Index

academia 38–9, 41–2, 47, 49, 139
focus on content and theory in 79–80
‘intellectual bureaucracy’ of 23–4
tenure 23–4

Academic Intellectual Entrepreneurs (AIEs) 23–4
concept of 18–20
use of experiential learning 21–2
use of interdisciplinarity 21
accountability 18
affective domain 70–71
AIE see Academic Intellectual Entrepreneurs

Amabile, T. M. xvii, 89
American Council of Learned Societies (ACLS) 43
analytical problem-solving (APS)
difference to CPS 90
animation
concept of 22
art and science xv, 105–6, 112–13
Association of American Colleges and Universities (AAC&U)
Conference (2011) 37, 42

Bakhtin, Mikhail
communication chain theory 118–19
Novy Mir 120

Becker, Carol 14–15
Beckman, Gary
concept of ‘intellectual entrepreneurship’ (IE) 79, 86

Berrigan, Caitlin
background of 110
Viral Confections (2006–7) 110, 112

Black, John
classroom computer games
developed by 62

Bok, Derek 36–7
Our Underachieving Colleges (2005) 36

Bornstein, David 11
brain mapping 66
Brönte sisters
childhood of 57–8
Burgan, Mary 19
business communication 117

Center for Creative Leadership 154–6
Boundary-Spanning Leadership 159
Creative Leadership Conversations 158
change agents 38–9, 122
Chaucer, Geoffrey
Canterbury Tales, The 166
Cherwitz, Richard
concept of ‘intellectual entrepreneurship’ 19–20, 79, 86
Chile
Servicio Pais 158
citizenship 147
concepts of 144
creative 147
potential relationship with ICT 144–50
clorpt
concept of 27
clustering 132–4, 138–9
concept of 128, 130
relationship with creativity 131
cognitive shift 124
Cold War 168
Coleridge, Derwent
family of 59
collaboration 120–21, 131
intercultural 120–23
processes of 117–19
role of Self/Other relations in 119–20, 124
collaboratories 10
conflict 92
affective 92
conflict management 92
process-based 92
substantive 92
constructive controversy
concept of 93
contemporary arts practice 12
CPS see creative problem-solving
creating community 145
creative citizenship 147–50
creative cognition 80, 87
exercises for development of 83–6
models of 80–83
creative economies xvi
creative economy 6
creative engagement 118
collaboration 143
concept of 4
role of higher education in 5–6
creative outcomes
factors affecting 90–91
relationship with CTD 100
team composition 91
creative peer-to-peer networks 147
creative practice and worldplay 55–6,
59–60, 64
creative problem-solving (CPS)
difference to APS 90
role of social interaction in 89
creative team dynamics (CTD) 88,
90–93, 97, 100–102
r
dismissing 88, 92–4, 98
empathizing 88, 98–9
indecisive 88, 92, 95–6
partnering 88, 92
relationship with creative outcomes
100
worrying 88, 92, 96–7
creativity xvi–xvii, xx, xxiii, 3–5, 7–8,
10–14, 27, 39, 42, 77, 79, 90, 100,
122–3, 130, 138
alternative models of 9
artistic 105
cognitive disruptions of 79–80
collaborative xv
complex 11
critical 3–4, 10
cultural and traditional 45
definitions of xiii–xiv, 56, 78
domain-specific nature of
creative thinking and creative
performance 39
entrepreneurship xv–xvi, xviii, xxiii,
3–5, 10, 14–15, 77–8
group 89
higher order 11
individual 88
influences on 8–9
innovation xiv, 6, 122–4, 131
interdisciplinary 105
obstacles in geographically
fragmented environments
127–8
organizational 88–9, 100
productive 59
qualitative methods 5
role of clustering in 131
role of education in 5–6, 10, 64
scientific 105
social perceptions of 78
stimulation of 82
studies 7
team-based 100
team creativity as conflict 92–3
creativity pedagogy xix, 5
creativity techniques 7
creativity theory 8–9
Csikszentmihalyi, Mihalyi 22, 45
CTD see creative team dynamics
Czech Republic
Prague 166
Prague Spring (1968) 168
Velvet Revolution (1989) 168
dance 70–71, 73
contemporary 73
improvisation 69, 73
potential use as neurorehabilitation
agent 72–3
relationship with MNS 68–9, 71–3
Davis, James
Interdisciplinary Courses and Team
Teaching (1995) 44
Descartes, René 66
design xiv, xxx, 4, 6, 9, 10, 12, 13, 14,
21, 42, 45, 47, 59, 60, 62, 63, 81,
82, 89, 90, 95, 96, 98, 105, 106,
108, 146
and innovation xv, xxiii, 11
Index

Dewey, John 142, 144–5
  theories of communication 147
disciplinary immigrants 107

