

# Dakota County Technical College

## ARTS 1201: The Creative Process

### A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: \*.\*

OJT Hours/Week: \*.\*

Prerequisites: None

Corequisites: None

MnTC Goals: Goal 06 - Humanities/Fine Arts

Much of the thinking learned in school and in the work environment place an emphasis on learning how to understand claims, follow or create a logical argument, figure out the answer, eliminate the incorrect paths and focus on the correct one. There is, however, another kind of thinking, centered on exploring ideas, generating possibilities, looking for many right answers rather than just the "correct" one. There is, however, another kind of thinking, centered on exploring ideas, generating possibilities, looking for many right answers rather than just the "correct" one. Both of these kinds of thinking are vital to success in the work place, yet the creative approach tends to be ignored until after the formal education is complete. In this course, we will explore the creative thought process and develop systems to encourage and develop new idea generation.

Meets MnTC Goal 6

**B. COURSE EFFECTIVE DATES:** 05/10/2011 - Present

**C. OUTLINE OF MAJOR CONTENT AREAS**

## **D. LEARNING OUTCOMES (General)**

1. practice and demonstrate the creative process
2. research and define creative synthesis
3. research and define creative revolution
4. research and define creative reapplication
5. apply the technique of a creative change in direction
6. discuss and develop tools to overcome creative "negative attitudes"
7. debunk the myths about creativity
8. develop skills for overcoming creative "mental blocks"
9. discuss the impact of the following terms on creativity, prejudice, fixation, learned helplessness, psychological blocks
10. develop a "positive creative attitude"
11. investigate creative process models
12. participate in creative process exercises
13. lead creative brainstorming sessions
14. explore the concept of "creative triggers"
15. develop an appreciation of humor and fun in the creative process
16. develop and apply the "rules for brainstorming"
17. participate and evaluate in individual and group "brainstorming exercises"
18. define the brainstorming roles of explorer, artist, judge, warrior
19. develop the creative skills of storyboarding and logging creative ideas
20. use the process of "mind mapping" to increase creativity
21. research and report on the qualities of an "innovator"
22. develop and apply "self-motivation" techniques
23. participate in "synergy" exercises
24. use the Walt Disney, "Creative Circle" method of creativity thinking
25. apply Edward de Bono's Creativity Techniques
26. develop a personal philosophy of "creative thinking and process"

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

Goal 06 - Humanities/Fine Arts

1. Demonstrate awareness of the scope and variety of works in the arts and humanities.
2. Understand those works as expressions of individual and human values within an historical and social context.
3. Respond critically to works in the arts and humanities.
4. Engage in the creative process or interpretive performance.
5. Articulate an informed personal reaction to works in the arts and humanities.

## **F. LEARNER OUTCOMES ASSESSMENT**

As noted on course syllabus

## **G. SPECIAL INFORMATION**

None noted