



IdSpace Workshop on

Methods & Tools for Computer Supported Collaborative Creativity Process: Linking creativity & informal learning

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"Learning in the Synergy of Multiple Disciplines"
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Organizers

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- Prof. dr. Peter B. Sloep, Programme Director Research & Development Technology Enhanced Learning at the Centre for Learning Sciences and Technologies of the Open University of the Netherlands.

Preface

This volume contains the proceedings of the workshop on “Methods & Tools for Computer Supported Collaborative Creativity Process: Linking creativity & informal learning”. This workshop was held within the ECTEL 2009, the 4th European Conference on Technology Enhanced Learning "Learning in the Synergy of Multiple Disciplines”, in Nice on the 30th of September 2009.

The aim of this workshop is to bring together experts from R&D groups that work in the area of computer supported collaborative creativity process, and want to contribute to the discussion, validation, and dissemination of useful methods and tools in this area.

Workshop Scope

Creativity is best described as the human capacity regularly to solve problems in a way that is initially novel but ultimately acceptable in a culture [1]. Creativity process is an intense collaborative process of generating and exploring ideas meant to contribute to innovative solution of particular problems. During this process, team members go through cycles of divergence, in which new ideas are generated and explored, and convergence, in which new ideas are valued and detailed. Innovators need appropriate methods and supportive tools to generate ideas, reuse them, take them apart, criticise them, or even reject them. Empowering team members to personalise their creativity process in a supportive computer-based collaborative environment of peer assistance, reflection and critique and in interaction with experts and domain specialists can lead also to effective informal learning activities.

Networked technologies, and especially social software systems, provide new affordances that facilitate collaboration, innovation and creativity for organizations. The scope of this workshop will be to exchange ideas and know-how about the various methods and tools that efficiently and effectively support the computer-based collaborative creativity process and offer informal learning opportunities. There will be only few presentations (outcome of a review process). The main emphasis will be given to plenary discussion about the maturity of the processes, the tools as well as about what is needed for supporting such processes in industrial environments.

List of topics

Papers address the following topics:

- Design of collaborative creativity support tools that are based on methods and strategies that help distributed group members collaborate for developing innovative products (e.g. SCAMPER, Six Hats, Jigsaw)
- Research methods to evaluate the usability of collaborative creativity support tools
- Computer supported creativity processes in specific domains
- Assessment framework of collaborative creativity processes.

Acknowledgements

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