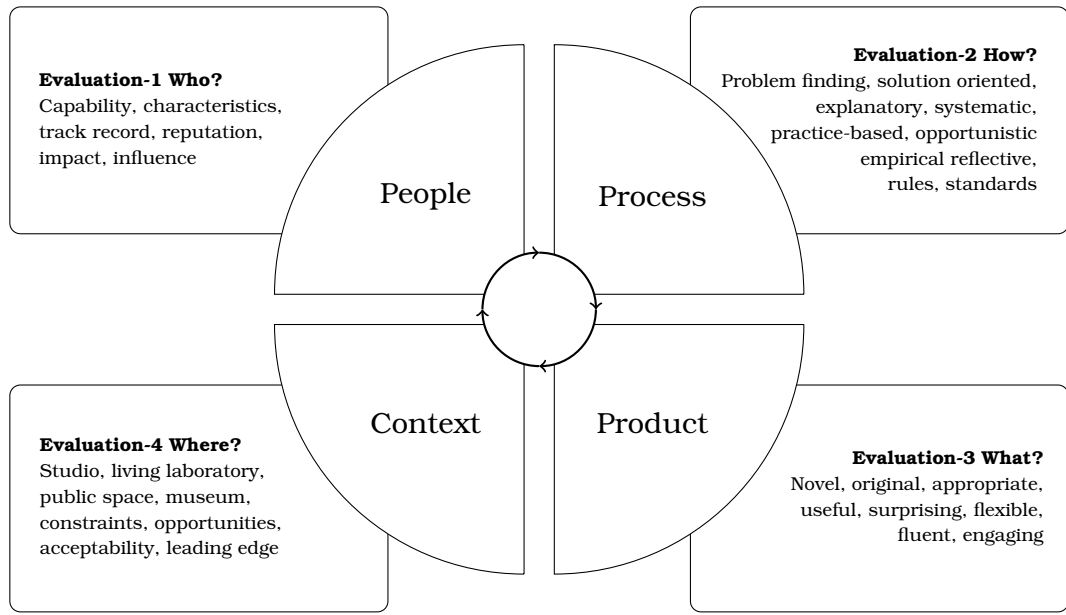


Creators

Artists, designers, participants, performers

Interactions

Working practices, interactive experiences

**Environment**

Resources, costs, tools, time

Outcomes

Artifacts, installations, performances, exhibitions

Figure 0.1: Candy's Multi-dimensional Model of Creativity and Evaluation