

Dakota County Technical College

SMGT 1270: Creativity and Innovation

A. COURSE DESCRIPTION

Credits: 1

Lecture Hours/Week: 1

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

Tapping into your creative energy can make you more valuable to the company you work for and more effective in solving problems and innovating improvements and can be really fun. Discover a variety of tools to increase your creativity. Develop strategies for encouraging and supporting others' creative efforts. Understand the relationship between creativity and risk taking. Learn to develop an environment which fosters creativity. Prerequisites: None

B. COURSE EFFECTIVE DATES: 04/07/1998 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

D. LEARNING OUTCOMES (General)

1. identify benefits of creativity and innovation
2. identify creativity characteristics
3. overcome barriers to creativity and innovation
4. use creative techniques
5. use creative thinking techniques to solve problems

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted