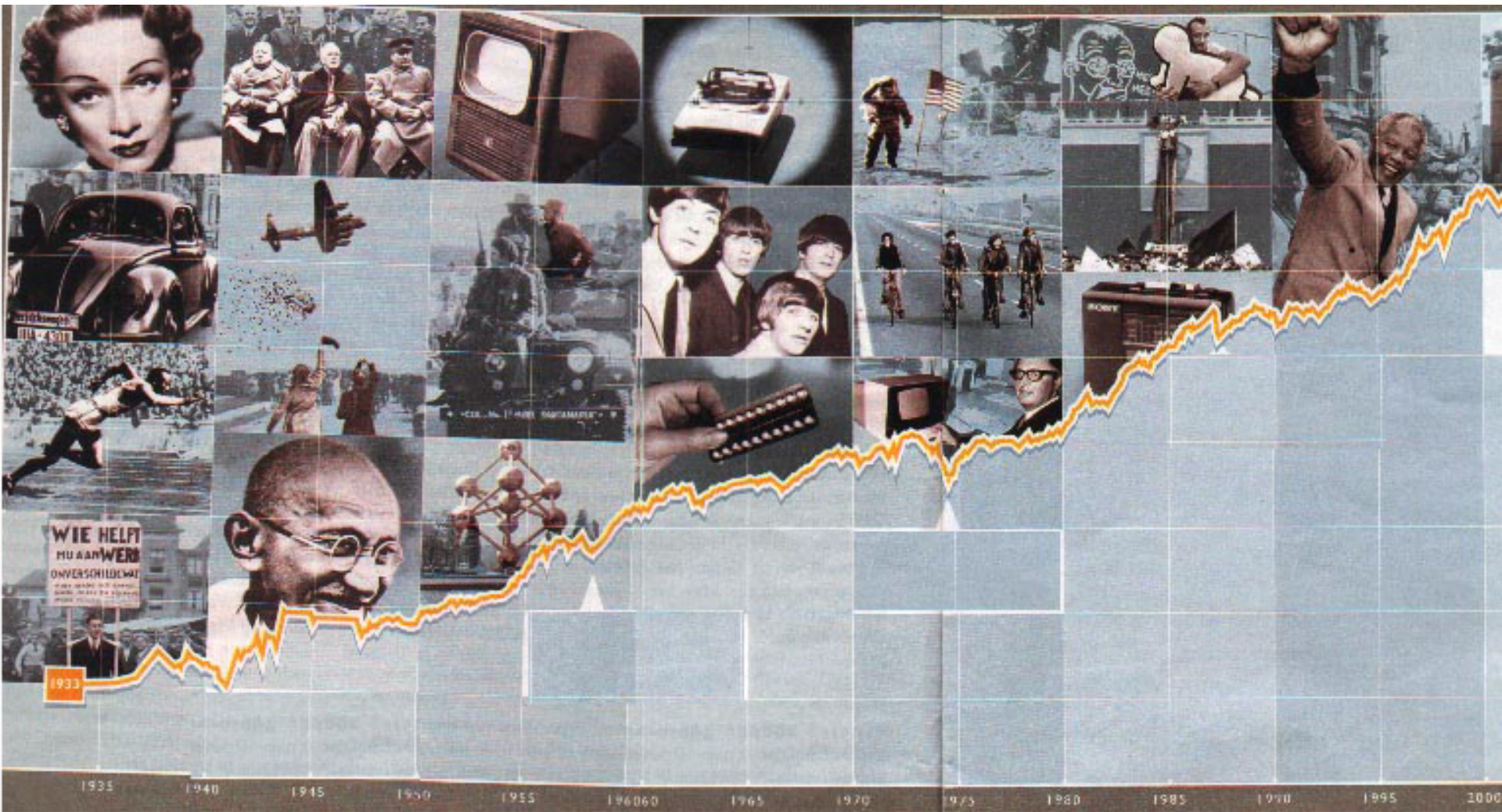


Serious creACTivity

Taking a different viewpoint



Change happens (just like shite; we'll come back on that)



<https://www.youtube.com/watch?v=jgvx9OfZKJw> Creativity more time, deadlines

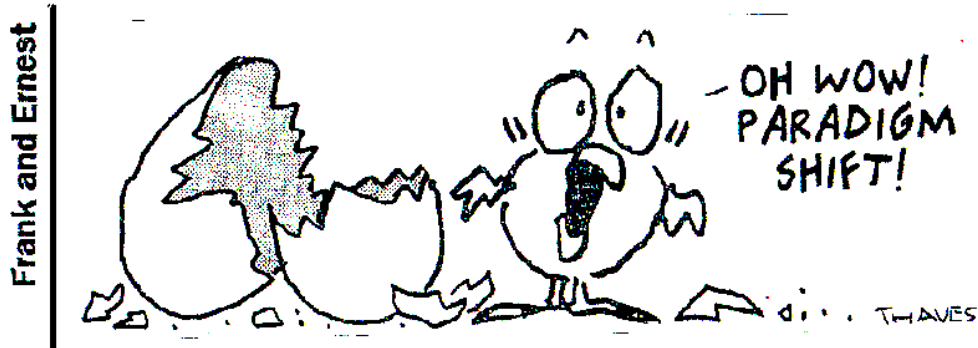
CHANGE

Do you think it is easy to change?

