

CREATIVITY AND INNOVATION

BELG 0001



Institute of Engineering & Technology

**B. TECH(CS) HONORS
(2022-23)**

Submitted By

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Submitted To

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Associate Professor

Department of Computer Engineering & Applications

1st Week Progression

✓ Innovation Toolbox

🎥 All videos completed 📋 2 graded assignments left

Creativity, innovation, and change require a unique mindset and collection of mental tools. In this module, we will introduce you to the CIC mindset and to Intelligent Fast Failure (IFF) as a powerful tool for innovating. First, you will learn how...

✓ [Show more](#)

✓ Innovation Toolbox

✓ Complete

- ✓ Introduction to IFF
Video • 2 min
- ✓ Idea Journal
Video • 4 min
- ✓ Wild Mind
Video • 2 min
- ✓ Mind Warping
Video • 1 min
- ✓ 8th Muda
Video • 3 min
- ✓ Life as Continuing Experiment
Video • 3 min
- ✓ Bold Acts of Defiance Exercise
Video • 35 sec
- ✓ Change
Video • 2 min
- ✓ Shoe Tower Assignment
Video • 44 sec

▼ Peer Assessments

✓ Complete

- ✓ Failure Resume
Graded Peer-graded Assignment • Grade: 100%
- ✓ Failure Resume
Review Your Peers • Grade: --
- ✓ Shoe Tower
Graded Peer-graded Assignment • Grade: 100%
- ✓ Shoe Tower
Review Your Peers • Grade: --

Discussions

Introduction To IFF

YP **Yugdeep Parihar** **Learner**

a few seconds ago

Hi , every i an Yugdeep Parihar pursuing btech hons (cs)from GLA university ,i am eger to learn Creativity and Innovation techniques through this course

👍 Like 💬 Reply — Unfollow this post ... More

Idea journal importance

YP **Yugdeep Parihar** **Learner**

a few seconds ago

Keeping an idea journal helps motivate you. Writing down your business ideas can also serve to help to motivate you.

👍 Like 💬 Reply — Unfollow this post ... More

Importance of wild mind

YP **Yugdeep Parihar** **Learner**

a few seconds ago

The importance of having a wild mind that is always in the lookout for opportunities is stressed.

 Like  Reply  Unfollow this post  More

mind Wrapping importance

YP **Yugdeep Parihar** **Learner**

a few seconds ago

In this vedio i have learnt that we should have got to start practicing and we should practice by doing things differently.

 Like  Reply  Unfollow this post  More

Backward Exercise

YP **Yugdeep Parihar** **Learner**

a few seconds ago

I have fun a lot while doing this exercise but it does not last long for 1 hour ,one problem that i face was choosing the directions while doing work

 Like  Reply  Unfollow this post  More

importance of thinking more and more

YP **Yugdeep Parihar** **Learner**

a few seconds ago

We should think at least 1 or 2 idea in a day give yourself a room to think if you think more and more idea then you can surely find something innovative and creative.

 Like  Reply  Unfollow this post  More

Module 1

[My life experiment](#)

i have done lots of experiment but one of my favorite experiment is to plan other sports rather than playing only cricket and it was lots of fun in each and every...

My post



Like 2



Reply

yp

yugdeep parihar · posted 8 days ago

Module 1

[Shoes tower assignment](#)

I have done this assignment while doing this i had very idea how to do this but many of them were failed due to the shape of shoes and those idea that work are no...

My post



Like



Reply

yp

yugdeep parihar · posted 8 days ago

Notes



Introduction to IFF

1:49 - 1:55

the phrase, intelligent fast failure, or IFF,

Your Notes

Looking for the frequency and intensity of their failures as a measure as to how well someone is doing .



Edit



Delete



Idea Journal

2:04 - 2:09

why is it important that Darrell captures the ideas that.

Your Notes

Keeping an idea journal helps motivate you. Writing down your business ideas can also serve to help to motivate you. As you write down and explore your ideas, make lists of the next steps, and begin to take action- your ideas may transform into goals.



Edit



Delete



Mind Warping

0:13 - 0:14

What is the mind warping process?

Your Notes

Mind mapping makes it easier to learn faster, brainstorm faster, and communicate more effectively.



Edit



Delete



8th Muda

0:10 - 0:14

what is date Muda?

Your Notes

Well Muda in Japanese means waste, and so the first seven Muda,s have to do with, how to make investor processes more efficient, how to, minimize rejects, how to have just in time delivery all those sorts of things.



