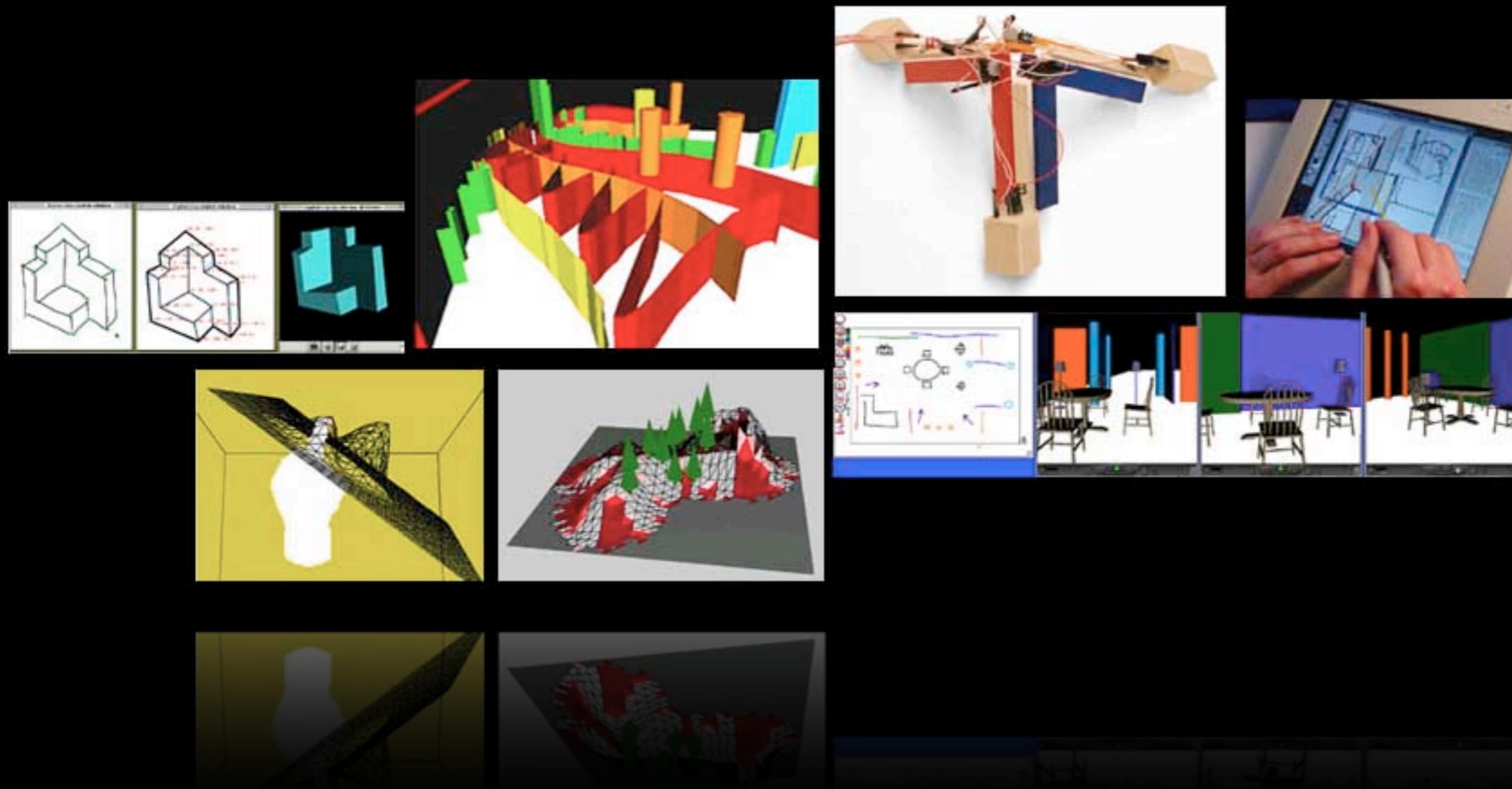


# Environment for Creativity – A Lab for Making Things

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# A Lab for Making Things



A reflection – Everyone can be creative !

# Creative Making

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- . design = making --> creativity
- . models and characteristics
- . pro.gram = de.sign

# The Joy of Making Things

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to create == to make

## **To create:**

- 1 . Said of the divine agent: To bring into being, cause to exist; esp. to produce where nothing was before, 'to form out of nothing'
- 2 . To make, form, constitute, or bring into legal existence (an institution, condition, action, mental product, or form, not existing before)

## **To make:**

- 1 . To produce (a material thing) by combination of parts, or by giving a certain form to a portion of matter, to manufacture; to construct, assemble, frame, fashion.
- 2 . Of God (also of Nature personified, etc.): to create (a material or spiritual object).

