

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

Increasing Participation and Sustaining the CreativeIT Research Community

Social Creativity

Gerhard Fischer NSF CreativeIT PI Workshop, January 2009

Individual versus / and Social Creativity

"The strength of the wolf is in the pack, and the strength of the pack is in the wolf."— Rudyard Kipling

- individual creativity can make a huge difference (movie directors, leaders of sports teams, leading scientists, influential politicians)
- emphasis on social creativity because individual creativity has limits → in today's society, the Leonardesque aspiration to educate and have people who are competent in all intellectual disciplines fails
- important real-world problems are systemic; they seldom fall within the boundaries of one specific domain → they require the participation and contributions of multiple stakeholders with various backgrounds

Fundamental Challenge and Opportunity for Social Creativity

consumer cultures

focus: produce finished goods to be consumed passively

cultures of participation

focus: provide all people are with the means to participate actively in personally meaningful problems

Social Creativity in Cultures of Participation

domains

- Web 2.0
- Learning 2.0
- President 2.0

concepts

- prosumers
- pro-amateurs
- user-generated content

What is needed: an analytic framework

Model Authoritative underlying Consumer Cultures

- Strong Input Filters, Small Information Repositories, Weak Output Filters
- Limitation: Making All Voices Heard



Model Democratic underlying Participation Cultures

- Weak Input Filters, Large Information Repositories, Strong Output Filters
- Limitation: Trust and Reliability of Information



Example: CHI versus HCI-International Conferences



Methods for Studying Creativity

- Psychometric Methods
- Experimental Methods
- Biographical Methods
- Biological Methods (cognitive neuroscience)
- Computational Methods
- Contextual Methods