

Course Outline

HUM 246: CREATIVE THINKING

Fall 2010

SVHEC Business Council Classroom, 2nd Floor | Earp Lab, TBA
430-545PM Tuesdays and Thursdays

Instructor:

Ben Capozzi

bencapozzi@mac.com

call or text 540.227.0221

aim/ichat/skype: bencapozzi

Office Hours:

By appointment

In person in SVHEC Business of Art & Design suite, 1st Floor

Via Skype ("bencapozzi")

Course Weblog:

<http://hum246fall2010.blogspot.com/>

Important Dates

* Note - Class does not meet Tuesday 10/12

- **August 24** - First day of class
- **September 8** - Last day to withdraw with full tuition refund
- **October 7** - Research Project Subject + Outline Due
- **October 11-15** - Mid-terms
- **October 12** - Faculty Day, No classes
- **October 14** - Mid-term presentations
- **November 1** - Last day to withdraw without mitigating circumstances (** This is different from date published in student handbooks.*)
- **December 9** - Last day of class
- **Final EXAM** - Project Presentations TBD

About this Course

FROM THE VCCS CATALOGUE DESCRIPTION: Examines and analyzes creative and effective thinking processes with applications in individual and group projects to solve business, scientific, environmental, and other practical problems.

Lecture 3 hours per week.

3 credits

This class looks at the role and development of creative thinking ability in Education and Business.

Concepts

- creativity
- *heuristic* and *algorhythmic* thinking
- the business value of creativity

- design thinking
- curiousness
- collaboration

Learning Outcomes

- an understanding of the value of creative skills and ability
- knowledge of techniques and processes that foster creative thinking and ability
- increased capacity for combinatory play and symphonic thinking
- increased collaborative ability
- application of the aforementioned skills for betterment of your life, your learning, and your career

Additional Points

1. This is a college-level class. If you are new to college, you may find that you will bear a great degree of responsibility for your education, perhaps more than you are used to. My assumption is that you are each intelligent, creative, self-responsible, capable of learning **and willing to do so**. If that assumption is correct, we're good to go. If it is not, this class may not be right for you.
2. Students in this course will need reliable and REGULAR access to email and the internet. If you are not in the habit of checking email as often as you check, say, **Facebook**, this class will be an excellent opportunity for you to get into the habit. If you do not have email, one can be provided for you. A high-speed (DSL or better) internet connection will also be helpful, though not required.
3. This course makes extensive and aggressive use of the internet and other digital resources to create, collaborate, communicate, and share content, ideas, and responses. If that will present a challenge to you, let the instructor know as soon as possible. Open lab hours will be posted. **I will do everything I can to help you perform well in this course.**
4. Creativity is not just for artists, though artistic practice has a lot to teach. The PROCESS of making art is more than its own reward, and there is REAL value in trial and error, the safety of mistakes, and in all that practice. **Therefore**, we will share an artist's emphasis on building a large body of work -volume can be an excellent way to arrive at value.
5. This course is a work in progress and incorporates my own experience teaching here, at Virginia Tech, and as an artist, publisher, and freelancer. You, too, are a part of the shape of this class and your comments and suggestions for adjustment and improvement are welcome.

Textbooks

[A Whole New Mind](#) by Daniel Pink (<\$11)
6x9 PINK Moleskine cahier journal (<\$7)

Instruction and Evaluation

PRESENTATION + DISCUSSION

Discussion, presentation, demonstration and articulation are not solely the responsibility of the instructor. Group and individual presentation of course materials and projects will be expected of all students. Students will be asked to lead conversations about reading assignments, and **each**

one of you MUST make a few presentations this semester, including your final Research Project Presentation.

READING + LISTENING ASSIGNMENTS

Weekly readings will be assigned, and ALL students are expected to complete readings in time for class. Additionally, students may be asked to listen to audio interviews online. Reading + Listening assignments will be announced in class, and posted to the course weblog.

IN-CLASS ACTIVITIES

Throughout the semester, you can expect daily activities including journal and writing activities, drawing and acting exercises, abstract thinking and conversation, and games.

