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)