*Ah, it is very hard to change **and** be different.
It means passing through the waters of oblivion*

D.H. Lawrence

Oblivion: not so easy as we might think.



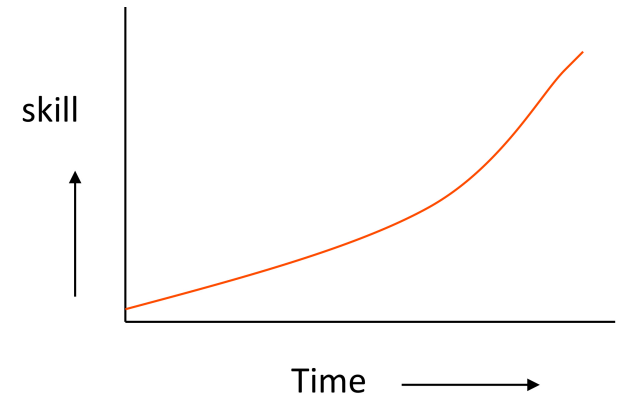
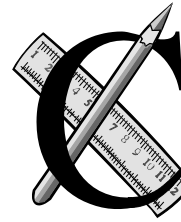
In new changing circumstances we easily fall back on old, known methods.

Psychology calls this regression.

Too often we forget not so fast as might be good for us.



