Creativity, Technology and Education

Chapter Outline

Introduction
Towards a definition of creativity
The link between creativity and technology
Simulations and creativity
Risk, technology and creativity
Experimentation and creativity
Conclusions
Activity
Do you think the current use of technology in schools lends itself more readily to the creativity associated with artistic outcomes or to those more akin to the commercial and business world?

Activity
Applying either the list of attributes of the creative individual identified by NACCCE or that of Csikszentmihalyi as a guide, reflect on some learning activity that you have been engaged in that makes extensive use of technology. Decide whether you were being creative or not. State why you have come to that conclusion.

Activity
Loveless (2007) believes that digital technologies can allow for non-sequential thoughts and actions. This reflects how the human brain works and, thus, more readily facilitates creativity. Provide examples from your own learning of the capacity for nonlinearity that ICTs in particular have.

Activity
Use the web to find additional examples of modelling or simulation packages and identify how they might be used in an educational context to promote creativity.
Activity

Monke (2004) highlights a simulation package designed to expose users to the decision about resources that early American pioneers faced to illustrate what he perceives as a fundamental weakness. He complains that because the deeply human element of the real story of these explorers has been reduced to no more than deciding whether to take one tin of beans or two, ‘the resilient souls of the pioneers are absent from the simulation’ (Monke: 2004, 11). What significance does this have for developing creativity in learning and teaching context?
Big Question

Does technology truly offer the facility for learners to be more creative, or is the caution identified by Monke (2004) about experiencing things one-stage removed in virtual environments (whatever form they take) an impediment to real creative activity?