# Models for Creative Design

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- . materials & process
- . studio laboratory environment
- . the Leonardo model

# Studio-Laboratory & the Leonardo Model

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scientist, inventor, artist

engineer, architect, painter, composer, mathematician, etc...

# Leonardo Machines

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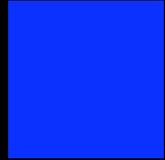
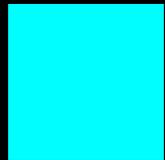
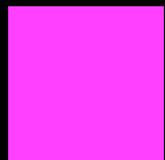
# Division of Disciplines

Directory of Conferences		
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<b>Business</b> <a href="#">Advertising</a> <a href="#">Agriculture</a> <a href="#">Consulting</a> <a href="#">Construction</a> <a href="#">Energy</a> <a href="#">Financial</a> <a href="#">Food</a> <a href="#">Internet</a> <a href="#">Management</a> <a href="#">Manufacturing</a> <a href="#">Marketing and Sales</a> <a href="#">Publishing</a> <a href="#">Real Estate</a> <a href="#">Security</a> <a href="#">Telecommunications</a> <a href="#">Transportation</a>	<b>Society</b> <a href="#">Fashion</a> <a href="#">Government</a> <a href="#">Military</a> <a href="#">Mythology and Folklore</a> <a href="#">Paranormal</a> <a href="#">Sexuality</a>	<b>Recreation</b> <a href="#">Collecting</a> <a href="#">Outdoors</a> <a href="#">Travel</a>
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subjects, departments, schools, colleges

# Creative Engagements

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-  . owning the problem
-  . design and the play instinct
-  . building tools to make things

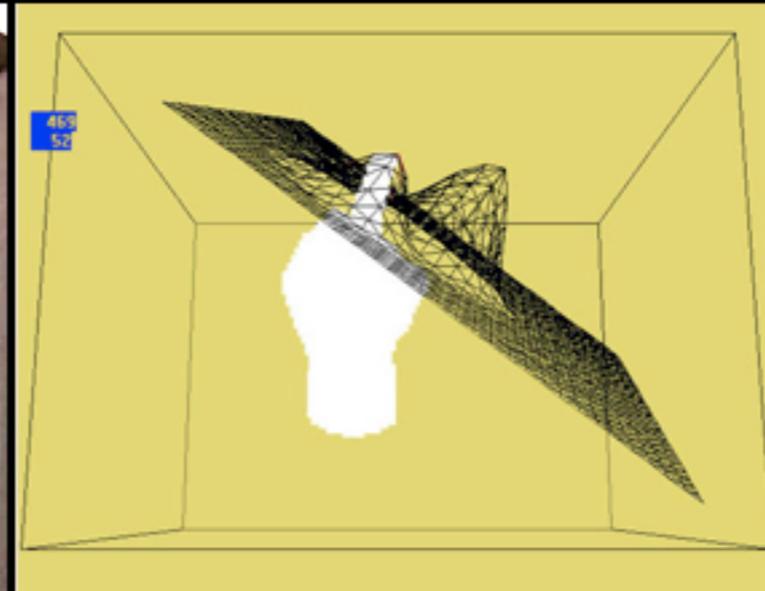
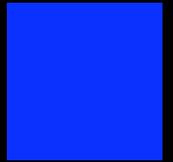
# Owning the Problem

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- . deciding what to design
- . figuring out the “wants”
- . having a reason to design

# Owning the Problem



**more thought ::**  
This is a space that needs further thought as to how we will use. Hal has some good design ideas with modular desk station systems. This brings the interesting point that as we use this space more then we will be face with less flexibility of the partition system...a little paradox.

Friday, June 25, 1999 at 12:37:10

**ernie #5**

**A Thought ::**  
Maybe what we need to think with this flexible partition systems is that the activities may need to be more transient rather than permanent given my previous comments on node 4.

Friday, June 25, 1999 at 12:39:14

**ernie #1**

**Why this? :**  
This triangular partition seems to be still searching for a "good" purpose. If no one finds one for it I vote for its removal!

Wednesday, June 23, 1999 at 14:52:01

**adam\_lian #1**

**good view ::**  
I like having the EDC setup here because it is visible through the window. It's kind of a nice show case project

Friday, June 25, 1999 at 13:05:39

**adam\_lian #1**

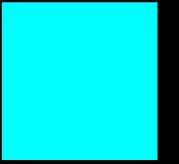
**different kind of table ::**  
Maybe get a table that can be folded up easily so that we can have more space for the meetings and it's easy to set up for the demos.

