

Design Creativity: A Multi-Dimensional Perspective

The workshop brought together researchers from

- different disciplines (including: design, computer science, cognitive science, and neuroscience); and
- different countries (including: France, Germany, Spain, USA, India, Japan).

With such a great variety of different voices present, it should come as no surprise that a substantial part of the workshop was spent to understand the unique perspectives which people brought to the theme of the workshop "Design Creativity".

Numerous design and creativity topics such as (in no particular order and without representing a complete list)

- creativity seen from a process and a product perspectives;
- individual differences ;
- the role of individuals versus groups;
- the continuum of novice to expert contributors;
- the question whether design and creativity is domain-dependent or domain-independent;
- the impact of Web 2.0 technologies and participation cultures on design and creativity; and
- transdisciplinary approaches towards understanding design creativity.

A focus of the workshop was to discuss the "how" and "what" of studying design creativity from the perspectives and the unique discourses by the four disciplines present. Different dimensions and settings for studying design creativity were explored including quantitative and qualitative approaches and settings ranging from "in-vitro" (e.g., the laboratory) to "in-viva" (e.g., in the world).

From a personal point of view I found the workshop a stimulating event: it demonstrated the importance to explore a topic such as "design creativity" from multiple perspective. The workshop also created a community feeling (which will hopefully last for a long time) and I met a number of interesting researchers the first time.

Springer will publish a set of edited papers from the workshop and the volume will be edited by John Gero.