

Module code	SEL604	Level	6
Module title	Creative Futures	Credit value	10
Common/Core/ Elective	Elective	ECTS Credits	5
		Notional learning hours	100
Courses on which the module is taught	All	Teaching Period	Autumn/ Spring

1. Module description

In this module, you will create and curate an experiential group project that demonstrates the kinds of creative leadership demanded by the challenges of our future. The future is diverse, and its challenges entangled – so, to enact change, we must collaborate, think critically, and respond creatively. In this module, you will explore new ways of imagining, perceiving, and sensing your local environments, focusing on our global community as a great place for exploration and learning. You will discover your own role in leading change and learn how to creatively respond to challenges that matter to you. You will explore fresh solutions to complex problems and use your imagination and new ways of perceiving and sensing to expand and map the potential for change. You will explore how we work together, frame challenges, respect diverse perspectives, manage paradox and uncertainty, make collective sense of a chosen situation, and create new stories to enact change. Your goal, at the end of the module, is to design a project with others that will enable an invited audience to see and explore a core issue of your own choosing in a new way. Your powers of creative thinking and problem solving will be pushed to imagine new possibilities that did not exist before.

2. Learning outcomes

Upon successful completion of this module you will be able to:

Collaboration (MLO 01)

Collaborate with peers and use appropriate networks to solve creative challenges.

Innovation (MLO 02)

Generate and implement creative and experiential responses to future-led issues, combining imagination and creativity.

3. Learning and teaching methods

You will participate in classroom activities, challenging group discussions and experiential sessions to inspire you in proposing a creative challenge. These will include imagination-led explorations, storytelling and simulations led by experts from a variety of disciplines.

Learning activities will enable you to identify your own engagement with creative processes and how these may be moderated by others within a group dynamic. They will be followed by a combination of debrief and guided reflection, permitting you to work towards your assignment with greater creativity and confidence. Your collective learning experience will culminate in a presentation to an invited audience.

Learning hours	
Directed learning	36 hours
Workshops/classes	36
Guided/Self-guided learning	64 hours
Total	100

4. Assessment, formative feedback and relative weightings

Assessment: Portfolio

Weighting (%): 100

Word Count: 3000-word equivalent (1,500 written reflection + portfolio evidence)

You will write an individual written reflection supported by a portfolio that records and builds upon the story of your group project. This portfolio may include a variety of formats such as visual documents, videos, and digital outputs. It is an opportunity for you to demonstrate how you have collaborated in developing creative responses to a future issue.

Each summative assessment will be preceded by an opportunity of formative assessment accompanied by formative feedback.

Mapping of assessment tasks for the module

Assessment tasks	MLO1	MLO2							
Individual Reflection	x	x							

5. Indicative resources

Galveanu, V., et al., 2020. Advancing Creativity Theory and Research: A socio-cultural manifesto' in *Journal of Creative Behaviour*. Volume 54, Issue 3; pp 741-745. Open Access <https://doi.org/10.1002/jocb.395>

Hardman, T., 2021. 'Understanding creative intuition' in *Journal of Creativity*, Volume 31. ISSN 2713-3745. <https://doi.org/10.1016/j.yjoc.2021.100006>

Henriksen D., Creely E., Mehta R. 2022. Rethinking the Politics of Creativity: Posthumanism, Indigeneity, and Creativity Beyond the Western Anthropocene. *Qualitative Inquiry*. 28(5):465-475. doi:10.1177/10778004211065813

Jagtap, S. 2019. Design creativity: refined method for novelty assessment, *International Journal of Design Creativity and Innovation*, 7:1-2, 99-115, DOI: 10.1080/21650349.2018.1463176

Kozbelt, A., Beghetto, R. A., & Runco, M. A. 2010. Theories of creativity. In J. C. Kaufman & R. J. Sternberg (Eds.), *The Cambridge handbook of creativity* (pp. 20–47). Cambridge University Press. <https://doi.org/10.1017/CBO9780511763205.004>

Lutters, J., and Meijser, I., 2020. *Creative Theories of (just About) Everything. A journey into Origins and Imaginations*. Valiz. ISBN: 9789492095749 LI-9780745338699.pdf

Oetting, J., 2017. 6 Inspiring Ted Talks on Increasing Your Creativity. Hubspot. <https://blog.hubspot.com/agency/ted-talks-creativity>