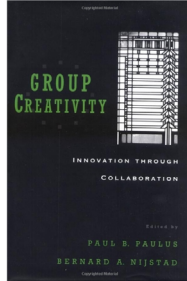


Group Creativity Theory



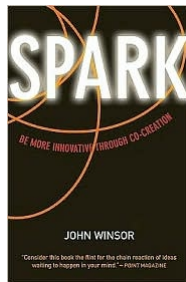
PART I: Group Process and Creativity
PART II: Group Creativity in Context

Contents: <http://catdir.loc.gov/catdir/enhancements/fy0613/2002151032-t.html>

Paul B. Paulus, Bernard A. Nijstad (eds.) (2003). *Group Creativity: Innovation through Collaboration*. New York : Oxford University Press.

eLibrary: <http://site.ebrary.com/lib/academiccompleteitles/docDetail.action?docID=10085239>

Group Creativity for Innovation



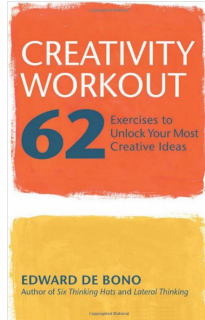
Section 1 The Team
Section 2 The Company
Section 3 The Customer

Collection of texts. Easy to be read. See chapters 1,2,5,6,10 about approaches and methods for groups.

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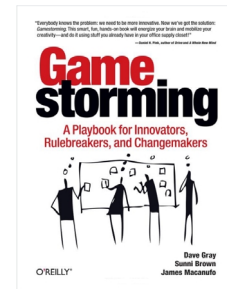
eLibrary: <http://site.ebrary.com/lib/businessitles/docDetail.action?docID=10091316&p00=spark>

Workbooks

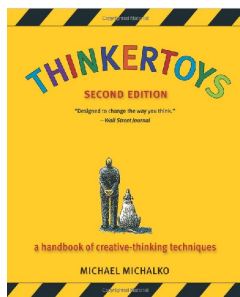


Edward De Bono (2008). Creativity Workout: 62 Exercises to Unlock Your Most Creative Ideas. Berkeley, CA : ULYSSES PRESS

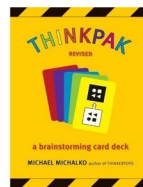
Gray, Dave ; Brown, Sunni ; Macanuso, James (2011). Gamestorming : a playbook for innovators, rulebreakers, and changemakers. Beijing : O'Reilly, 2011



Workbooks



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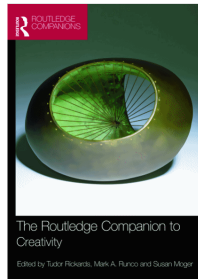
„This ingenious pack of 56 brainstorming cards was developed to assist people in stimulating their creativity and foster new and different ideas.“

<http://creativethinking.net>

Michalko, Michael (2003). Thinkertoys : a handbook for creative-thinking techniques (2nd ed.). Berkeley, CA : Ten Speed Press.

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Individual Creativity Theory

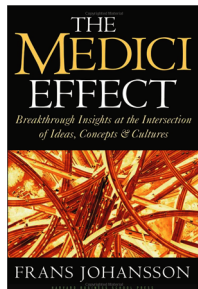


THEME 1: CREATIVITY AND DESIGN
THEME 2: ENVIRONMENTAL INFLUENCES
THEME 3: INNOVATION AND ENTREPRENEURSHIP
THEME 5: METATHEORIES OF CREATIVITY
THEME 6: PERSONAL CREATIVITY
THEME 7: STRUCTURED INTERVENTIONS

Contents: <http://catdir.loc.gov/catdir/toc/ecip0818/2008021055.html>

Tudor Rickards (Ed.) (2009). *The Routledge companion to creativity*. London : Routledge.

Individual Creativity for Innovation



The author „argues that innovations occur when people see beyond their expertise and approach situations actively, with an eye toward putting available materials together in new combinations. [...] Less focused on innovations within a corporate setting than on individual achievements, and more concerned with self-starting and goal-setting than teamwork [...]“

Contents: <http://www.gbv.de/dms/bowker/toc/9781422102824.pdf>

Frans Johansson (2006). *The Medici Effect: Breakthrough Insights at the Intersection of Ideas, Concepts, and Cultures*. Harvard Business School Press: Boston, MA.

WWW Ressourcen



CreaJour (German): Glossar, Process Models, Techniques, Tool Pool

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<http://creapedia.com>



MEKI



„Methoden-Datenbank kreative Ideenfindung“ (German)

<http://nw.vibss.de/management/zukunftskompetenz-ideenfindung-im-sportverein/methoden-datenbank-kreative-ideenfindung/meki-methoden-datenbank-kreative-ideenfindung/>

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Liu, Y.-C., Chakrabarti, A., Bligh, T.: Towards an “ideal” approach for concept generation. Design Studies. 24, 341-355 (2003).

Strickland, B.B. ed: Divergent Thinking, Gale Encyclopedia of Psychology. Gale : Detroit (2001).

West, M.A.: Sparkling fountains or stagnant ponds: An integrative model of creativity and innovation implementation in work groups. Applied Psychology-an International Review. 51, 355–386 (2002).

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Idea generation support for Software Engineering:

Maiden, N., Gizikis, A., Robertson, S.: Provoking creativity: imagine what your requirements could be like. Software, IEEE. 21, 68- 75 (2004).

Mich, L., Anesi, C., Berry, D.M.: Requirements engineering and creativity: An innovative approach based on a model of the pragmatics of communication. Proc. REFSQ. (2004).