The learning curve VS Forgetting curve

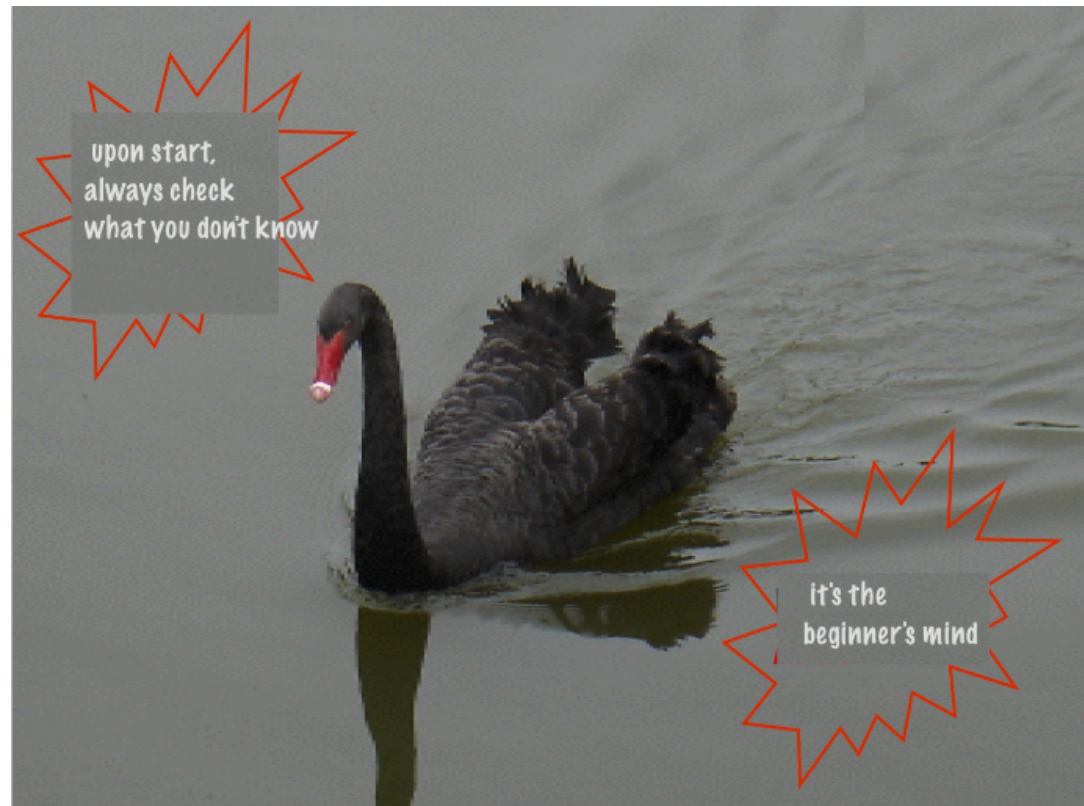


Speed of development

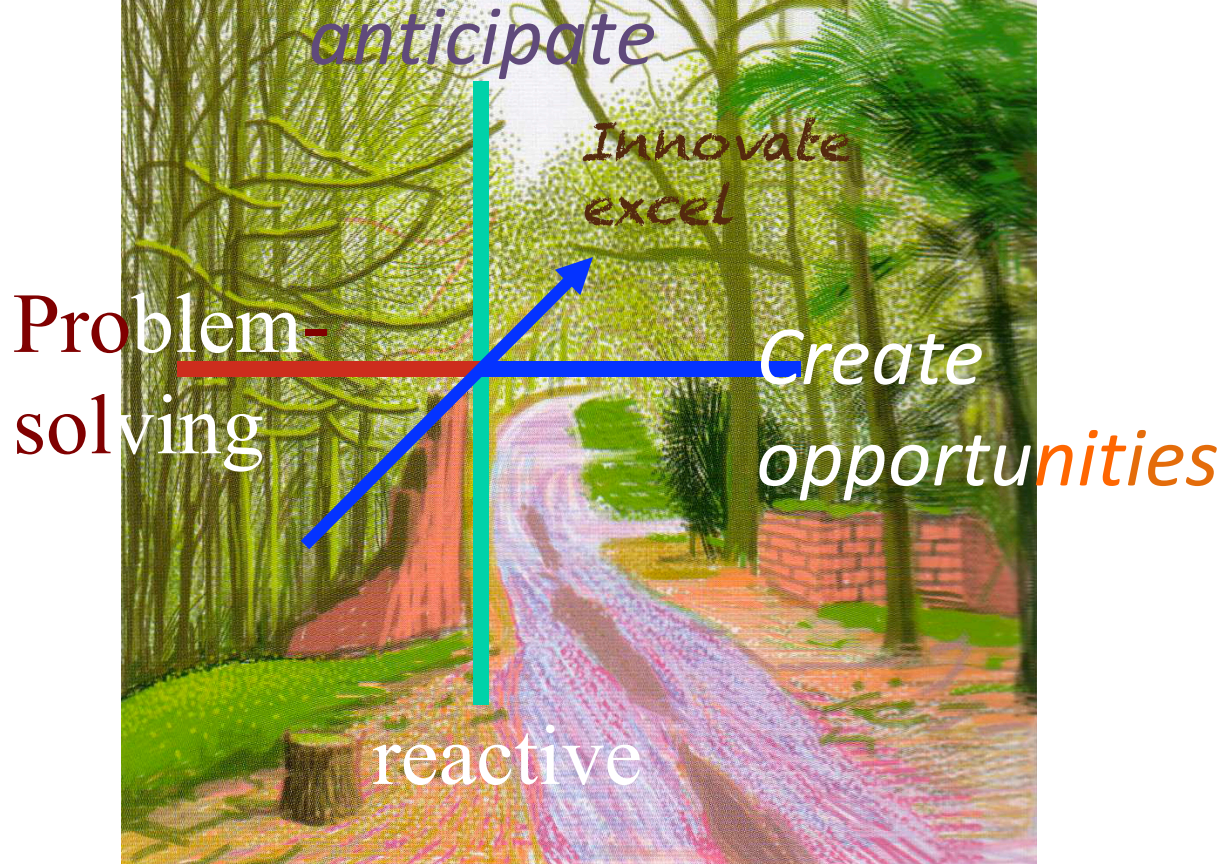
- * numeracy,
- * literacy and
- * Flexibility and

Forgetting,
how do you do that?

Just think of
BLACK SWANS



Freedom to create: Shifting the paradigm



Focus wheel: <http://www.youtube.com/watch?gl=NL&hl=nl&v=OORnMYoWX9c>

KEY



BIOLOGY



CHEMISTRY



MATHEMATICS



PHYSICS/
ASTRONOMY



Ptolemy
c. 150
GEOCENTRISM

The Sun and planets revolve around a static Earth at the center of the Universe.

Nicolaus Copernicus
1543
HELIOCENTRISM

The Earth and planets revolve around a static Sun at the center of the Universe.

Great shifts



Isaac Newton
1687
UNIVERSAL GRAVITATION

Gravity is an instantaneous force acting at a distance between masses.

Albert Einstein
1915
GENERAL RELATIVITY

Gravity is an effect caused by the curvature of spacetime surrounding a mass.



Isaac Newton
1687
CLASSICAL MECHANICS

A particle's velocity and location at any given time can be specified with certainty.

Werner Heisenberg, Max Born, Pascual Jordan, Erwin Schrödinger
c. 1925
QUANTUM MECHANICS

A particle's velocity and location at any given time can only be described probabilistically.