Edwards, David xv
  background of xv
embodiment
  concept of 66–7
shared action 69
emotional intelligence 154–5, 160
empathic action 154–5, 159
  concepts of 152–3
  development of 156, 159–60
  enacting change 155–6
  human need for 153–5
entrepreneurial xv, xvi, xviii, xxi, xxii, 3, 4, 5, 6, 9, 11, 13, 14, 19, 20, 23, 24, 37, 77, 80, 84, 86, 131, 169
  action 9, 39
  activities 5, 19, 86
  behaviors xxiii
  curricula 22
  engagement 3
  exercises 82
  innovation 6
  literacy 20
  management 24
  outcomes 13
  practices 39
  processes xvi, 20
  restructuring of models of higher education 39
  skill sets 78, 86
  strategies 38, 47
  thinking xxi
  thoughts and practice 4
  thought patterns 87
ventures xiv

entrepreneurship xv–xvi, xx, xxiii, 4–5, 9–10, 14, 18–21, 24, 37, 77, 80, 87
  academia as an environment for 23
  and business 14
  and creativity xv–xvi, xviii, xxii, 3–5, 10, 14–15, 77–8
  and creative cognition 78–80
  and critical discourse 9
  and social enterprise 5, 12

concepts of xiv, xviii–xix, xx–xxxi
  focus on practical applications xv
  hero-entrepreneur 7
  innovation and xiv
  intellectual 19–20, 79, 86
  models of xv
  pedagogy and curricula xix
  practice across disciplinary domains xvii
  social xiv, 6, 9, 11, 14, 37–9, 42, 47, 49, 93
  traditional business models of xiv
  transformative nature of 37

enterprise society 6

European Consortium for Humanities Institutes and Centres 41
Environment Initiative 48
European Science Foundation 41, 48
European Union (EU) 117–18, 120
eventcore 32
  concept of 31
  diagrams 31–2
  experiential learning theory 22
  concept of 21

Farrell, Michael
  Collaborative Circles: Friendship Dynamics and Creative Work (2001) 44
Fish, Prof Stanley
  Save the World on Your Own Time (2008) 163
France
  Paris xv
Frankel, Felice
  Image and Meaning (IM) initiative 108–9
Friedman, Thomas
  theories of 117, 163

generative creativity 72–3
Gergen, Christopher
  Life Entrepreneurs (2008) 154
Germany
  Tubingen 153
Gilham, Prof Jane
  Penn Resiliency Program 167–8
Goleman, Daniel
  concepts of empathy 153–4
Gladwell, Malcolm 139
global mindset 120–22, 123, 124
Greenberg Millennial Survey
findings of 163–4
Guare, John
*Six Degrees of Separation* (1990)
127
Guiliani, Rudy 156
Harvard University
faculty of 36
general education courses 36
Idea Translation Laboratory 89, 91, 93
Hayward, Tony
chief executive officer of BP 155–6
humanism 48
ICT *see* information and communication technologies
IDEO 89
personnel of 91, 97–8
identity mapping 156–7
IE 19
IM *see* image and meaning
image and meaning (IM) 108–9
India 20, 22, 117, 120
information and communication technologies (ICT) 141, 145
community interaction and civic engagement 143
creative use of 141–3, 145–6, 149
effect on human interaction 142–3
identity politics of 145–6
potential use by citizenry 142–3, 145–50
innovation *xiv*, *xv*, *xxiii*, 4, 11, 15
collaborative design 12, 13
cultural innovation and entrepreneurship 9
curriculum 5
entrepreneurial 6
social *xvi*
intention
neurological concept of 69–70
intercollaboration 119–20
intracollaboration 119
intercultural maturity 121, 122, 124
interdisciplinarity 18, 23, 36, 40–44, 46, 105–6, 109
artistic 110, 113
as multidisciplinary 40
creative 105
disciplinary identity 106–7
disciplinary immigrants 107–9
models of 48
role in higher education 39–40, 43–5
scientific 110, 113
strategies 45
use by AIEs 21
International Council of Science 48
International Social Sciences Council 48
Iraq
Operation Iraqi Freedom (2003–11) 32
Italy
Parma 153
Jayadev, Raj
founder of *Silicon Valley De-Bug* 149
Jenny, Hans 29–31
cloprt model for soil-forming factors 26–7
John T. and Catherine D. MacArthur Foundation 59
Karinthy, Frigyes
‘Láncszemek’ [‘Chains’] (1929) 127
Kenya 157
kinaesthetic intelligence
concept of 67
example models of 68
kinaesthetic resonance 71
Klein, Julie Thompson
*Humanities, Culture and Interdisciplinarity: The Changing American Academy* (2005) 44
Kleinfeld, Judith
identification of potential bias in Nebraska Study 127–8
Knight Commission on the Information Needs of Local Communities in a Democracy 149
Kuhn, Thomas
concept of ‘paradigm’ 106–7
LaFrance, Noémie 150
Agora (2005) 148–9
Agora II (2006) 143, 148–9
Learning and Teaching Scotland
Consolarium, The 62
Leth, Jørgen
Perfect Human, The (1967) 45
lifecore 32
concept of 31
diagrams 31–2
Loori, John Daido
Zen of Creativity: Cultivating Your
Management for Organization and
Human Development (MOHD) 120
Mars Millennium Project 62
Massachusetts Institute of Technology
(MIT)
faculty of 64
Media Laboratory 64
McLerran, Alice
Roxoboxen (1991) 61–2
microenterprise xiv, 11
Milgram, Stanley
Nebraska Study (1967) 127–8
mirror neuron system (MNS) 68–9, 73
concept of 66–7, 70–71
deficits of 70–71
premotor cortex 69, 153
relationship with dance 68–9, 71–3
role in language development 71
role in motor recovery rehabilitation 66–7, 72
MNS see mirror neuron system
modelling
development of 58–9
Moses, Robert 148
motor contagion 69
movement experience 67
multidisciplinary 123–4
as interdisciplinarity 40
Murphy, Richard
Imaginary Worlds, Notes on a New
Curriculum (1974) 60–61
National Endowment for the
Humanities (NEH)
Challenge Grant 43
National Science Foundation 48
neuroaesthetics 69
Nussbaum, Martha
Not For Profit, Why Democracy
Needs the Humanities (2010) 42
Obama, Barack
commencement speech at
Northwestern University (2006) 153
von Osten, Marion 7
Pentecost, Claire 109–10
postdisciplinary xix, xxii, xxiii, 5, 40, 41, 105
practice-led research 5, 8
public engagement xv, xxi, xxii, 6, 37, 38, 39, 43, 47, 48, 112
public life xx, xxi, 5, 14, 47
stewards 10
qualitative research 8, 48
reference slide 32–3
personal 33
purpose of 32
scientific 32–3
Reivich, Prof Karen
Penn Resiliency Program 167–8
Resnick, Mitchel 64
Rwanda 158
Salen, Katie
Quest to Learn 63
Schumpeter, Joseph
concept of ‘hero-entrepreneur’ 7
Second World War (1939–45) 163
Self/Other relations 12–13, 119–20
role in collaboration 119–20, 124
Sen, Amartya 156
Shaw, George Bernard 168
simulated networks 132–4
small-world metrics 129
small-world networks 127, 131, 134–6
research collaboration 136–9
Snow, C.P.
concept of ‘two cultures’ 106
social entrepreneurship xiv, 6, 9, 11, 14, 37–9, 42, 47, 49, 93
interdisciplinarity 39–42, 49
pedagogy 166–8
social change 37–8
the transformation of higher education 38–9, 42–3, 47–8, 168–9
training social entrepreneurs 162–4
social enterprise xiv, 5, 12
soil science 26–31
deposition 30–31
relief (topography) 29
role of organisms in 29
time 29
Soviet Union (USSR) 169
collapse of (1991) 168
Sudan 159
Sullivan, Graeme
Art Practice as Research (2005) 14

