# Creative Confidence (re)claiming your creativity

Christi Zuber, Phd, RN

@czuber

christi@aspenlabsnetwork.com www.aspenlabsnetwork.com



Children's Joke Telling Contest | Iowa State Fair 2012

1,967,855 views







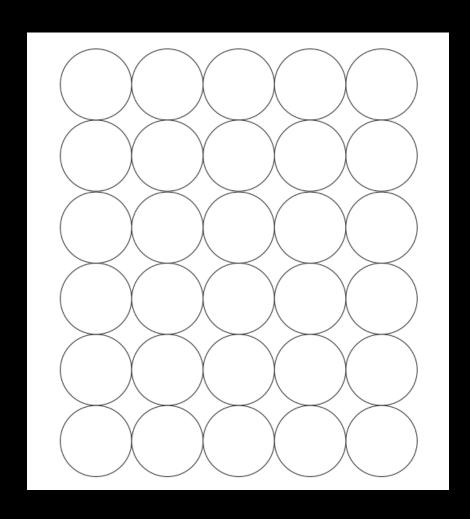




### We will cover...

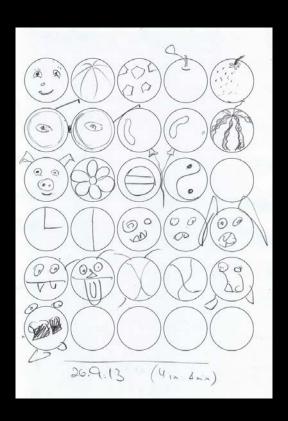
- Our brain and humans...for better and for worse
- Bonified play time... tell the folks back home it's called "serious play" (don't worry, there is a whole body of literature around it that will keep them busy for weeks)
- Creative confidence

### The Circles Game – 3 minutes



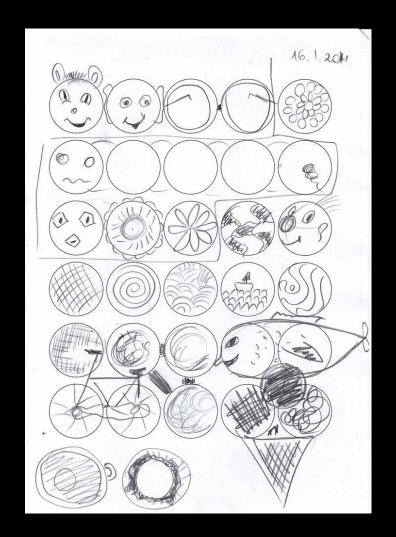
### The Circles Game



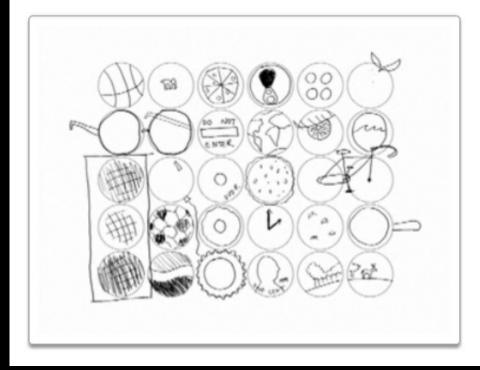


Are the ideas derivative (a basketball, a baseball, a volleyball) or distinct (a planet, a cookie, a happy face)?

### The Circles Game



Did anyone "break the rules" and combine two or more (a snowman or a traffic light)? Were the rules explicit, or just assumed?





Here comes bias.



Availability bias



"It would appear, Hopkins, that your gut feel was only indigestion"