And :

(1968 Neuchatel) **Quartz watch**



(Joel Barker) **Easy seat**



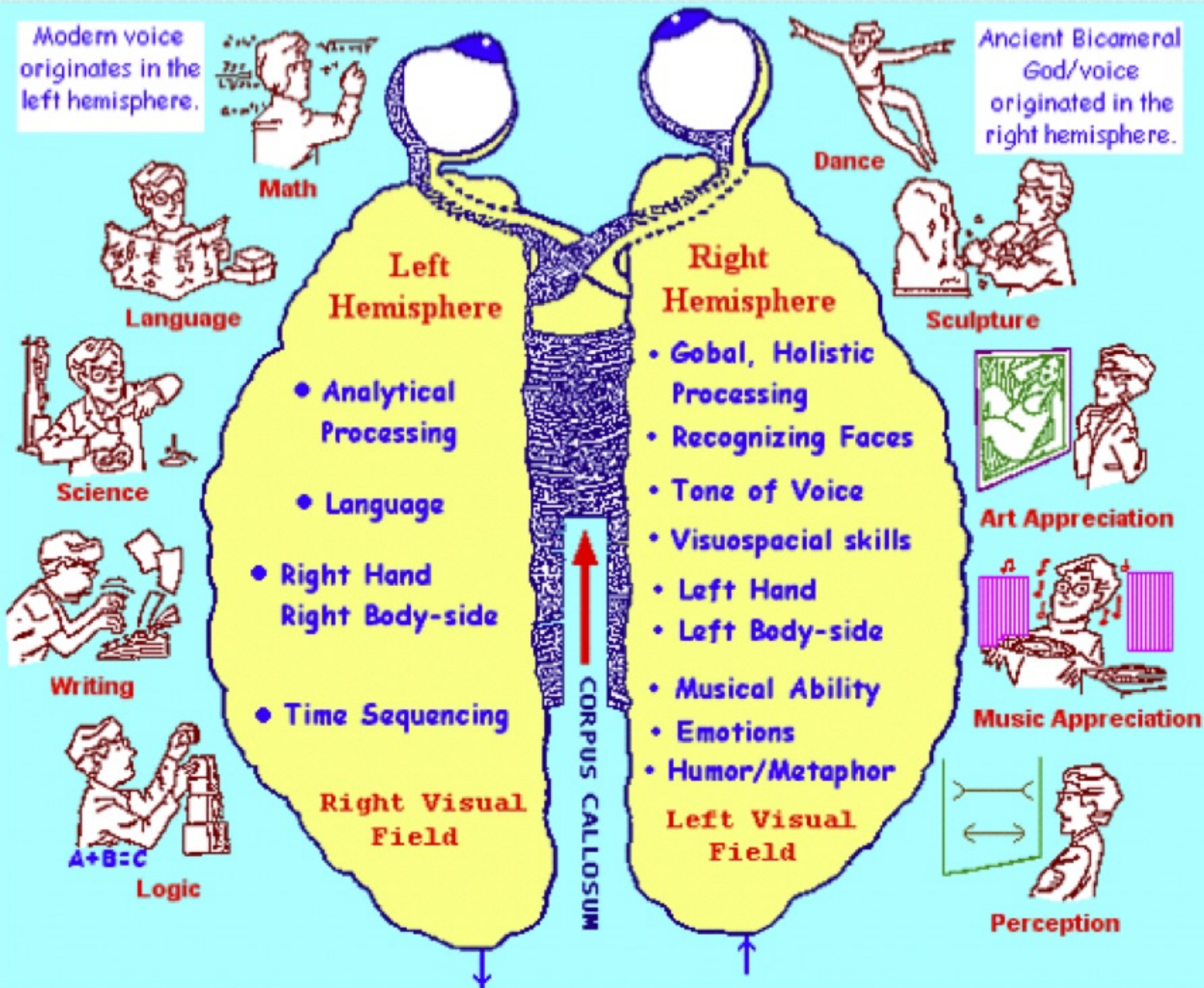
Fuzzy logics:

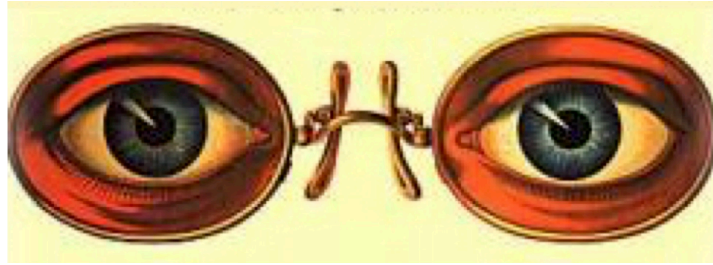




Modern voice originates in the left hemisphere.

