Summary of "Creativity Support Tools"

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1 SUMMARY

This paper is trying to understand how new technologies and new tools can impact and change the creativity process. As the advent of the microscopes and telescopes extended people perception, new creative tools make the creativity process more effective and also enable new forms of expression for individuals. However, cameras and new support creativity tools are just devices that help people, but the creativity should come from the artists and from the users. The author also reports that, thanks to the advent of internet where it is possible to find almost every information, a new group of people claims that creativity could taught as well as other main subjects, "everyone can be creative".

The most interesting part of that article is when the author talks about the design principles fro creativity support tools. A part from encouraging people to have a good review about the related work when they are approaching a new field and a new project, he states that collaboration has a key role in the creativity process. Even though at the beginning the idea could be generated by only a single person, this idea will probably not have success as long as it is shared among people that can develop and reinterpret it. Projects like Wikipedia are based on the communities as well as, more related to computer science, platforms such as "Stackoverflow". They are really helpful for users. Each contribution to this platforms could be small, but the overall result is impressive and original.

"The close collaboration [...] can produce breakthrough insights about how discovery and innovation occur". In my opinion, this is the key statement the author proposed. Thanks to new technologies, sharing idea and enabling collaboration is much easier today than it was in the past. Sharing platforms are maybe the most revolutionary creativity tools that have been proposed so far.

Even though the paper is quite clear, I am still doubtful on how creativity could be taught to people. Since creativity does not have any fixed paradigm and it is not mechanical I think it is difficult to be taught. For sure being in an creative environment could be useful and could help people to find new ideas. So creative environments make people more creative. I think that is the reason why the author really encourage to share own ideas and to enable collaboration.