

The measure and mismeasure of creativity

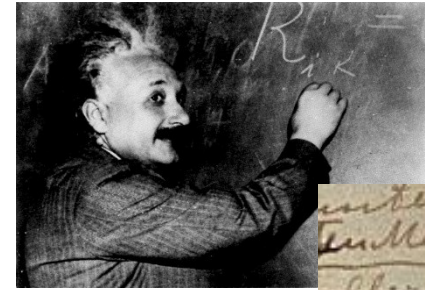
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Creativity: A 21st century competency

- 2010 IBM international study of CEOs (N=1541)
 - Creativity is the top ability sought after for top management
- 2013 Adobe survey, 4000 grade 1--12 teachers and parents, (USA, UK, Germany, Australia)
 - 85 to 90% of parents, 65 to 87 % of teachers :
« Creativity is essential for the future economy »
- 2015-2016 OECD – International study on educating creativity
- 2016 World Economic Forum “Future of jobs report”- Creativity will be one of the top three capacities for employability in 2020.

- Creativity is a capacity to produce content that is both novel and valuable within its' context.



unter der Annahme
des Massenpunktes
Bewandlung f. u.

$$E = \frac{mc^2}{\sqrt{1 - \frac{v^2}{c^2}}}$$

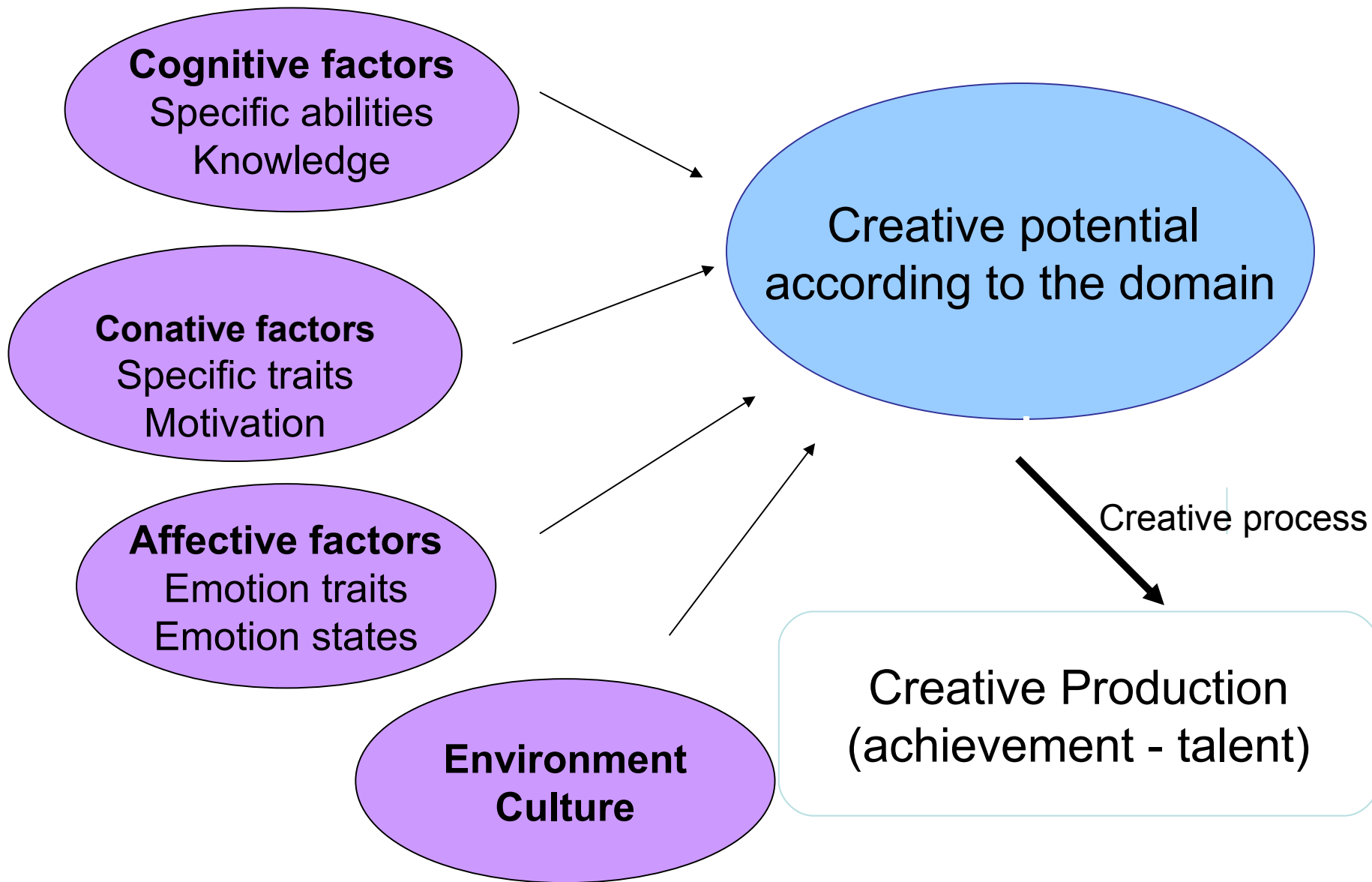


Why should we measure creativity?

1. Measures operationalize a psychological construct, allowing it to be captured, and discussed.
2. Measures facilitate a capacity being valued in the educational system.
3. Measures contribute to detection (selection, orientation) and capacity development.

Levels of creative activity

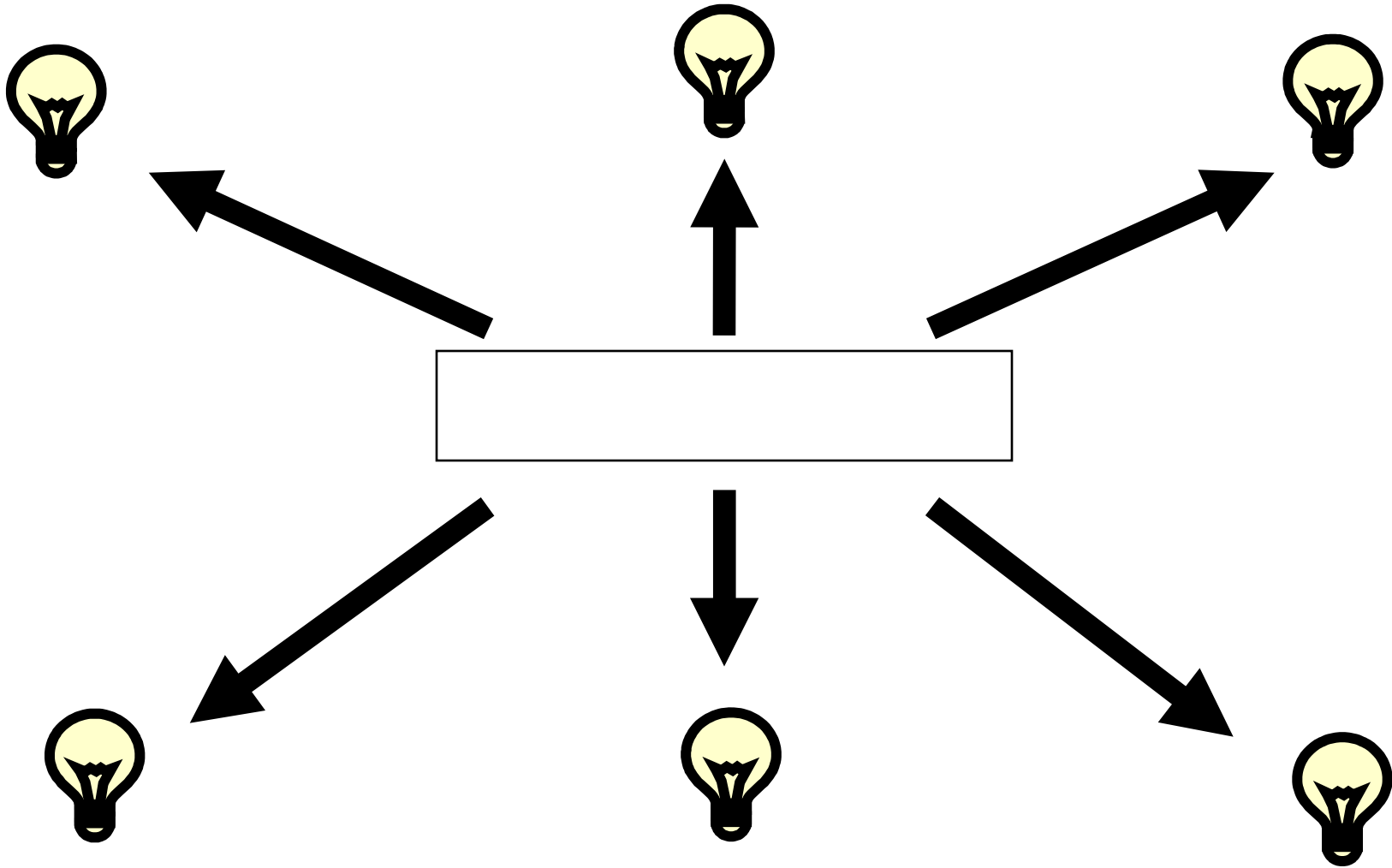
- **Mini c - intra individual**
- **Little c – interpersonal, local context**
- **Pro C – domain context**
- **Big C – global context**



