A Playful Approach to Practicing Creativity and Innovation

Workshop Script
(Divide parts of script among faculty participants as you see fit)

Faculty Call Time: 9:00-am

9:00-10: set up

10:00-10:20: WELCOME/INTRO
Thanks for coming -- we’re so excited to have you here with us today.

We are __________________ (introduce faculty/guides and participant classes)........

We’re doing this because ________________________________.

We believe that ideas are better when we can innovate together across disciplines.
Today we have five hours with you to play and to create.

10:20 to 10:45: Berkeley game
Being physical - moving, being on your feet -- is a key component to creativity as is being
comfortable with each other. Not worrying about being foolish. So we will start today with a fun
game/exercise to warm up. (20 min)

10:45-12:00: Invention Game Core Exercise -
You will work individually on this one to start. But first we are going to number off. REMEMBER
YOUR NUMBER.

Everyone will get three cards - Object Name, Function and Description. Write your number
down on each card on the printed text side. (5 min)

On the OBJECT card on the blank side please write down the name of an object. This can be a
physical object like a toaster or a trap. It can also be a stem cell, but it has to be something that
can be manipulated in the known world. Please, not everyone choose the cell phone. Dig deep
into your encounters with things/objects. From work, from study, from play, from home, from
travel, etc. ……

Now take the FUNCTION card and write down that object’s function. What does it do? It might
cook bread, or catch a mouse.

Now on the DESCRIPTION card, write down a description of the object. What does it look like,
what is it made of? So, an example would be: wood and wire; or steel and electricity. Or you
can talk about the size of it -- palm-sized. (writing the 3 cards - 5 min)

We’re going to gather your cards now and place them in their category groups with the
information side facing down. Now, using the element of chance/randomness your team is going
to generate a new invention/object. (5 min)
FACULTY PERSON X has put you in teams based on mixing disciplines, interests and skills as much as possible. (assemble teams - 5 min)

Each team will pick one card from each pile. Make sure you do not pick any cards with a similar number on them because they would be for the same object. (5 min)

So maybe the object you have is a toaster, but it’s description is now palm-sized and its function is to reverse aging. What kind of inventions can your team come up with using all three of these elements?

Do not worry about feasibility--think WILD and CRAZY! Use your imaginations!

Your team may make one trade -- exchange one card for another of the same kind -- name, function or description -- from the big pile.

Before we get going I want to go over the Rules of Engagement. (print attached pdf)

Now we will start. First spend a little time deep-facting each card. Go around your group sharing everything and anything that comes to mind prompted by the 3 cards. Taking notes might be a good idea. (15 min)

Each group should then come up with two possibilities or iterations for inventions/innovations that result from combining the things on your cards. Use text and drawing to record these ideas. This is an act of hybridization and of connecting disparate things. Think, WHAT IF???

Note: with a longer time for the workshop, you could at this point ask for more than two possibilities/iterations (4-5 perhaps). This is good practice - people/students tend to get stuck on the first thing they come up with and the first few things are often the most obvious.

Next, pair up with another group to share and get feedback on your two iterations. (15 min)

12:00-12:30 LUNCH

12:30-3:00: PROTOTYPING

Now your team will choose one of the two iterations and make a beginning prototype of the invention/innovation. This is a model of sorts that simulates the idea. It will be crude at this stage and will not, of course, be fully functional. This is a visualization of the idea that your group will explain to us all at the end. You have an array of materials to choose from plus hot glue guns, knives, tape etc. You have 1 hour to do this. (60 min)

Each group presents their prototype. (6 min x 10)

Quick class debrief (15 min)

Workshop Ends