### **Availability bias**

What: Preference for what can be easily imagined

**So What:** Undervaluing of more novel ideas

# Curiosity

cu·ri·os·i·ty

Noun

1. a strong desire to know or learn something



### Breaking Bias: Additional approaches

Diversity of team members

Collaborative work spaces

Traveling to other places and orgs

Telling stories

Physical movement

Connecting with users/customers

Resources for moonshots

Reading science fiction

Running small learning tests

Improvisational thinking

## **Breaking Bias: Additional approaches**

Collaborative work spaces

Diversity of team members

Traveling to other places and orgs

Telling stories

Offering and asking for help

Physical movement

Connecting with users/customers

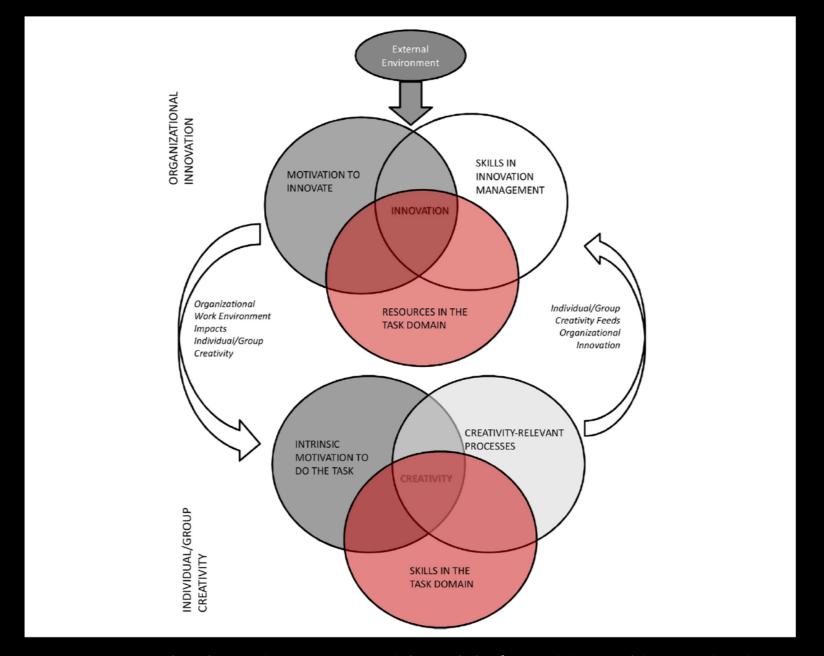
Resources for moonshots

Reading science fiction

Signaling time for humor and play

Improvisational thinking

Running small learning tests



Amabile, T.M. and Pratt, M.G., 2016. The dynamic componential model of creativity and innovation in organizations: Making progress, making meaning. *Research in Organizational Behavior*, 36, pp.157-183.

### Reference articles

Amabile, T.M. and Pratt, M.G., 2016. The dynamic componential model of creativity and innovation in organizations: Making progress, making meaning. *Research in Organizational Behavior*, *36*, pp.157-183.

Zuber, C.D. and Moody, L., 2018. Creativity and Innovation in Health Care. *Nursing administration quarterly*, 42(1), pp.62-75.

Liedtka, J., 2015. Perspective: Linking design thinking with innovation outcomes through cognitive bias reduction. *Journal of Product Innovation Management*, *32*(6), pp.925-938.







# Why humor and play?

# Yes, but...

# Yes, but...

Yes, and...

#### Improv phrases:

- Accept every offer
- Make your partner look good

# Yes, and...

Simulation as a creative ideation AND a collaboration technique





Community non-profits session

### **ANA** session

NO EVI NO EVIDENCE. NO EVIDENCE. NO EVIDENCE.

NO EVIDENCE.

### **Labor/Management Story**

### Your turn-

Simulation as a creative ideation AND a collaboration technique

### Your turn.

**15 min** to create skit of current and future state

6 min to "pair and share" ideas with another team (3 min per team)

#### Blindly select:

A story containing 1 condition and 1 person/persona

#### **Knowingly select:**

• 2 technologies/infrastructure supporters

#### Free passes:

• Smart phone, Alexa, internet access

If at first an idea is not absurd, then there is no hope for it.

-Albert Einstein

If you want to move knowledge from your head to your heart, it requires your hands.

Creativity is the ultimate integration tool. And the best part is that it's built in.

-Brene Brown



#### **David Kelley**

#### Tomorrow

# How are you going to play your OWN games with that brain of yours

- Notice your own biases and board room self-edits to:
  - quiet them down
  - intentionally (re)build "muscles"
- Think of people, places and processes to help you:
  - model curiosity
  - signal play & laughter
  - (re)claim YOUR creativity

# Appendix

Design for kronos and kyros time



#### Ideas

#### Design for kronos and kyros time

**Kronos** is the chronological or sequential time. Think about time that is planned for and scheduled.





In this example, the workgroup format in the Hackathon session allowed a structured opportunity for people from different organizations to meet and learn a something new together, teams connected and some exchanged contact information. Another example are presentations and learning tracks that reveal common areas of interest based on a participants attendance.