HOMEWORK ASSIGNMENTS

Throughout the semester, you can expect homework assignments including reflective journal and writing activities, drawing and acting exercises, abstract thinking and conversation, and games. Other tasks may involve writing, ideation, documented play, performance, learning, or teaching activities. These projects are derived from Daniel Pink's exercises to develop the six senses identified in his book *A Whole New Mind*: DESIGN, STORY, SYMPHONY, EMPATHY, PLAY, and MEANING.

WIKI

Students in this course are supported by a documentation wiki, which you will be expected to contribute to for sharing learning. Details will be discussed in class.

DESIGN NOTEBOOK

You will be responsible for keeping an individual design notebook, a "Pink Portfolio" of design ideas, documentation, and observations made throughout throughout the semester.

PROJECTS

You will complete three projects this semester, MeMake; Emotionally Intelligent Signage; and a Creative Profile. Details will be discussed in class.

QUIZZES + EXAMS

There are no formal exams or quizzes in this class.

RESEARCH PROJECT

You will conduct research and formally present a "proof of concept" for a process improvement of your choosing. Details will be discussed in class.

COURSE EVALUATION

20% Wiki Contribution

30% Projects (Memake; Intelligent Signage; Creative Profile)

30% Pink Portfolio, In-Class Activity & Sketchbook (collected every 3 weeks)

20% Im-PROOVE-ment Project & Final Presentation

GRADING SCALE

If a student has adequate attendance and is not delinquent in any of the above course requirements, the final grade will be at least as follows as determined by the student's average on graded work:

A = 91-100 Superior

B = 81-90 Above Average

C = 71-80 Average
D = 61-70 Below Average
F = 60 and below Failure

NOTE - The instructor reserves the right to make adjustments to the syllabus as necessary.

ATTITUDE

My hope is that you will each engage the readings, activities and exercises in good faith, and you will be prepared to discuss, debate, and deepen your understanding in class each time we meet. But the material in this course may be challenging. It's definitely different, and human beings are generally threatened by what's different. Do let Apathy be your response. Apathy is unacceptable. If this class isn't for you, you'll know fairly quickly and should make alternative arrangements accordingly.

ATTENDANCE

You are expected to comply with the DCC attendance policy, in particular: "**...Regular attendance is expected of students. Students missing twenty-five percent (25%) or more of the total time allocated for classes and/or labs may be administratively withdrawn from the course upon recommendation of the instructor.**" Refer to the Attendance section in the DCC College Catalog (pg 23) for more information.

The provisions of the College Honor Code are in effect for this course. You are encouraged to learn and interact with each other to get projects done, but you may NOT pass off someone else's ideas or work as your own; that cheats both you, the person stolen from, and the instructor. Disruptive behavior is (in general) not allowed.

Additionally:

If we meet in a computer lab:

DO NOT surf the internet, chat aimlessly, text, or listen to music (w/ or w/o headphones) during the main conversation or when otherwise asked for your attention.

DO NOT store backpacks and book bags under computer stations.

DO put away headphones, tidy keyboard, and straighten your station before you leave if we are in a computer lab.

In general:

DO NOT bring food or drink to the SVHEC second floor unless you are an instructor.

DO ask questions.

DO participate.

DO learn useful things.

Addenda

Students Who Are Receiving Financial Aid, please note:

Continuous Alert

If a faculty member submits a continuous alert for a student because of poor attendance, **disbursement of financial aid proceeds by check will be blocked** until each faculty member submitting such an alert has given Admissions permission to remove the alert. In addition to blocking the check request, a continuous alert blocks enrollment for future semesters until the block is removed.

No Shows

If a student never attends a class or only attends one time before the refund deadline, the student will be considered a "no show" and withdrawn from the class. Faculty will report "no shows" to the division office by the refund deadline for all classes they teach.

ADA Services

Danville Community College is committed to meeting the needs of all students and providing access for persons with disabilities. Reasonable accommodations are available to those students with diagnosed disabilities. Students with diagnosed disabilities wishing to receive specific accommodations must be registered with the Disability Services. For more information, please contact Laura Daniel, Counselor and ADA Coordinator, at 797-8572 or ldaniel@dcc.vccs.edu.

SVHEC Policies

Children are not allowed in any classrooms or computer labs, nor should they be left unattended in any part of the building.

Only Southern Virginia Higher Education Center students are allowed to use the computers.

You should not share your computer account access with anyone.