



# Inspiration Through Perspiration

*Using changes in perspective to redesign furniture*

Over the course of history humans have developed an unfathomable wealth and breadth of knowledge. We can seemingly create new information out of thin air through methodical research; using studies, experiments and testing to expand our horizons. Science alone however, is only one piece of the puzzle. How does one come up with a scientific question in the first place, or devise a plan to solve it? The answer is creativity. Creativity is different from other forms of thinking, it is elusive and often attributed to innate talent. In recent years however, experts have begun to decode the creative process and have realized that it is a muscle, one can develop it with training and practice. There are four steps to generating a creative idea: Preparation; having sufficient knowledge to play around with, incubation; allowing your brain to subconsciously categorize information, illumination; the "aha" moment where the thoughts finally connect, and verification; nurturing, modifying, improving, and developing the idea until it is ready to be implemented effectively. Abductive reasoning is the process that combines unrelated ideas to create new findings, which among others such as bisociation, out of box thinking, lateral thinking and combinatory play

allow designers to form original and valuable ideas. For this project, we were tasked with redesigning an existing product through the use of design theory. I decided to test my creative skills by reinvigorating a product's aesthetics to exhibit more character. I chose the IKEA Micke desk because I believed while functionally strong, it could benefit from an aesthetic overhaul. As I was sitting there pondering how I could change it, I decided to take a break for some exercise. After skateboarding around for a few minutes, I was inspired by the feeling of instability, fluidity of motion, and the leaning action used to turn, and wondered if I could apply these to the desk's aesthetics. I felt that these were aspects missing from the existing design; it looked overly sturdy, motionless and lacking in character. Engaging in this combinatory play allowed me to remove my head space from the world of design and enter a completely different mindset for a few moments. By combining two entirely separate ideas I was able to create a unique redesign that may not have been possible otherwise. This may be only a subjective improvement, but it highlights the uniqueness of the creative process and what it is capable of. Without creativity, the world would be a very different place.

*Spencer Hebb*

## Bibliography

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