TADD 1800: Creativity in Action

A. COURSE DESCRIPTION

Credits: 2
Lecture Hours/Week: 0
Lab Hours/Week: 0
OJT Hours/Week: *.*
Prerequisites: None
Corequisites: None

MnTC Goals: Goal 06 - Humanities/Fine Arts

Creativity in Action is a course that explores an understanding of creativity and innovation, including leading theorists and the generation of ideas. Questions investigated include who is creative, and why? What does it mean to be creative? Is creativity a general attribute, or is it discipline-specific? Students will learn how creative juices flow and how such creative flow materializes into meaningful ideas. Sure, some ideas are wacky, and some are slightly humorous, but we are looking to develop creativity into solving revolutionary challenges. This course values creativity in action, which goes beyond merely risk-taking and solving problems. [**Core Curriculum Goal Area 6]**

B. COURSE EFFECTIVE DATES: 08/20/2022 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. What is Creativity All About?
2. Cultivating Creative Behavior.
4. Valuing Creativity.
5. Creative Problem-Solving.
7. Human-centered Design.
9. Creativity and Self-Awareness.
11. Creativity and Business Entrepreneurship.
12. Encouraging Everyday Creativity.

D. LEARNING OUTCOMES (General)

1. apply methods for overcoming roadblocks and unlocking creativity. (G6C)
2. compare a range of theories related to creativity. (G6B)
3. employ human-centered design tools to generate innovative ideas. (G6D)
4. demonstrate use of the design process. (G6D)
5. understand those works as expressions of individual and human values within an historical and social context;
6. respond critically to works in the arts and humanities;
7. engage in the creative process or interpretive performance;
E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

   Goal 06 - Humanities/Fine Arts

   1. Understand those works as expressions of individual and human values within an historical and social context.
   2. Respond critically to works in the arts and humanities.
   3. Engage in the creative process or interpretive performance.

F. LEARNER OUTCOMES ASSESSMENT

   As noted on course syllabus

G. SPECIAL INFORMATION

   None noted