

QUANTIFYING THE UNQUANTIFIABLE

by

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ABSTRACT

UNCC PHD STUDENT. Quantifying the Unquantifiable. (Under the direction of
DR. MY ADVISOR)

In this dissertation, I convince you that I should be allowed to graduate.

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CHAPTER 1: INTRODUCTION: A REALLY LONG CHAPTER TITLE THAT SPANS MULTIPLE LINES SHOULD BE SINGLE-SPACED IN THE TEXT

There is a substantial body of work in HCI that guides the evaluation of productivity support tools. Shneiderman compared the growing community of researchers developing and studying creativity support tools to the earlier rise of researchers working on productivity support tools [1]. He said that researchers in CSTs are “moving from the comparatively safe territory of productivity support tools to the more risky frontier of creativity support tools.” Shneiderman noted that one of the challenges that makes CST research ‘risky’ is that there are no obvious measures of success [1].

1.0.1 Evaluation of Creativity Support Tools

While there is an extensive history of evaluating creativity, the evaluation of tools to support creativity is a much newer field of study. As previously discussed, Shneiderman noted that the evaluation of creativity support tools is challenging because there are no obvious metrics for researchers to quantify [1].

Table 1: A summary of creativity support tools, including examples from research and industry.

| Category | Example |
|---------------------------------------|-------------------------------------|
| Visualization & Simulation | Tableau, D3, netLogo |
| Concept Mapping & Information Collage | combinFormation, Visio, Omnigraffle |
| Architectural & Design | AutoCAD, Rhino3D |
| Mathematics | SPSS, MatLab, WolframAlpha |
| Software development environments | Eclipse, Visual Studio |
| Video Editing | Final Cut Pro, iMovie |
| Drawing/Painting | Illustrator, InkScape, CorelDraw |
| Animation | Flash, Maya, SoftImage, Houdini |
| Music | GarageBand, Zya, Sequel, NodeBeat |
| Photography | Photoshop, Lightroom |
| Wikis, Blogs, & Online Presence | MediaWiki, WordPress, DreamWeaver |
| Writing & Presentation | Google Docs, MS Word, Prezi |

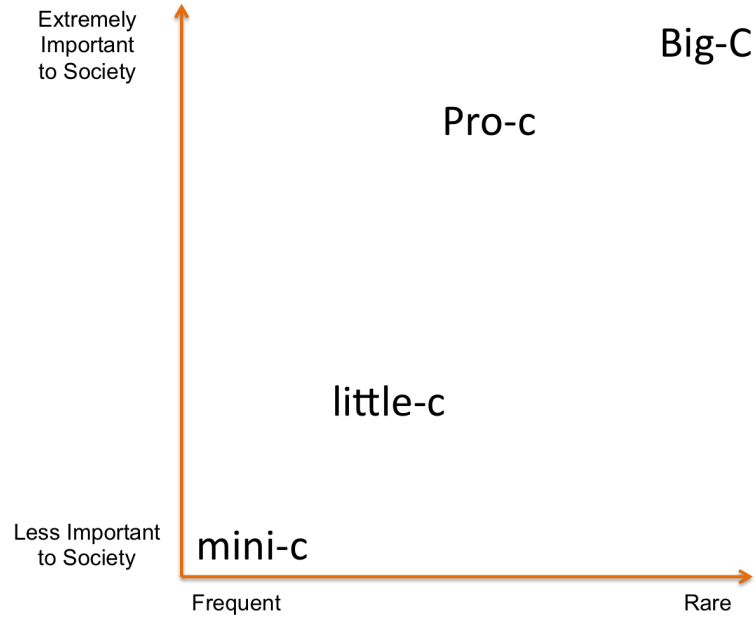


Figure 1: The creativity literature contains classifications of creative contributions across two dimensions: the Novelty-Impact space. Highly novel contributions are more rare, contributions with minimal novelty are more frequent.

CHAPTER 2: APPENDIX

REFERENCES

- [1] B. Shneiderman. Creativity support tools: accelerating discovery and innovation. *Communications of the ACM*, 50(12):20–32, 2007.