

IND 6939

Graduate Seminar: Creativity Applied

Fall 2023

Credits:	3
Meeting Time:	Thursday 9:35 – 12:30 (room 411)
Faculty:	Jason Meneely, Assistant Professor
Office:	352 ARCH Building
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Email:	jmeneely@ufl.edu
Office Hours:	MW 12:30

Course Overview

This course will examine theory and research on creativity with special emphasis on igniting creativity in individuals, the workplace, and on creative teams. Dimensions of creativity will span the creative person, the creative process, the creative product, and the creative environment. The question of what constitutes a creative person will be explored in depth by studying creative trajectories of diverse innovators, both historical and contemporary, across the arts and sciences. Research methodologies and assessment issues will be examined from a cross-disciplinary perspective by exploring quantitative, qualitative, and mixed methods employed in creativity focused research.

Course Objectives

- Understand creativity in persons, processes, products, and environments
- Further understand and tap into your own creativity
- Identify personal, social, and organizational roadblocks to creativity
- Examine management issues and strategies for nurturing creativity in organizational settings.
- Learn methodologies and measurement issues related to creativity research
- Review and analyze doctoral research on creativity

Course Structure

Readings, analysis, presentation, discussion, individual/group activities and applied exercises. This seminar depends on the active engagement of all students in cycling through a learning and sharing process of presenting, reacting, critiquing, experiencing and reformulating ideas and positions.

Course Policies

- 1. Readings:** To maximize learning in this seminar, it is critical to read and be ready to discuss the assigned readings. Presentations, discussions and activities will be based on the assumption that you are prepared to critically engage the seminar topics.
- 2. Late work and Make-ups:** No late assignments will be accepted and you will not be allowed to “make up” participation points. In cases of emergency, together we can determine a course of action.
- 3. University Policies:** You must follow all policies and regulations regarding academic honesty, plagiarism, etc. as stated in the UF catalog. Cheating and/or plagiarism will result in an automatic failure for the course.
- 4. Attendance: PLEASE DO NOT COME TO CLASS SICK.** Attendance will be taken every class session. Due its interactive nature this course subscribes to a no-cut policy. Any unexcused absences will result in a lowering of the final course grade. An excused absence requires PRIOR instructor approval or post-documentation of illness, injury, or other life

circumstances. Excessive absences may lead to your removal from the course. In addition, please be on time for class.

- 5. Accommodations:** Students with different abilities who require accommodations (academic adjustments and/or auxiliary aids or services) for this course must contact the Office for Student “Disability” Services.

Course Requirements

40-Day Creative Challenge (worth 35%)

Students will explore, seek out, invest in, challenge, and document their own creativity.

Creative Trajectories: Profiles of the Creative over the Lifespan (worth 40%)

Paper, Timeline, and Presentation. Students will select and analyze the traits, motivations, creative productivity and environmental obstacles and opportunities in a creator of their choosing. The chosen creator must be in a different field from the student and approved by instructor.

Discussion Leadership (worth 15%)

Students will be responsible for giving class presentations where they will lead and facilitate discussion. Topics will be chosen during our first class sessions.

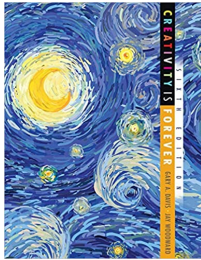
Participation and In-Class Activities (worth 10%)

Students are expected to attend each class session and actively participate in in-class activities. In addition, we will engage in hands on creativity activities during seminar

40-Day Creative Challenge Project	35%
Creative Trajectories Project	40%
Discussion Leadership	15%
<u>Exercises, In-class Activities, Participation</u>	<u>10%</u>
Course Grade	100%

A = 90 – 100%	C = 70 – 76%
B+ = 87 – 89%	D+ = 67 – 69%
B = 80 – 86%	D = 60 – 66%
C+ = 77 – 79%	E < 60%

Required Texts & Readings



Davis, G.A. (2020). *Creativity is Forever* (6th edition).
Dubuque, IA: Kendall/Hunt ISBN-13: 978-1524989132

Harvard Business Review (2020). *HBR’s 10 Must Reads on Creativity*. ASIN : B083ZK6NFG

Course Evaluation

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.aa.ufl.edu/students/>. Students will be notified when the evaluation period opens and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/public-results>.