Directions & Ideas Report	50
Prototypes & Feedback Report	50
Implementation Plan	25
Presentation	75
Final Report & Proposed Next Steps	75
Final Team Evaluation	25
Attendance, Preparation, and Participation	75
<hr/> Total	<hr/> 1000

Scale: 970-1000=A+; 930-969=A; 900-929=A-; 870-899=B+; etc.

Late assignments will be reduced 10%/day up to a maximum of 50% off and can be submitted until the last day of class.