Edit



Delete



Life as Continuing Experiment

1:56 - 2:03

when you talk about different kinds of challenges and risks, you've talked about three different ones. What, what are they for you?

Your Notes

Risk ecosystem includes 3 categories 1:DAY JOB 2:how can I extend by what I do well into new. 3: areas, new arenas, new ways of thinking about what I do. My third third is where I want to take big risks in areas that I may not know anything about but it's the connection between areas.



Edit



Delete



Change

2:09 - 2:13

How do you navigate that external resistance when you're trying to create change in your life?

Your Notes

Well they have to understand that you, you're becoming an innovator and that this process of intelligent fast failure as we, as we defined it earlier, is that you are going to fail a lot, and you are going to look foolish, but that is part of the learning experience in knowledge acquisition.



Wild Mind

0:31 - 0:35

why does an innovator need a wild nine? What's the advantage of that?

Your Notes

Wild mind is a human that has wild eyes and is. Looking everywhere for opportunities for things happening and picks them up and runs with them.



Edit



Delete



Mind Warping

0:13 - 0:14

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Edit



Delete

Peer Assessments

✓ Peer Assessments

✓ Complete

- ✓ Failure Resume
Graded Peer-graded Assignment • 2h • Grade: 100%
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Graded Peer-graded Assignment • 2h • Grade: 100%
- ✓ Shoe Tower
Review Your Peers • Grade: --

Failure or Learning

Submitted on February 20, 2023

PROMPT

You may enter your Failure Resume in the text box below or upload a PDF in the next field.

I have many Failures in my life but one of them i an going to tell you is about my gaming experience when i was in 9 th class my friend usually play games on their phone after watching them i also started to play game but found that i was noob as compared to other but when i play custom matches with others i usually gets knock out from the game because of my poor performace with mates it happen contantly 3 to 4 months i have learnt a lot and play game more and more after failure and failure i keep learning and this is the day i am best among all of my friends.

OVERALL ASSIGNMENT RUBRIC

PURE approach

- ☐ 0 points
The submissions only lists two or fewer failures and there is no elaboration about them
- ☐ 1 point
3 or 4 failures listed and discussed at some detail and connected with 3 or 4 success
- ☒ **2 points**
5 or more failures and success are listed in the submission and discussed insightfully

AT

JG

MS

MG

SG

Shoe Tower creativity

Submitted on February 19, 2023

PROMPT|

Submit your work here

Shoes Tower creative mindset



In this assignment we have to make high height tower with the help of shoes using our creative mind

PROMPT

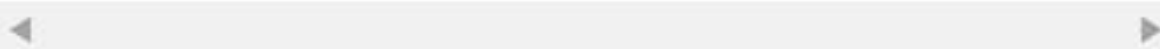
To make the problem more challenging, you must also rate your tower using the following formula. See how high a “T value” you can achieve using the “T formula” below. (Note – The T value has nothing to do with a grade for the exercise.)

The T formula: $T = (\text{Total tower height in cm}) \div (\text{Number of shoes})$.

Total tower height in cm=54 cm

Number of shoes=8

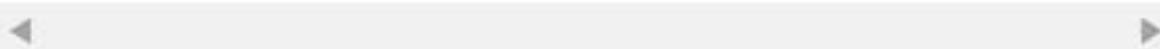
$T=54/8=6.75$



PROMPT

Please provide a detailed description of the process you went through to build your Shoe Tower. What did you learn from completing the assignment?

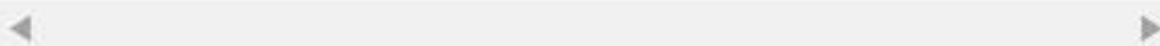
first of all i started to make tower just by putting one after each but it did not work well so i make a strong base so that it will not fall after putting more shoes above then i use 3 more shoes in standing position to give height for the remaining shoes then i balanced 2 more shoes one in standing position and other one to balance which help tower to become balance .



PROMPT

How many attempts/failures/revisions did you make in building your Shoe Tower?

i have made 6 attempts .



PROMPT

How tall was your Shoe Tower (in cm)?

How many shoes did you use? What is the T-value for your towers? Remember: $T\text{-value} = (\text{height in cm}) / (\text{number of shoes})$.

I used 8 shoes ,my T value is 6.75 which is not that bad i think.