Friday, June 25, 1999 at 13:09:23



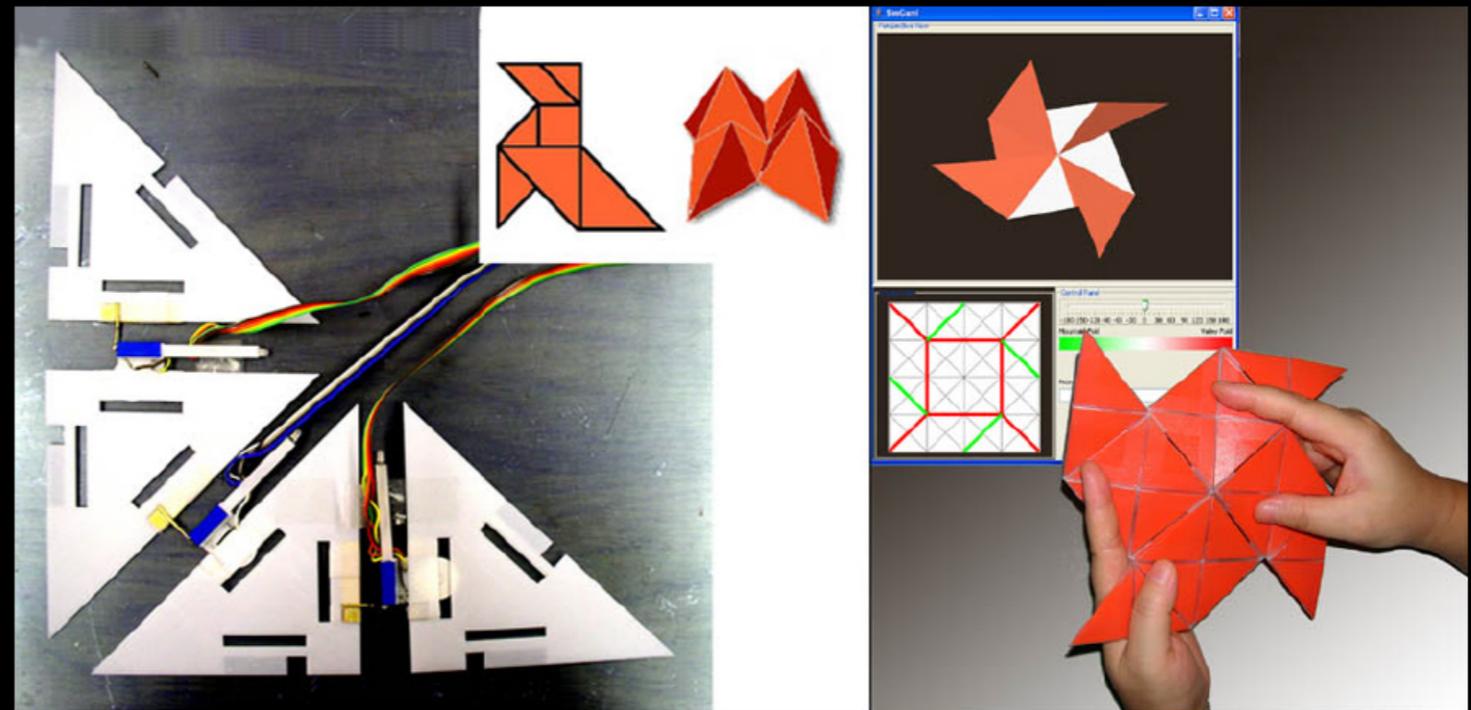
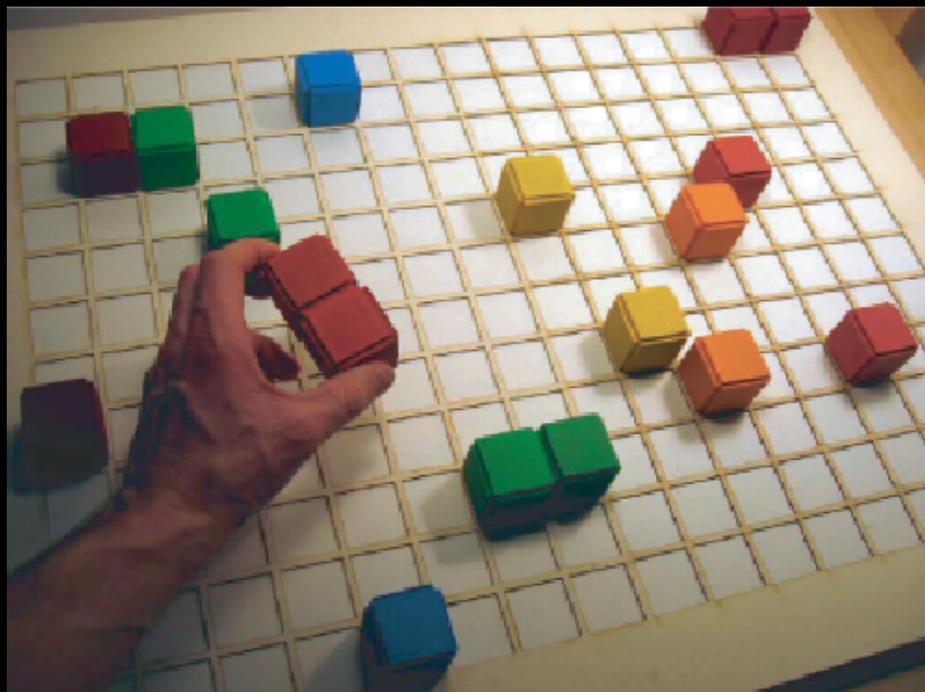
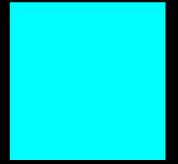
# Design and the Play Instinct

