

Wisdom is not the product of schooling but the lifelong attempt to acquire it. - Albert Einstein

University of Colorado at Boulder

# Creativity Challenges and Opportunities in Social Computing

### **Panel Members**

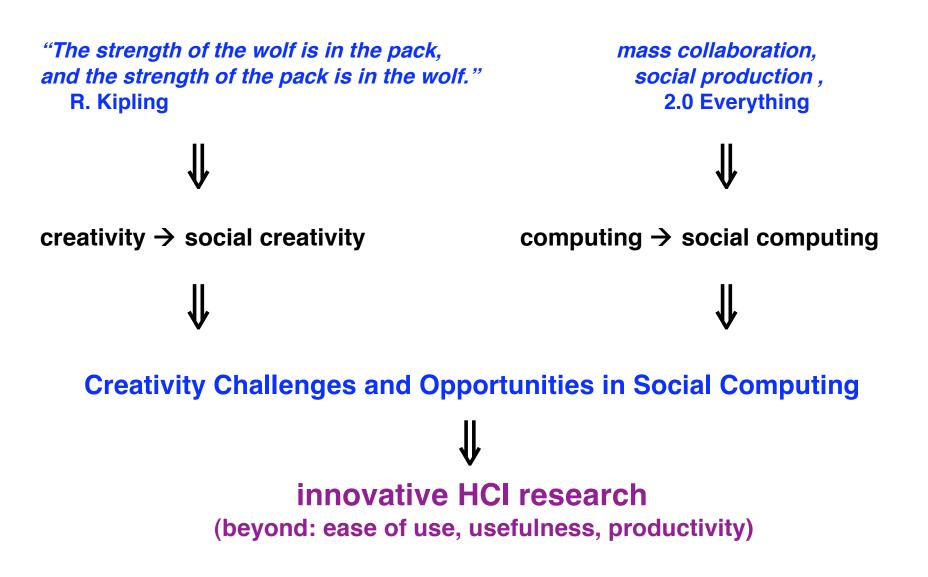
- Gerhard Fischer Center for LifeLong Learning & Design (L3D), University of Colorado, Boulder
- **Pamela Jennings** Banff New Media Institute, The Banff Centre, Alberta
- Mary Lou Maher Program Director, NSF Program "Creativity and IT" and Design Computing, University of Sydney
- Mitchel Resnick MIT Media Laboratory, Cambridge
- Ben Shneiderman HCIL Laboratory, University of Maryland, College Park

# Getting All of You Involved

### **Backchan.nl:** a web based backchannel system

- managing questions for presenters
- allowing audience members propose and vote on other people's questions
- top rated questions are projected in the presentation space so audience members, moderators, and panelists can see them

## The Topic

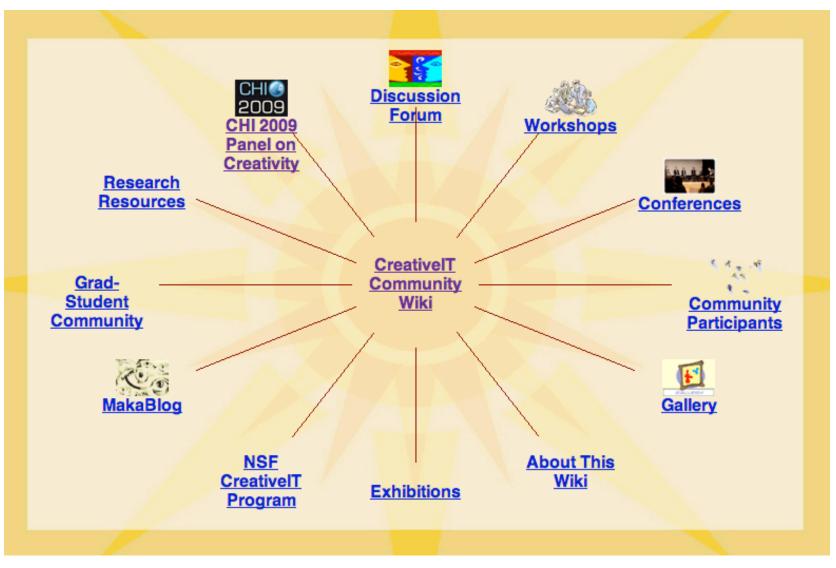


### A Timely Topic: A Sample of Workshop

- "Creativity Support Tools", Sponsored by NSF, June 2005, Washington
- "About Face: Interface Creative Engagement in the New Media Arts and HCI", April 2006, CHI 2006, Montreal
- "Synergies Between Creativity and Information Technology, Science, Engineering, and Design: Defining a Research Emphasis", November 2006, Arlington
- "Success factors in fostering creativity in IT research and education", January 2008, Arizona State University, Tempe
- "Studying Design Creativity'08: Design Science, Computer Science, Cognitive Science and Neuroscience Approaches: The State-of-the-Art", March 2008, Aix-en-Provence, France
- "Creativity and Rationale in Software Design", June 2008, Penn State

### A Social Computing Environment for the CreativeIT Community

http://l3dswiki.cs.colorado.edu/CreativeIT/



# **Controversial Topics**

- how can we augment HCI research by integrating creative and digital arts practices and practitioners whose work is founded on the promotion of critical thinking and social engagement? -> Pamela
- how can we sow the seeds for a more creative society by educating students as creative thinkers? → Mitchel
- how will creativity research support the emergence of new intellectual cultures between HCI and digital arts? → Mary Lou

### L3D's Research in Social Creativity and Social Computing

### domain-oriented design environments

- focus on content, rather than tool
- back-talk to the owner of problems
- critiquing
- meta-design
  - design for designers
  - end-user developments
  - low threshold and high ceiling
  - motivation

#### social creativity

- collaborative design and decision making
- boundary objects
- reflective communities
- table top computing environments

# **Envisionment and Discovery Laboratory**