PROMPT

How beautiful was your Shoe Tower (rate it on a scale from 1 to 10, with 10 being the most beautiful)? How did you assess this value -- by comparison, by survey, from friends?

8 i think beacause my shoes are not look like same as other to make tower so much beautiful.



PROMPT

Where would you put yourself on a creativity scale from 1-10 (10 being the most creative) for this assignment?

What creativity value do you want to reach for yourself?

8 i think.



OVERALL ASSIGNMENT RUBRIC

PURE approach

- ☐ 0 points
Two or fewer of the questions were addressed in the submission and there is no branding product
- ☐ 1 point
3 or 4 questions were addressed in the submission and there is a branding product
- ☒ **2 points**
All five questions were addressed in the submission discussed with insight and branding product is impressive!

UA

MG

DZ

AA

MS

Presentation on Creativity and Innovation



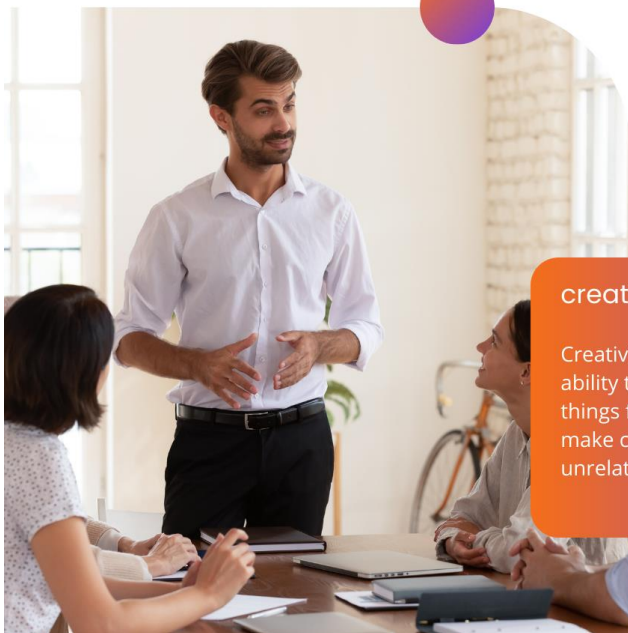
STUDIO SHODWE

Culture of Creativity

BY: YUGDEEP PARIHAR
ANKIT TIWARI
JAYVEER
TANISH
PIYUSH



STUDIO SHODWE



Creativity and Innovation:

creativity

Creativity is often associated with the ability to think outside the box, to see things from a different perspective, and to make connections between seemingly unrelated ideas.

Innovation

It is the application of creative ideas in order to improve or change the way things are done.



STUDIO SHODWE



Creating a culture of creativity in schools and classrooms

We are all born with a creative instinct and all people have creative potential. Young children naturally engage in play – a state when the imagination is used to 'try out' situations and possibilities. A cardboard box becomes a car, grass becomes food, a toy comes alive. As children mature and move through their school career, creativity can be stifled as an unintended consequence of other pressures. Students can become fearful of making mistakes if they only receive recognition for giving an answer



STUDIO SHODWE



How to Build a Creative Classroom Culture

- Tell students it's okay to make mistakes.
- Allow freedom.
- Address errors without overcorrecting.

Creating a culture of creativity in schools and classrooms can be achieved through a variety of methods:

- value and celebrate learners' creative and innovative contributions
- do not overcrowd the curriculum. They focus on depth as well as breadth. They manage time effectively, providing opportunities for pupils to explore, concentrate for extended periods of time, reflect, discuss and review. Students are expected to reflect deeply on the material that they are learning and to make connections between subjects and topics
- encourage a broad and balanced curriculum so that students experience a range of subjects and activities, including the arts

Creating a culture of creativity in schools and classrooms can be achieved through a variety of methods:

- encourage students not studying the arts as qualifications to pursue creative activities in the co-curricular programme
- develop codes of behaviour and classroom procedures that value and promote creativity
- encourage sensible risk taking, for example, teachers trying something new in their lessons.



Common Misconceptions about Creativity

- ***You can't teach creativity :***

Everybody has a creative potential that can be harnessed through activities at home, at work, or at any other place.

- ***I'm not the creative type or creativity is a trait of a few people born with it :***

Hard work and commitment are more related to creativity than talent. The time spent training or working on something will shape that special skill.



