Typepad for
Research on the Pedagogy of Creativity and Creative Pedagogies
October 18, 2010

Disciplines represented
Engineering
Outreach
Clinical Psyc
Com arts
Libraries
Telecom
Art
Art History
Horticulture
Music
Telecommunication, Information Studies, and Media (TISM)
Usability / Accessibility Research & Consulting (UARC)
Residential College
MSU Museum
TE
Health Care
WRAC
Writing Center
FOD

OVERARCHING THEMES
-- ASSESSMENT
-- GRANT PROPOSALS
-- BIBLIOGRAPHY/DEFINITIONS
-- DETERMINING WHERE WE ALL FIT
-- IDENTIFYING OTHER PARTNERS
-- COMMUNICATION BETWEEN #MSUCREATIVITY CLUSTERS

-- MAKE SURE TO COMMUNICATE WITH CLUSTER
-- WE WILL EMAIL ALL ON LIST AND PROVIDE MECHANISMS FOR
COMMUNICATION
AND COLLABORATION

Why are people here?
-- new knowledge generation
--learning outside of class/school
--understanding creative teachings strategies - do they work?

Short Term Goals
-- Work on proposal related to the idea, applied to clinical population
-- Bibliography

-- Define creativity
-- Identify funding
-- brainstorm proposals
-- look at national groups doing this
-- identify other universities & partners
-- determine where people in the cluster fit
-- have students interview faculty on what creativity means to them, capture w/flip and post
-- wiki for adding posting/ideas

Long Term Goals
-- GRANT IDEA: Lego Robots, children (K-8) - bully robot, victim robot, peer. Kids need to figure out how to get robots to behave, everyone dances. Called TAP (Technology Assisted Psychology)
-- GRANT IDEA: Identify best practices in creative pedagogy - outcomes & research validation, becomes web based research
-- Like the Honors option in courses, C-Option on Creativity
-- Identify pedagogies in teaching various literacies (info, visual, quant)
-- Solid bridges between departments to COE & Other learning and dev. sciences (balance teaching with understanding learning
-- 3-4 proposals by spring
-- how do we develop students as lifelong learners
-- in class/ out of class, formal and informal learning identification, research on this in the lens of creativity - how are they learning
-- use the videos as research data and track and write based upon
-- assessment
-- creative competitions based on quickfire model (community, parents, teachers, etc.)
--What is inquiry, what is teaching - what does this mean?
-- how do students gather knowledge over a short period of time (reverse engineering)