Creative Process

- A two mode process is assessed
 - Divergent-exploratory: generate many original ideas
 - Convergent-integrative: generate one elaborated idea that combines several elements in a new way

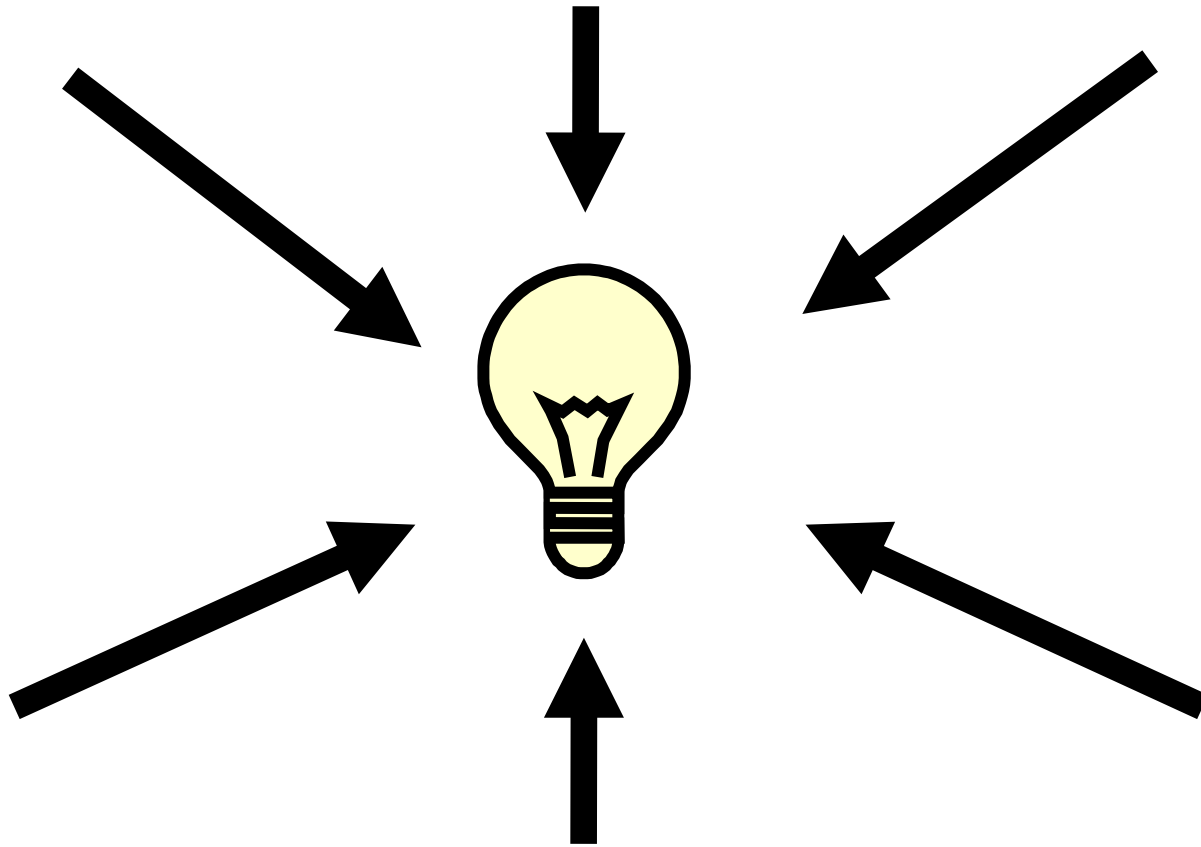
Divergent thinking



The Divergent-Exploratory Mode of thinking

- A set of internal factors are relevant:
 - ◆ Cognition: Selective encoding, Flexibility, Knowledge,
 - ◆ Personality: Perseverance, Openness, Non-conformity
 - ◆ Motivation: Novelty-seeking
 - ◆ Emotion: Positive emotion