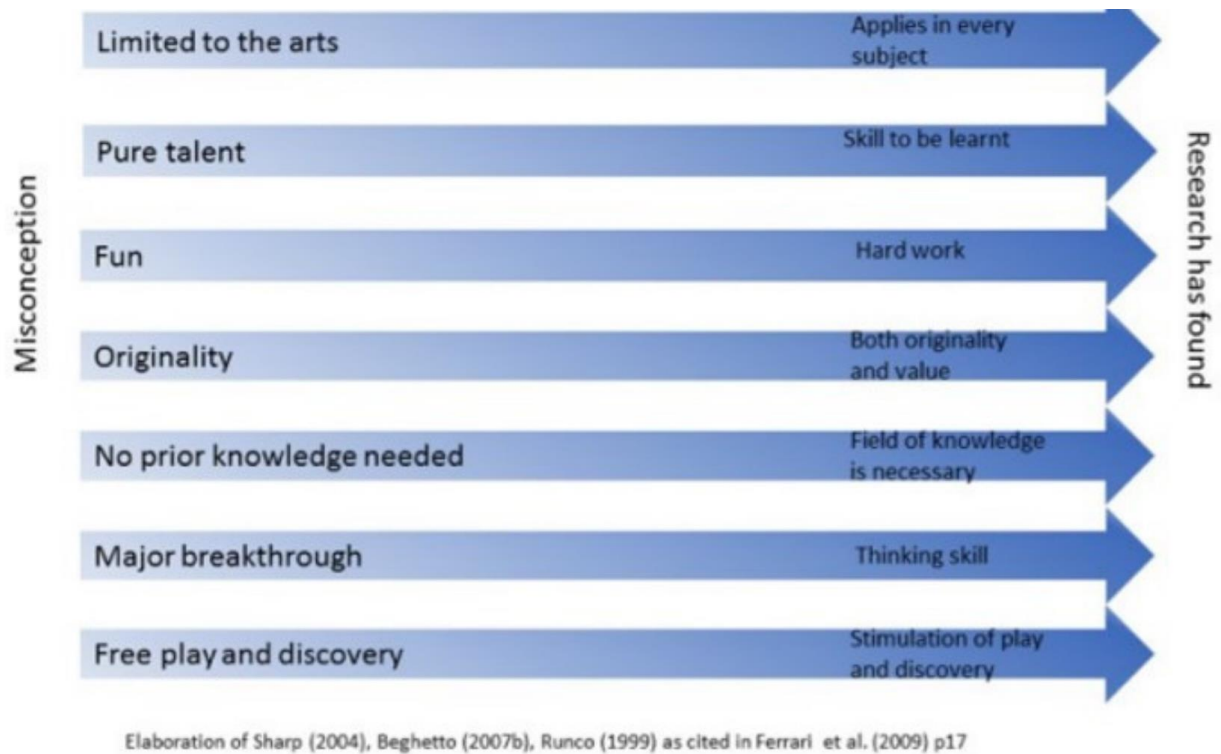
Common Misconceptions about Creativity

- ***Creativity is about art :***

No, it is the ability that every person has for creating new ideas that can be implemented almost in every sector related to human activity from art to science and beyond.

- ***Creativity is not connected to 'domain knowledge:***

An unhelpful belief has grown over recent years that creativity is somehow separate from the kind of knowledge to be found in a subject domain and that it can exist in ways which mean that it does not require subject expertise.



CASE STUDY FOR CREATIVITY AND INNOVATION

- **CASE STUDY FOR CREATIVITY AND INNOVATION IS APPLE INC.**
- APPLE IS KNOWN FOR ITS INNOVATIVE PRODUCTS SUCH AS THE IPHONE, IPAD, AND MACBOOK, AS WELL AS ITS UNIQUE APPROACH TO DESIGN AND MARKETING.
- THE COMPANY'S FOCUS ON USER EXPERIENCE, SIMPLICITY, AND ELEGANCE HAS SET IT APART FROM ITS COMPETITORS AND HELPED IT ESTABLISH A STRONG BRAND IDENTITY. ANOTHER EXAMPLE IS 3M'S POST-IT NOTES, WHICH WERE INITIALLY DEVELOPED AS A FAILED ADHESIVE BUT LATER BECAME A POPULAR AND USEFUL OFFICE PRODUCT. THESE CASES DEMONSTRATE HOW A COMPANY CAN TURN A PROBLEM INTO AN OPPORTUNITY THROUGH CREATIVITY AND INNOVATION.



STUDIO SHODWE

Thank You