#### Ideas

#### Design for kronos and kyros time

**Kyros** signifies a proper or opportune time for action. Think, happy collisions. You can't force it to happen but you can create conditions for serendipity.



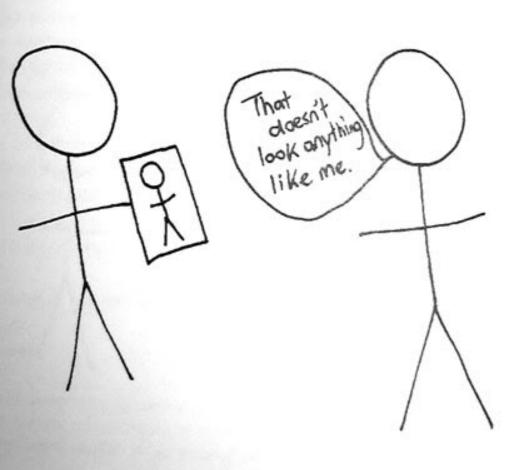


In this example, the Aspen Labs team was in front of the bookstore speaking with Bonnie when the FHIL team left the panel presentation. This resulted in an introduction from Bonnie between the 2 groups and a 45 minute conversation that revealed interconnections and common interests. Plans have already been made for future exchanges. A common area space to linger near the main flow allowed for the opportune time to meet.





# Draw your experience



Take 2 pieces of blank paper. Take 8 min to draw and 5 min to share.

One page: draw images of a time you felt happy and playful at work

Another page: draw images of what your best team experience looked like

You'll be sharing this with a partner at your table.

## Fear of failure

## Types of Failure

Amy C Edmondson (Harvard Business Review, April 2011)

### **Blameworthy Failure**

## **Praiseworthy Failure**

#### Deviance

Violating prescribed processes.

#### Inattention

Careless deviation from process.

#### Inability

Lack of skills, training, competence.

#### Process Inadequacy

Prescribed process is faulty.

#### Task Challenge

Task is too hard to execute reliably.

#### Process Complexity

Process breaks down due to complexity.

#### Uncertainty

Reasonable choices lead to failure due to unforeseeable events.

#### Hypothesis Testing

Experiment designed to test an idea leads to unwanted results.

#### Exploratory Testing

Experiment designed to uncover new knowledge leads to unwanted results.





# Why play??

# what is play?

**play** (noun). freedom of movement within a given space

#### It is developmental and cathartic.

"It is essential for helping children reach important social, emotional, and cognitive developmental milestones as well as helping them manage stress and become resilient" -The American Academy of Pediatrics (AAP)

#### It is a natural and learned schematization of life.

"A primative and paradoxical communication, schematic expression, and a succession of disequilibrial bipolar state, with their own rules, sequences and climaxes" - Brian Sutton Smith, PhD

#### It is a quality of mind.

"Play and work are words used to describe the same activity under different circumstances"