Convergent thinking



The Convergent-Integrative Mode of thinking

- A set of internal factors are relevant:
 - ◆ Cognition: Selective comparison(analogies, metaphors), selective combination (bisociation, janusian thinking, ...), evaluation
 - ◆ Personality: Perseverance, Non-conformity, risk taking, Ambiguity tolerance,
 - ◆ Motivation: Need for Achievement, Need for Order
 - ◆ Emotion: Negative emotion

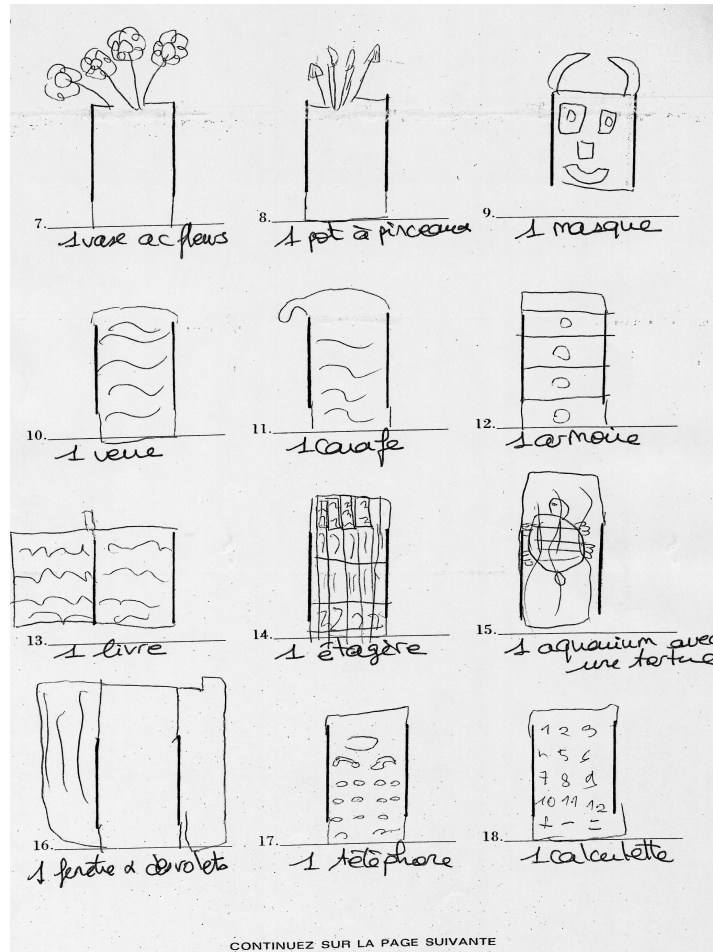
Assessment Issues

1. Creative Potential vs. Creative Achievement (Talent)
2. Domain-specific vs. general
3. Measurement approach to potential
 - Simulate real creative work (art, literary composition, ...)
 - Involve divergent-exploratory, convergent-integrative thinking, involve motivation, personality factors, emotions

Examples of creativity measures

- TTCT : Divergent, graphic and verbal
- WKCT : Divergent, verbal
- RAT : Convergent, verbal
- TCT-DP : Convergent, Graphic

Examples of Measures



- RAT (Mednick)

surprise – birthday –
line

(response: party)