Teaching Creativity in Higher Education: Current Trends and Critical Encounters (2011)
purpose of xviii

team dynamics
  dismissing dynamics 93–5
  empathizing dynamics 98–9, 101
  indecisive dynamics 95–6
  optimal patterns 100
  less optimal patterns 100–101
  partnering dynamics 93
  worrying dynamics 96–7

technology 18, 77–8
  potential use in promotion of small-worldness 139
  role in community relations 142
theatre 80, 81, 82, 86, 143, 146
Thompson, Robert J. 37
‘Transform America’ (2005) 168–9
transdisciplinary xx, 4, 5, 9, 14, 40
transformational action
  principles of 164–5
  social aikido 164–5
transformative education 168–9
transformative practice 12–13
Von Trier, Lars
Five Obstructions, The (2003) 45

United Kingdom (UK) 120
education system of 61
United States of America (USA) xvii, xxii, 7, 22, 86, 117, 124
9/11 attacks 32, 156
Constitution of 144
Deepwater Horizon disaster (2010) 155–6
Duke University 37
education system of 19, 60–61
Hurricane Katrina (2005) 159
Ivy League system 162
Michigan State University (MSU) 59
National Commission on Entrepreneurship 77
Stanford University 40
Supreme Court 144, 164
Wall Street 79
University of Washington
  Bothell campus 44

Vouorek, Gregg
Life Entrepreneurs (2008) 154
Visible Fictions Theatre Company
State of Emergency 61
visualization
  role in stroke victim recovery therapies 72
Viswanathan, Madhu 20–23

Wake Forest School of Medicine 132–4, 136
Wake Forest University 131–2, 136, 138
  hierarchical networks in 131–6
  Humanities Institute 43
Ward, Thomas
  proposed redefinition of creativity 78
Web 2.0 xxii
West, et al. 2009 xviii
worldplay xxi
  concept of 55–6
  childhood 55–7
  creative benefits of 57–8, 60–61, 64
  educational 60–62
  examples of 57–8
  mature 55
  natural 55, 60
  use of video game format in 62–4

Young, Iris Marion 142
theories of citizenship 147