

## 1.4 FACTSHEET CREATIVE PROBLEM\_SOLVING CHALLENGE

**Educational aims:** to develop 21<sup>st</sup> century skills using Challenge-based learning: creativity, complex problem-solving. Develop solutions for sustainable Development Goals (SDG).

**Educational form:** serious challenge game, active learning, interactive lecture.

### Why participate?

- **Understand creativity processes.** Learn to understand and improve your role in team creativity. Become aware of your own creativity, and the styles of your team members in a challenging, action-oriented, international environment. Understand the concepts of radical and incremental creativity, divert and convert, creative ambidexterity, creative friction, team flow and supportive team climate. Understand the value of shared storytelling, the impact of fuzzy problems, VUCA-circumstances and the character of wicked sustainability.
- **Develop your creative skills.** Use your imagination in combination with hands-on implementation. Develop out-of-the-box ideas. Evaluate creative ideas within a team. Acquire new tools, change your behavior and develop a new mindset.

**Who participate?** Business, technical, and design students from various countries.

**Activities:** *Before the game:* fill in personal values; *During the game:* game instruction, create individual and metaphors, shared story-telling. Create, develop and select radical new ideas. *After the game:* reflection about creative performance: interactive master class "How to improve your creative skills".

**Duration:** ½ - 1 day

**Language:** English

**Practicalities.** The event is free of charge. Participant will obtain a certificate of participation afterwards. This event will be held on campus. We create a virtual community and a way to communicate with team chats or personal messages via social media and interactive tools.

**Experts involved:** dr. F.G. Stel and R.A. de Jong MBA

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