Ancient Bicameral God/voice originated in the right hemisphere.





Undoing the frame





**Creativity starts with looking
from different viewpoints.
And who can't?**

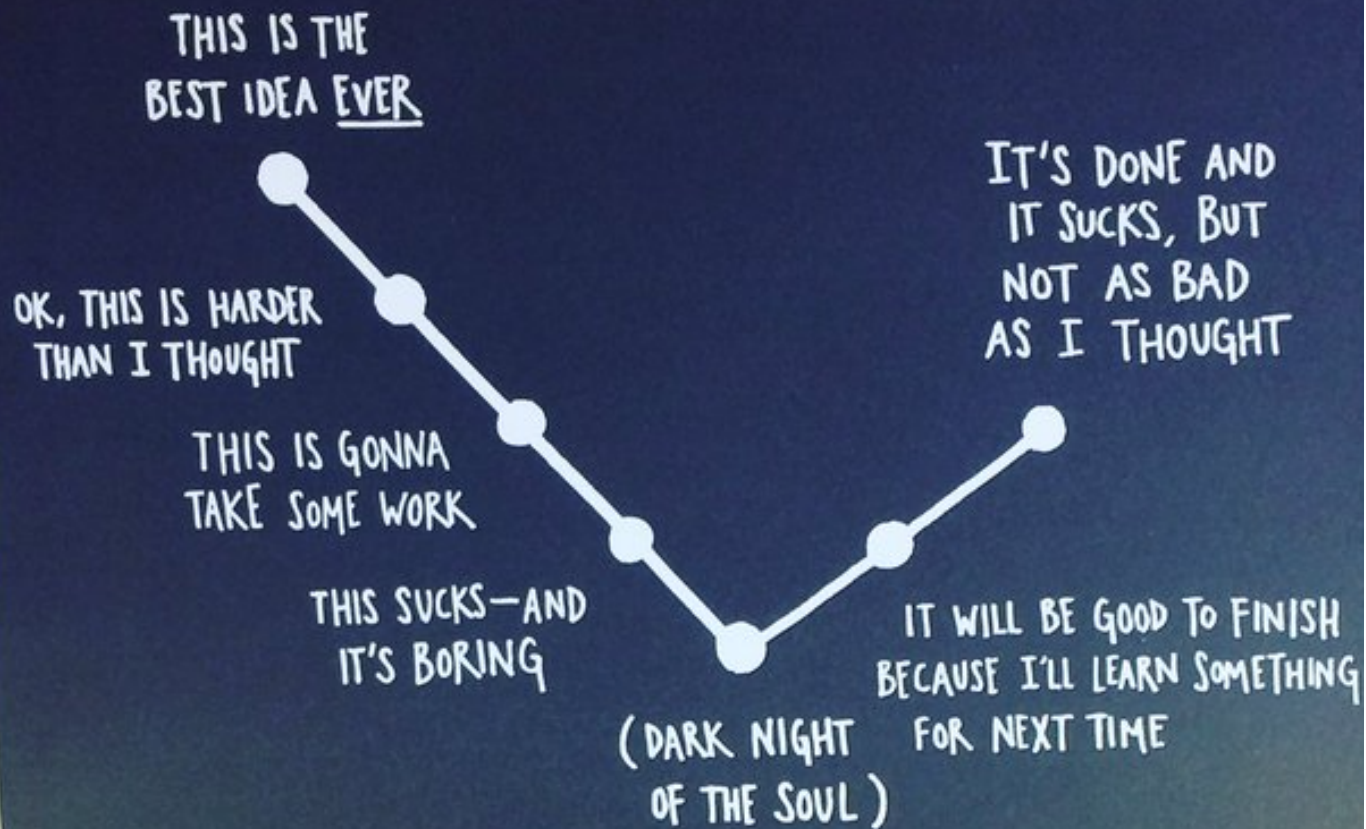
REFRAMING !!??

We tend to 'frame' what we see on the similarity with things we know.

Reframing means changing reactive into -----
(..The same characters, new order..)