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- . tinkering
- . play within constraints
- . problem & solution co-evolve

# Design and the Play Instinct

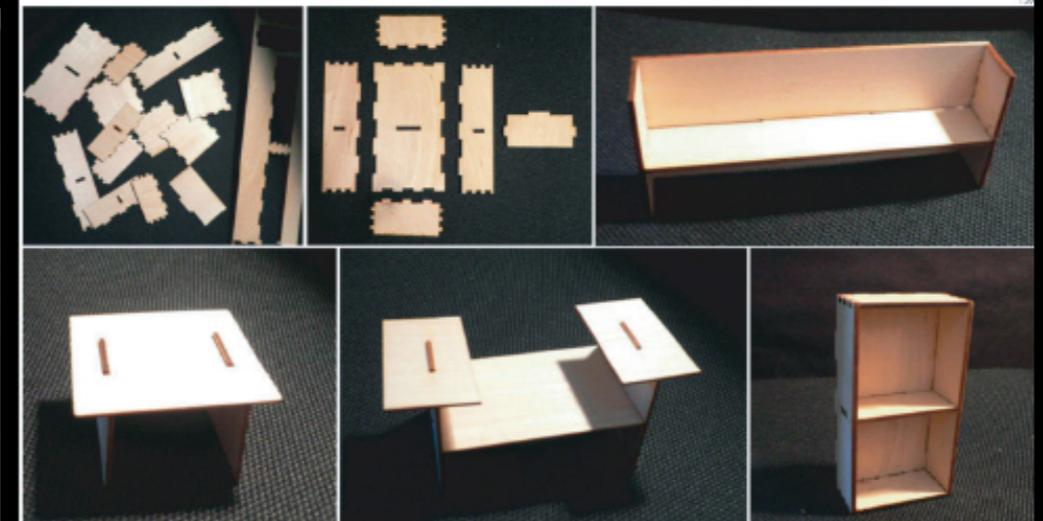
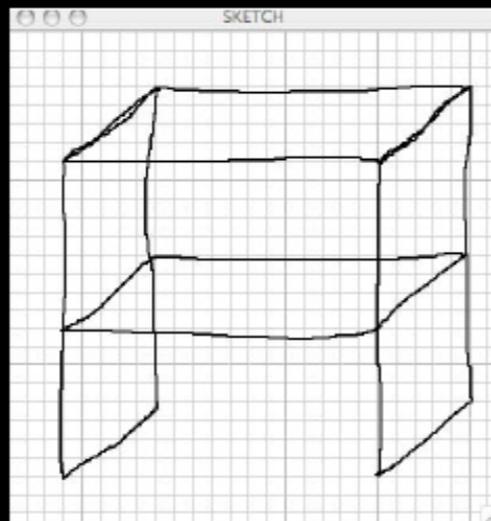
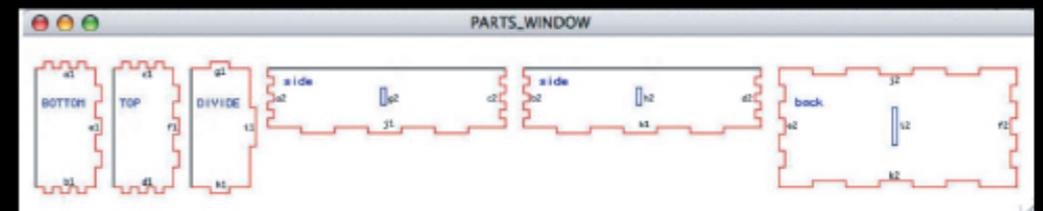
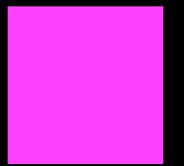


