

FYSM 1310 J

Course	Creativity, play, and imagination for innovation in the workplace
Instructor	Eve-Marie Blouin-Hudon
Term	Fall/Winter
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Office Location	
Office Hours	By appointment

COURSE DESCRIPTION/INSTRUCTOR'S STATEMENT

In this course, we will explore the psychology of play and creativity to answer questions like: What is the creative process? What is the use of creativity in the workplace? How do play strategies help enhance creativity?

This course will use *hands-on* activities (yes, even online!) and *group discussions*. By engaging in different play activities, reading about the psychology of creativity, and collaborating with your colleagues, you will develop a final project that is creative (i.e., that adds something new and meaningful to the world).

Specifically, this course will follow an *experiential learning* model, where theories of innovation, creativity, and play will be applied to real-world and workplace experiences. As such, formal lectures will be minimal and much of the learning will occur during collaborative activities and reflection.

EVALUATION

You will be expected to complete assignments that have been designed to help you achieve the learning outcomes of this course. Assignments will be graded according to clarity of written communication, organization of ideas, content, and adherence to APA style guidelines. Your work will also be evaluated based on how well it meets the specific assignment requirements and your achievement of the learning outcomes for this course. More information on each assignment will be provided in class. Detailed marking schemes, feedback on assignments, and assignment grades will be posted to cuLearn throughout each semester. Final grades will be available on Carleton Central.

TEXT

Organizational creativity: A practical guide for innovators & entrepreneurs (by Gerard J. Puccio, John F. Cabra, & Nathan Schwagler)