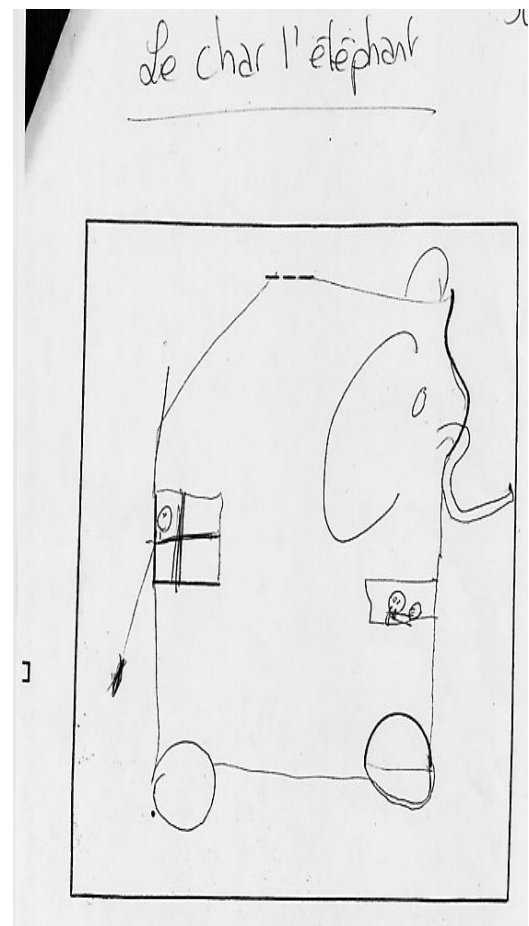
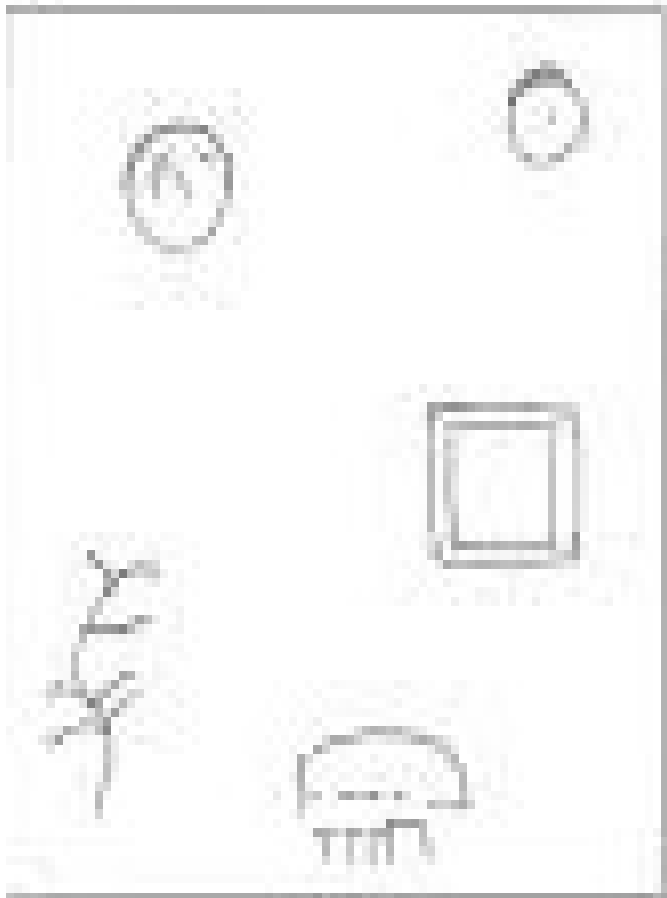


Table 1

Results of factor analyses (factor loadings) of TCT-DP subscores after varimax rotation.

Variables	Drawing form A			Drawing form B		
	Factor 1	Factor 2	h^2	Factor 1	Factor 2	h^2
Cn	.99	.05	.98	.99	-.07	.94
Cm	.65	.45	.63	.56	.24	.74
Ne	-.03	.62	.38	-.08	.76	.62
Ci	.30	.65	.51	.13	.62	.39
Cth	.15	.93	.88	.09	.83	.61
Bfd	.77	-.02	.59	.89	-.02	.93
Bfi	.47	.49	.46	.33	.47	.53
Pe	-.02	.52	.27	-.21	.52	.44
Hu	.15	.76	.60	.13	.69	.51
Uct	.28	.55	.39	.27	.49	.39
Expl. Var.	2.43	3.27		2.35	2.91	
Pct. Var.	24%	33%		24%	29%	

Cn = Number of graphic elements used among the initial elements proposed; Cm = Number of graphic elements used in a meaningful way; Ne = Number of new items added to the composition; Ci = Number of contacts established between the initial graphic elements; Cth = Degree to which the elements were connected thematically; Bfd = Use of the element outside the frame; Bfi = Use of added elements outside the frame; Pe = Use of three-dimensional drawing techniques; Hu = Creation of a humoristic or emotional atmosphere; Uct = Use of unconventional, non-stereotyped content or graphic forms. Expl. Var. = Explained variance; Pct. Var. = percentage of explained variance.