# Building Tools to Make Things

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- . object to think with
- . ways of working
- . methods and tools

# Building Tools to Make Things



# pro.gram = de.sign

pro = forward  
gram = writing

de = out  
sign = mark

to mark out  
to make an explicit representation

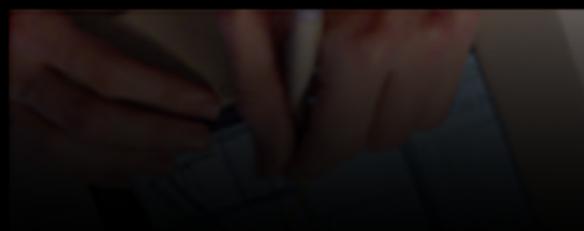
pro.gram = de.sign

Thanks

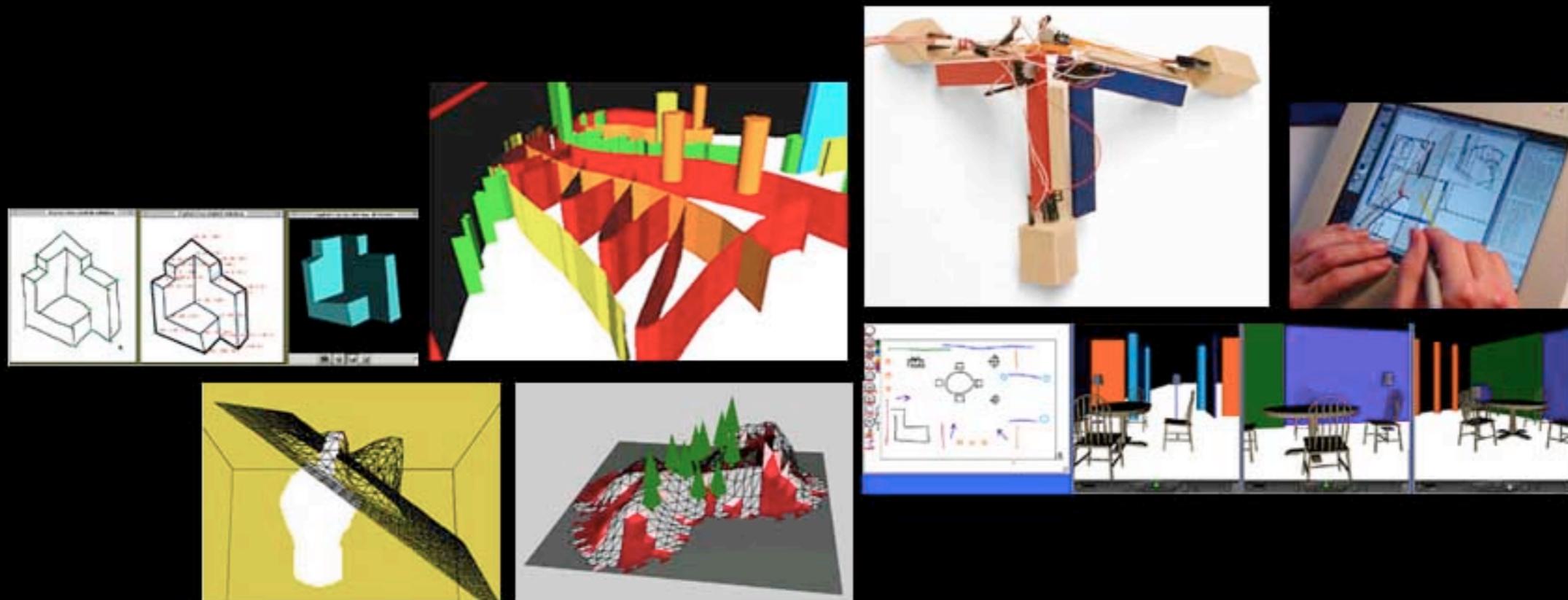
PITA - Pennsylvania Infrastructure Technology Alliance

NSF - National Science Foundation ITR-0326054

The views and findings contained in this material are those of the author and do not necessarily reflect the views of the National Science Foundation.



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