Environment for Creativity – A Lab for Making Things

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A Lab for Making Things

A reflection – Everyone can be creative!
Creative Making

. design = making --> creativity

. models and characteristics

. pro.gram = de.sign
The Joy of Making Things

to create == to make
To create:

1. Said of the divine agent: To bring into being, cause to exist; esp. to produce where nothing was before, 'to form out of nothing'

2. To make, form, constitute, or bring into legal existence (an institution, condition, action, mental product, or form, not existing before)

To make:

1. To produce (a material thing) by combination of parts, or by giving a certain form to a portion of matter, to manufacture; to construct, assemble, frame, fashion.

2. Of God (also of Nature personified, etc.): to create (a material or spiritual object).
Models for Creative Design

- materials & process
- studio laboratory environment
- the Leonardo model
Studio-Laboratory & the Leonardo Model

scientist, inventor, artist
engineer, architect, painter, composer, mathematician, etc...
subjects, departments, schools, colleges
Creative Engagements

- owning the problem
- design and the play instinct
- building tools to make things
Owning the Problem

- deciding what to design
- figuring out the “wants”
- having a reason to design
Owning the Problem
Design and the Play Instinct

- tinkering
- play within constraints
- problem & solution co-evolve
Design and the Play Instinct
Building Tools to Make Things

- object to think with
- ways of working
- methods and tools
Building Tools to Make Things
pro.gram = de.sign

pro = forward
gram = writing

de = out
sign = mark

to mark out
to make an explicit representation

pro.gram = de.sign
Thanks

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