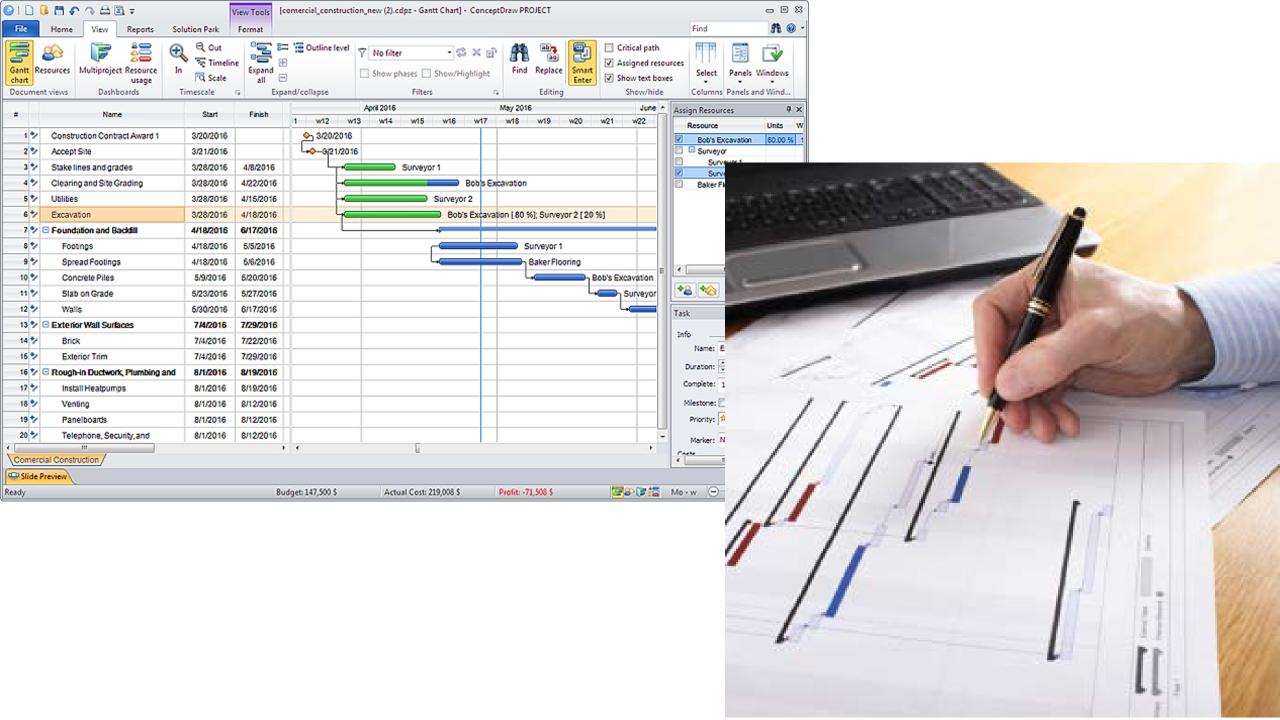














# THE PROGRESS PRINCIPLE

USING SMALL WINS TO IGNITE JOY, ENGAGEMENT, AND CREATIVITY AT WORK

> TERESA AMABILE STEVEN KRAMER

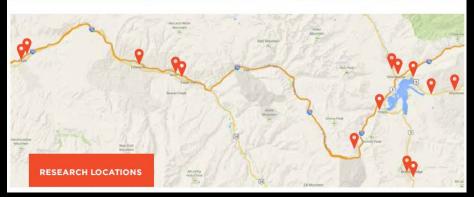
> > Harvard Business Review Press

- Slide on passion or resilience
- Why you need to celebrate successes for yourself and your team (progress principal – Amabile's research)
- Microclimate research buffer from the org







