



Creativity: Meaning, Mechanisms, Models

Workshop Johan Hoorn, NIAS Lorentz Fellow 2010/11

As part of the Lorentz Fellowship of Johan Hoorn, NIAS Lorentz Fellow 2010/11, a workshop is organised at the Lorentz Center from 12-16 September 2011.

On *13 September at 16.45h* Johan Hoorn invites all fellows to come and get creative. At the Lecture Room Johan Hoorn will give a short talk about what it is to be truly creative and will then ask all present to join him in a game on creative thinking.

About the workshop:

The concept of creativity is surrounded by a great number of theories and ideas, which all seem to have a point, sometimes seem to conflict with each other and at other times seem to be complementary. There is the idea of creativity as an evolutionary process, socially driven, building upon prior ideas, allowing co-creation, and advocating a more-or-less deterministic world view (cf. the Marxist view on technological innovation).

Science, technology, arts, and business thrive on creativity. Yet, are we talking about discovering novelties or are we constructing them? And what is the creative process actually about? Association, integration, and evaluation are often-mentioned ingredients of the creative process but can easily be extended by incubation, abstraction, adaptation, etc. How do these concepts relate to one another?

For more info, click [here...](#)

About the Lorentz fellowship of Johan Hoorn:

Creativity is a core faculty of the human mind but little is understood about its nature and functions. Yet, creativity is the nucleus of science, arts, innovation, business, and education. At NIAS, I will bring together researchers from the relevant alpha, beta, and gamma disciplines to study the different paradigms of creativity such as evolution, creationism, and probability.

Based on these discussions, I hope to arrive at a computational account of the creative process such as the mechanisms of creativity. The computer-generated predictions will relate to the meanings of a creation and the effects of a creation on its perceiver. Predicted meanings, mechanisms, and effects will be verified empirically to make the computational model of creativity ecologically valid. I will then summarise the fundamental issues of creativity so that a unified theory of creativity can be developed.

This work should form the basis of a computational model that can generate creative output.