

workshop(s) – creative thinking

A. Eliens & Marek van de Watering 2009

This presentation gives an outline (proposal) of a series of workshops for a planned weekend *creative thinking* organized by the student union of Twente University. The underlying idea is, in essence, that the participant(s) of the workshop(s) are set to develop a game in urban space, inspired by their own experiences, aspirations and dreams. The workshops are meant to stimulate alternative (modes of) thought(s) and experience(s), and to train the students in sensibility and communication(s), using various media.

design(s) – private & public space(s)

space(s) / loser(s) / dilemma(s) / answer(s)

- lets connect (y)our **dot(s)** – *the mind meets the body* – goal(s)

workshop(s) – dream(s) & plan(s)

prepare – act/express/present – reflect

- what are (y)our **dream(s)** – *the mouth feeds the eye* – identity
- lets (for)get (y)our **plan(s)** – *the mind fills the space* – orientation

intermezzo(s) – the (anti) theory of creativity

dilemma(s) / comment(s)

workshop(s) – move(s) & game(s)

prepare – act/express/present – reflect

- show (y)our (un)expected **move(s)** – *the feet direct the brain* – exploration
- start/stop playing (y)our **game(s)** – *the eye navigates the body* – navigation

intermezzo(s) – what can we (un)learn from art

dilemma(s) / comment(s)

workshop(s) – find(s) & play(s)

prepare – act/express/present – reflect

- (look at) (y)our **find(s)** – *the hand feels the mind* – presentation
- execute (y)our **play(s)** – *the feet connect the hands* – communication

intermezzo(s) – cultural probe(s)

dilemma(s) / comment(s)

workshop(s) – thought(s) & design(s)

prepare – act/express/present – reflect

- manage (y)our **design(s)** – *the mind seeks the mouth* – reflection

finale(s) – urban game(s)

game(s) / winner(s) / challenge(s) / question(s)

- realize (y)our **game(s)** – *the senses come to mind* – realization

game(s) – meaning / C4(X) / engine(s) / space(s)

twinkle(s) / difference(s)

- **challenge** – relevance, feedback, confidence
- **curiosity** – *cognitive / sensitive* discrepancy
- **control** – contingency, choice, power
- **context** – intrinsic or extrinsic metaphor(s)

gaming is a waste of time / design / game(s) / ximpel
play / war(s) / dynamic(s) / challenge(s) / value(s) / theory

workshop(s) – game(s) in private & public space(s)

prepare – act/express/present – reflect

1. what was your most recent (un)creative behavior?
2. what would you like to (un)learn?
3. what do you think/feel about X?
4. how do you behave/connect with Y?
5. where did you hide (y)our dream(s)?
6. what is your favorite story?
7. why did you not tell us before?
8. what is on your mind?
9. what is under your feet?

goal(s)/dot(s)

the mind meets the body

- idea/inspiration(s) – **have fun and play!**
- **prepare** – think of fun/nice/scary issues in **private/public** space
- **act/express/present** – sketch in **word(s)/drawing(s)** an idea for a game
- **reflect** – with what means do you want to **express your idea(s)**?
- remark(s) – **creative thinking** is an **antonym**, **think** with (y)our **senses!**

identity/dream(s)

the mouth feeds the eye

- idea/inspiration(s) – **we create identity**
- **prepare** – tell **who** you are, and **why** you want to be here
- **act/express/present** – **draw** (y)ourself and (the/selected) **other(s)**
- **reflect** – who are you **in relation** to others?
- remark(s) – you may use **word(s)/tag(s)** in **drawing(s)!**

orientation/plan(s)

the mind fills the space

- idea/inspiration(s) – stephania's (arte povera) **installation**
- **prepare** – what **symbols/signs/words** have (y)our interest?
- **act/express/present** – place (representative) **paper(s)/object(s)** in space
- **reflect** – what does the **constellation(s)** tell you?
- remark(s) – see **representation(s)** of **meaning** as **object(s)!**

realization/game(s)

the senses come to mind

- idea/inspiration(s) – **ambient screen(s)**
- **prepare** – collect (y)our material(s) and **set up (the) workflow(s)**
- **act/express/present** – create storyboard(s), **scenario(s) & game mechanic(s)**
- **reflect** – how do we **evaluate (y)our game(s)**?
- remark(s) – although the **focus** is on **process**, the creative act(s)/process needs tangible/sensible **expression(s)!**

reference(s)

- innovatie – www.kreanova.nl/fileadmin/pdf/fmi10_2007.pdf
- communicatie – www.kreanova.nl/fileadmin/pdf/generatieleren_artikel_lino.pdf