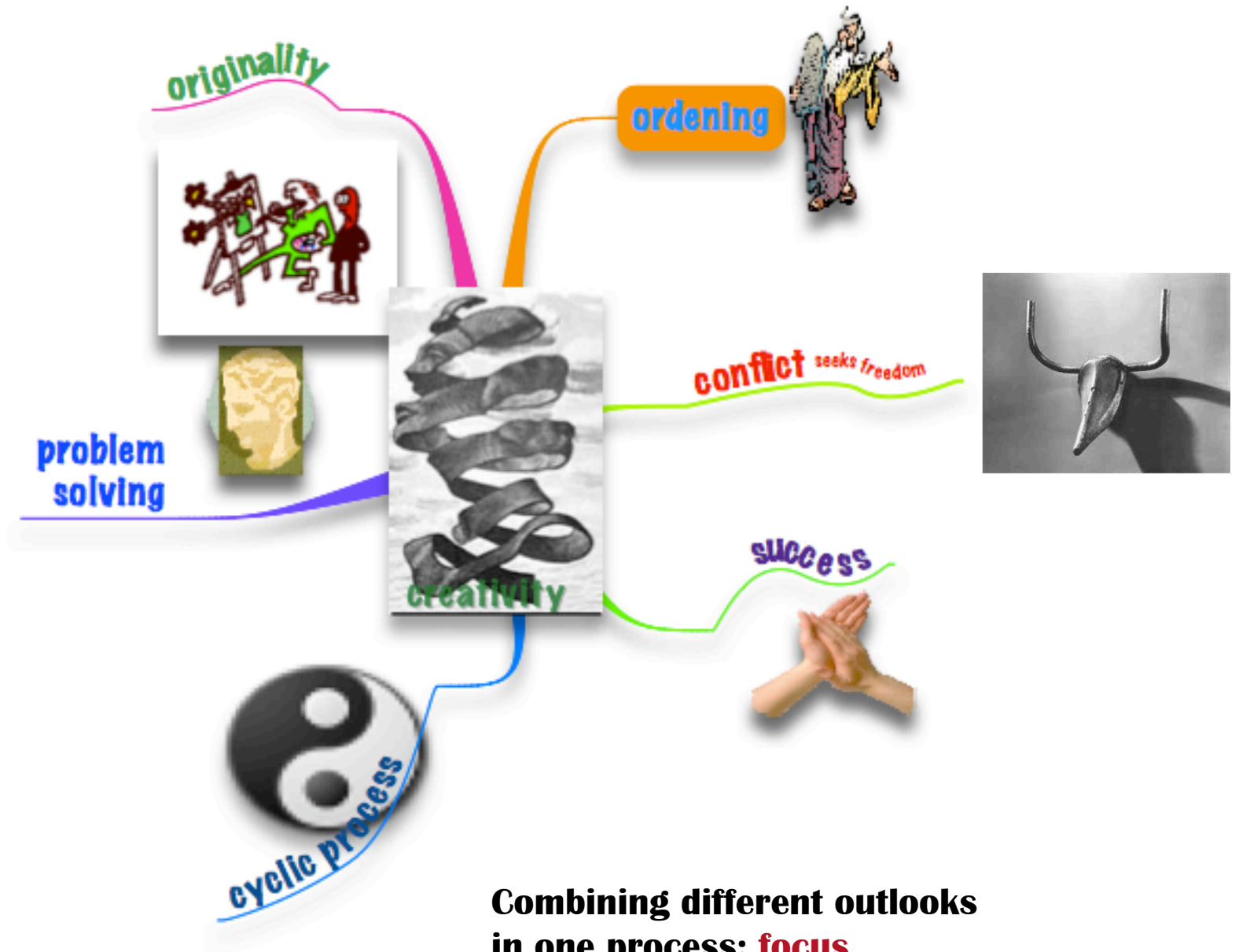


THE LIFE OF A PROJECT*



Austin Kleon

* STOLEN FROM MY FRIEND MAUREEN MCHUGH



**Combining different outlooks
in one process: focus**

**“The only person
who likes change is a wet baby,”**



OK, we're out .. What now ?



creativity



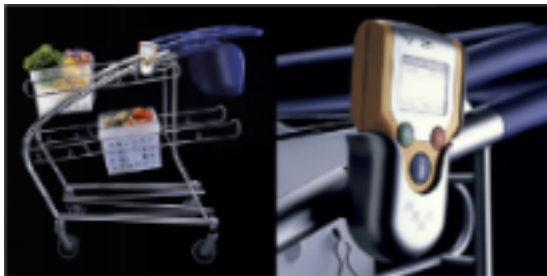
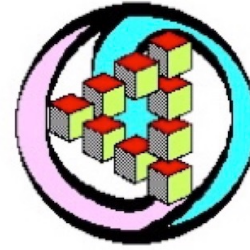
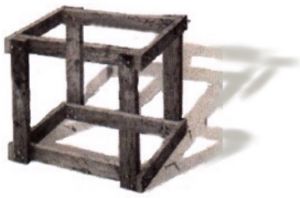
flexibility