EPoC, a new battery to evaluate creative potential

- Developed from 2000 – 2010, based on prior research on children's development of creative thinking.
- 2011: Artistic-graphic and Literary-Verbal domains normed on a French population.
- 2013: Versions in English, Arabic, German, Turkish (and other languages under development – Polish, Chinese, Portuguese, Slovenian, ...).
- 2015: Extension to Social, Math, Science, Music Domains & OECD research use in 10 countries.

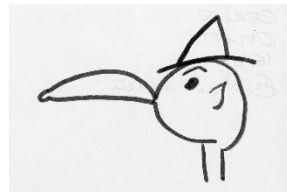
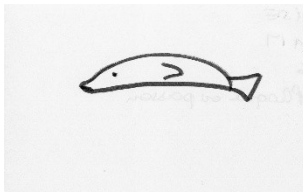
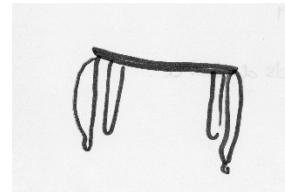
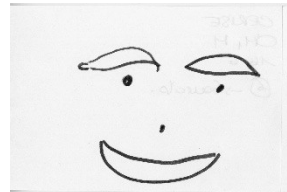
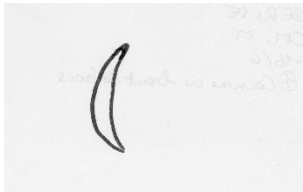
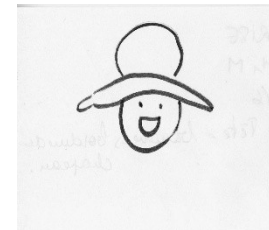
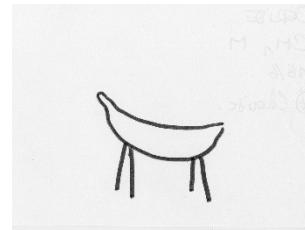
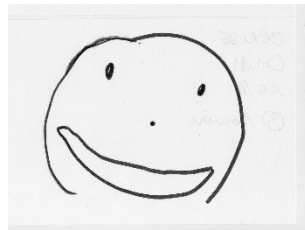
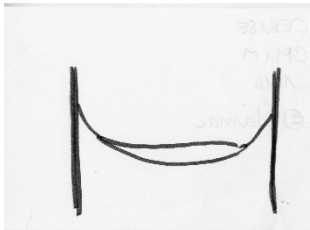
How does EPoC work?

- Have the child show what they can produce when they engage the creative process in a domain-specific, meaningful task.
- Solicit both divergent-exploratory and convergent-integrative thinking, the two main parts of the creative process.
- Measure children's creative thinking on two separate occasions, with two distinct contents from the target domain.

