QUANTIFYING THE UNQUANTIFIABLE

by

UNCC PhD Student

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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.

ACKNOWLEDGMENTS

We would like to thank ..... :) :) :)

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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].

1.1 I have a super super super super super super super super super super super long title

1.1.1 Another super super super super super super super super super super super super super long title

1.1.2 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

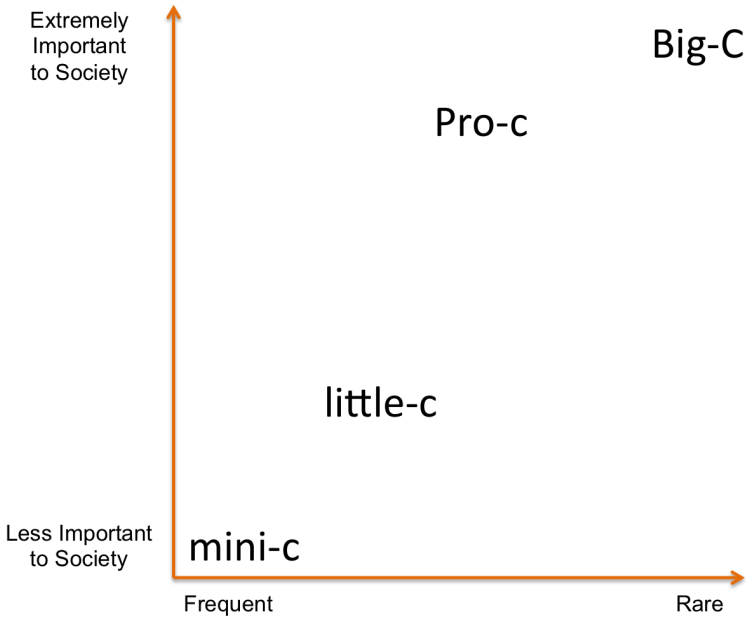

Figure 1: The creativity literature contains classifications of creative contributions across two dimensions: the Novelty-Impact space. Highly novel contributions are more rare, contributions with minimal novelty are more frequent.

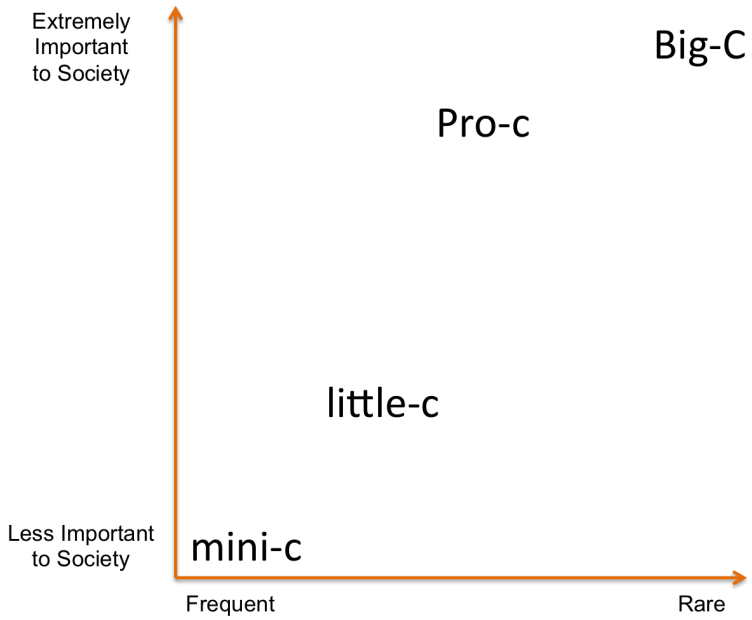

Figure 2: The creativity literature contains classifications of creative contributions across two dimensions: the Novelty-Impact space. Highly novel contributions are more rare, contributions with minimal novelty are more frequent.

REFERENCES

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

APPENDIX A: MEAN VALUES IN THE FIRST VISUALIZATION EXPERIMENT

This is the first appendix

APPENDIX B: MEAN VALUES IN THE SECOND VISUALIZATION EXPERIMENT

This is the second appendix