efficiency



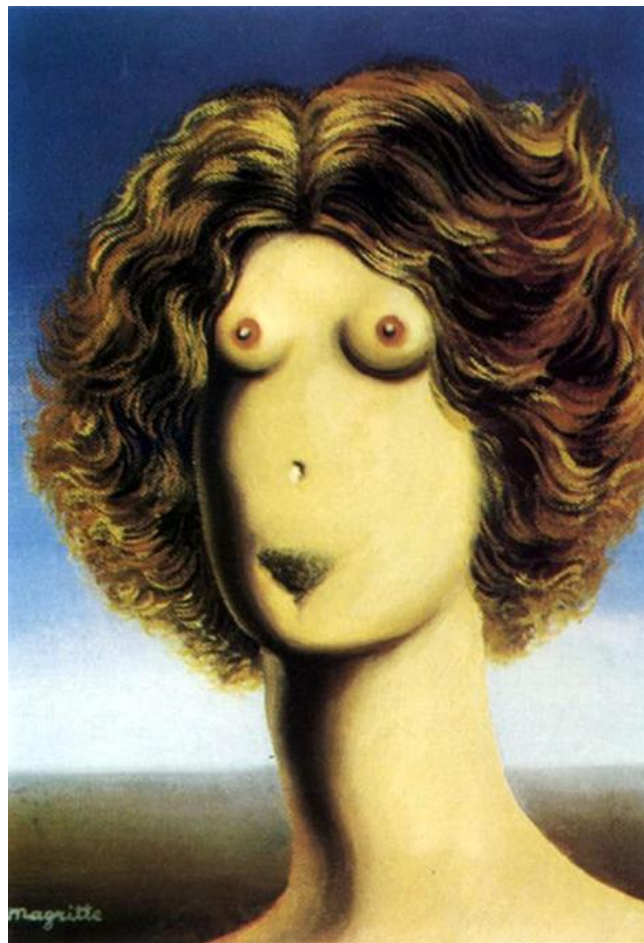
effectiveness



The
DEEP
DIVE

In 4 STEPS

<https://www.youtube.com/watch?v=W6EgoiPxNDs> [IDEO]



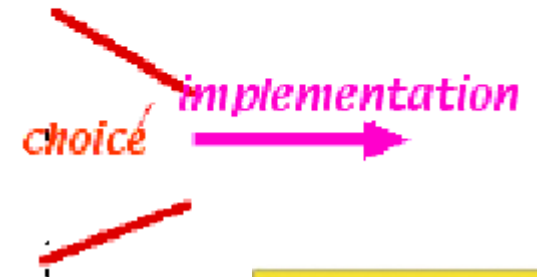
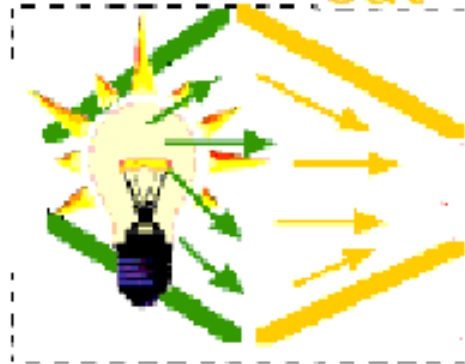
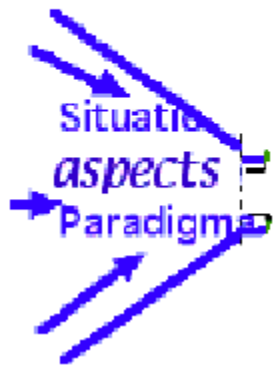




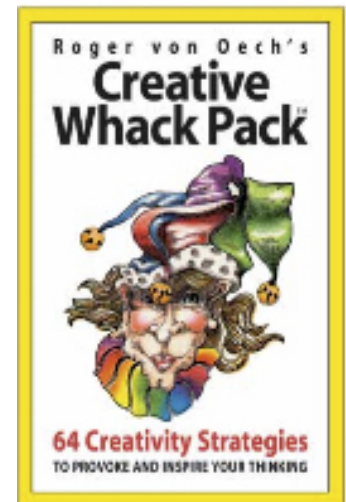
See Hear

Invent Try out

Experience



SH I T E: the real needs



1. Don't push the river -> find strange attractor

2. Effectiveness takes priority over efficiency

3. Agree on procedures & rules inside group

4. Celebrate your limitations:

look inside boat (box)

5. Reframe idea killers:

enlighten shadow

6. Check what crowd would do,

then do something else

7. When you know goal:

look at the route to get there

8. Bring beginner's mind:

always start as 'man from Mars'

9. Stick to Humane & Fair play:

you'll always remember what you did

10. Consider consequences of solutions

to '3rd degree'