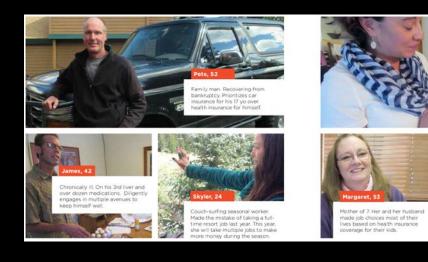




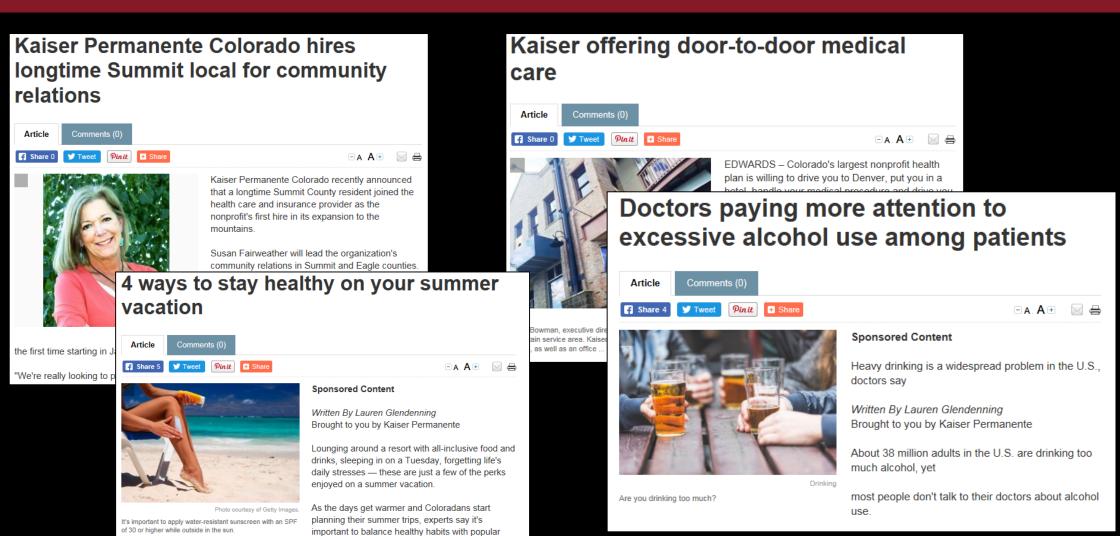






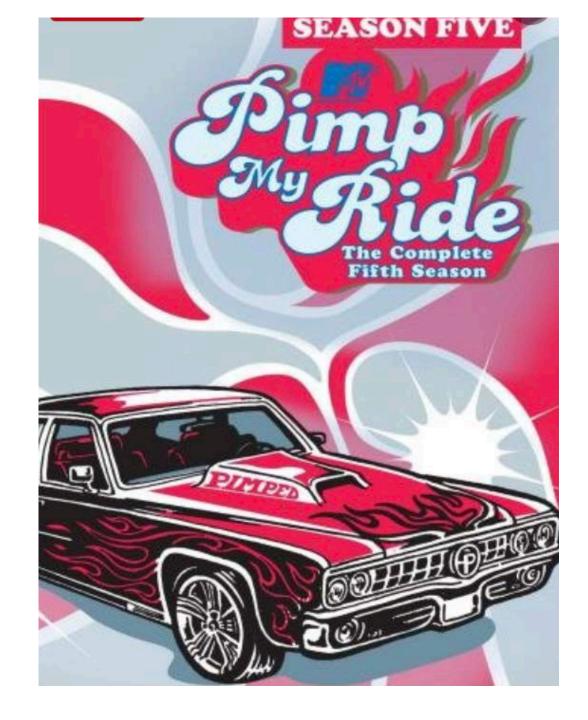


# In Production: 17 months in new market



vacation indulgences while traveling. Here are a few ways to stay safe, healthy and fit while taking

that summer trip.











Angela Donlevy, woke up with the idea in her mind after dreaming about grey frames.

Why all the frames were grey?



https://www.youtube.com/watch?v=G6gn1CawauU



## Pimp My Zimmer: Elderly residents at an Essex carehome look super fly



Jen Mills Friday 2 Dec 2016 10:47 pm



Betty and Olive show us how it's done (Picture: SWNS)

Zimmer frames might have a grey and boring stereotype, but a group of pensioners from Essex are proving that they can be anything but.

Residents at a carehome have started a craze, after revamping their walking frames with different colours and patterns.

Some of them are wrapped in patterned wallpaper, while others have British Legion poppies pinned all over them, or tinsel (well, it is Christmas after all).

Many of them have colourful foam bumpers to cushion the impact if they hit something accidentally.

We absolutely love them – but the sparkly new zimmers aren't only to look good.





http://www.boltonft.nhs.uk/2017/05/pimp-my-zimmer-pilot-programme-is-a-huge-success/









Photo Credit: DENISE BRADLEY

https://www.burtonmail.co.uk/news/local-news/pimp-zimmer-say-pensioners-kids-1341805 aspen labs

## Aneurin Bevan University Health Board



-lome About Our Organisation Working for Us Departments & Services Our Hospitals Our Clinics GP, Pharmacy & Dental Out of Hours Be Summer Savvy Contact Us

Home > News index > Pimp My Zimmer goes global... Search

#### Pimp My Zimmer goes global...

Tuesday, 12 December 2017

We're very excited that our 'Pimp My Zimmer' project has featured on the BBC World Radio Service - and has been listened to by 1.1 million people across the globe!...

You can listen to what was aired by going to the BBC website (opens in new window)

The 'Pimp My Zimmer' project (aka 'Shimmer My Zimmer') involves local schoolchildren decorating zimmer frames for care home residents.

The project aims to reduce falls as people with dementia can find it hard to recognise their grey-coloured frames. One care home claims the project has reduced falls by up to 60%.

Keep an eye on our Facebook page this week for a video featuring the Christmas-themed version of the project - 'Dec My Zimmer'...











http://www.bbc.com/news/av/health-42284621/pimp-my-zimmer-project-reduces-falls