11. Don't take yourself too serious;

laughter helps

12. Dare to change your mind.

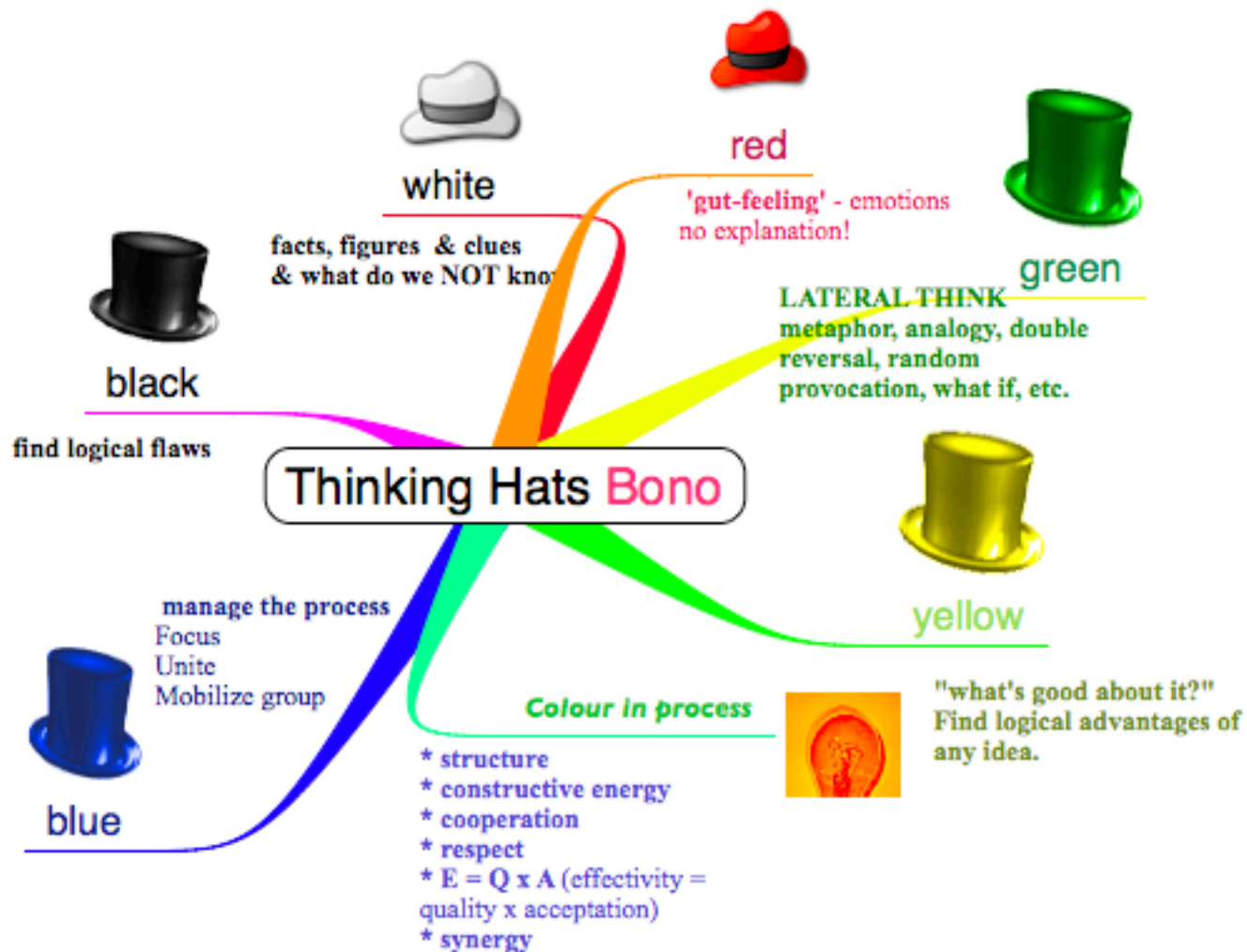
that's why you've got one.

13. dare to fail

13 creative virtues



No jumping to conclusions



Rogers evaluation

In his book 'The new Revolution' Carl Rogers gives a way for positive feedback. An essential part of this technique is the acceptance of the other *as he/she is*. You name what you liked in the actions of the other(s) and you formulate a suggestion on what *you* would like.

Procedure

Always give opportunity to prepare: each one reflects on participants and looks for one 'good' aspect and one that you would do differently.

(1) First round

First person makes a round by giving one 'good/favourable' action of each participant.

Formulate in positive manner: "I like ...; I appreciate; I admire"

All the others follow likewise.

(2) Second round:

First person reframes 'unfavourable' aspect into a suggestion e.g. "I would like you to / appreciate / prefer"

(3) Third round:

Reflection and intention: Individually each participant decides on 1 action for change.

For complete evaluation:

<http://www.hanskokhuis.nl/RogersEvaluation.pdf>



For the complete presentation see:

<http://www.hanskokhuis.nl/survey%205November2018.pdf>

For extra information:

<http://www.hanskokhuis.nl/Quotes.html>

<http://www.creasynt.nl/creativeprocess-explanation.pdf>

<http://www.hanskokhuis.nl/StartEnglishIndex.html/>