Test Administration

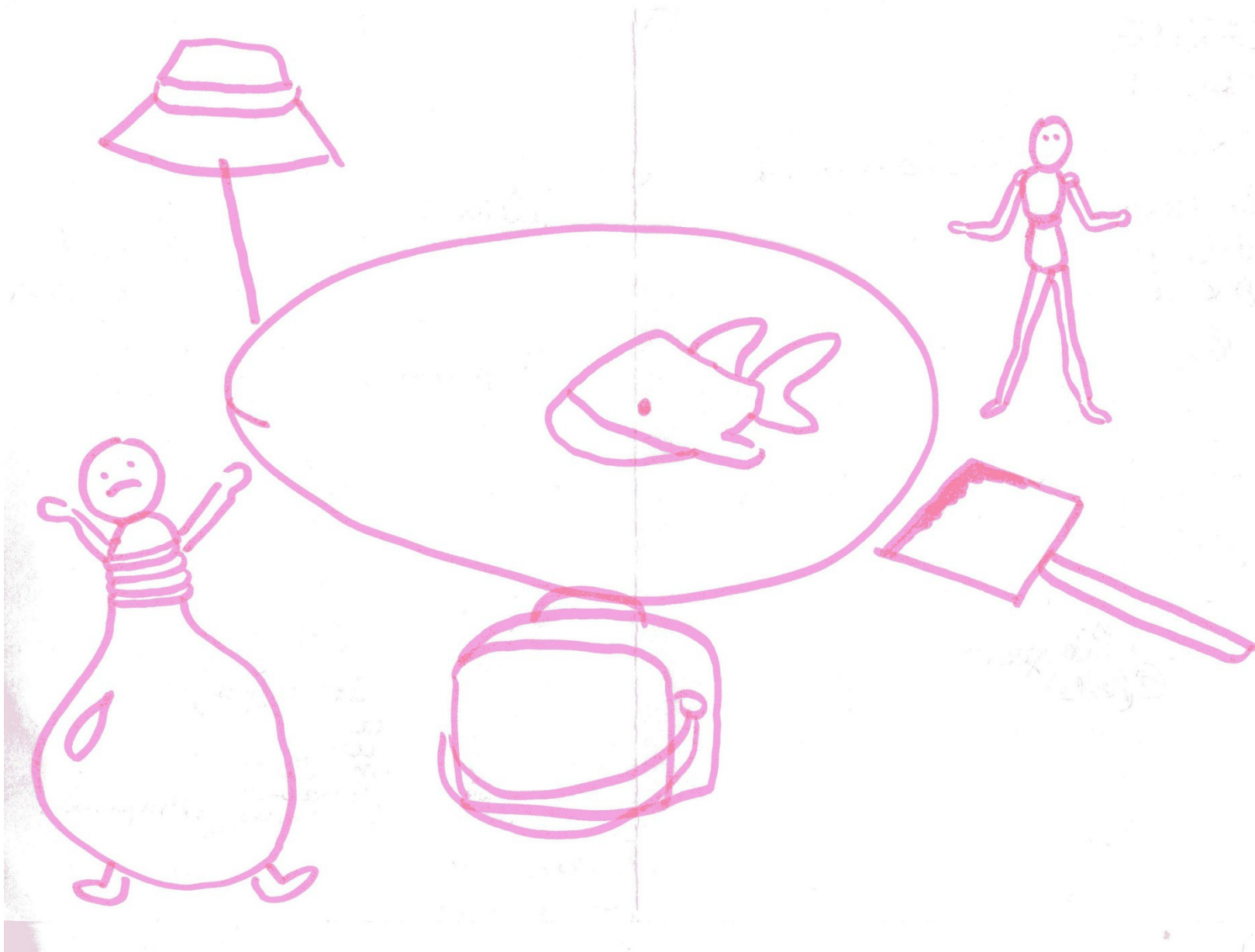
- Individual
- 2 sessions of 20 minutes per domain assessed, several days apart
- Each session, divergent-exploratory and convergent-integrative tasks
- Scoring =
 - Divergent : Fluency
 - Convergent : judges ratings

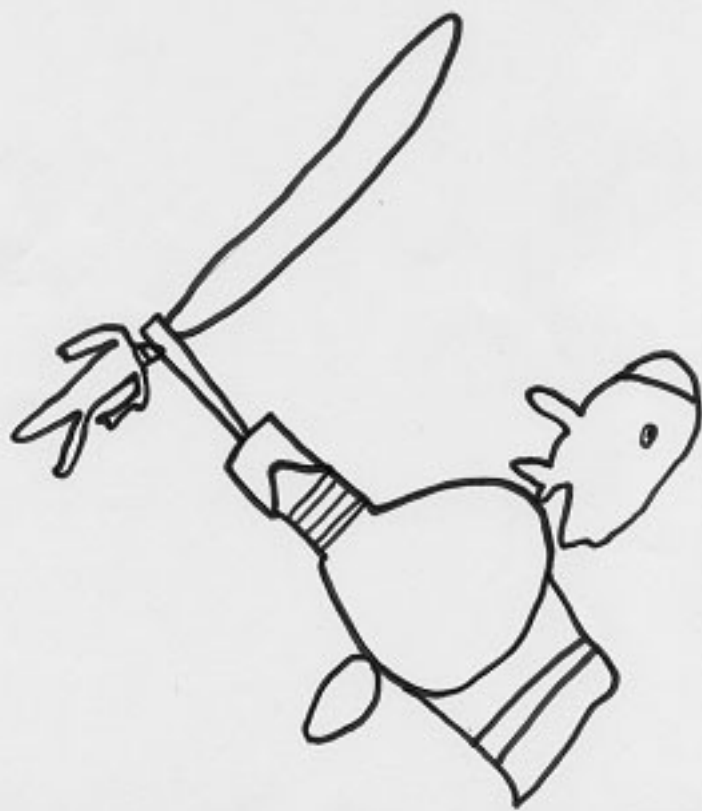
Examples of productions Divergent-exploratory



Examples of productions Convergent - Integrative







EPoC Scoring

Divergent-exploratory: fluency

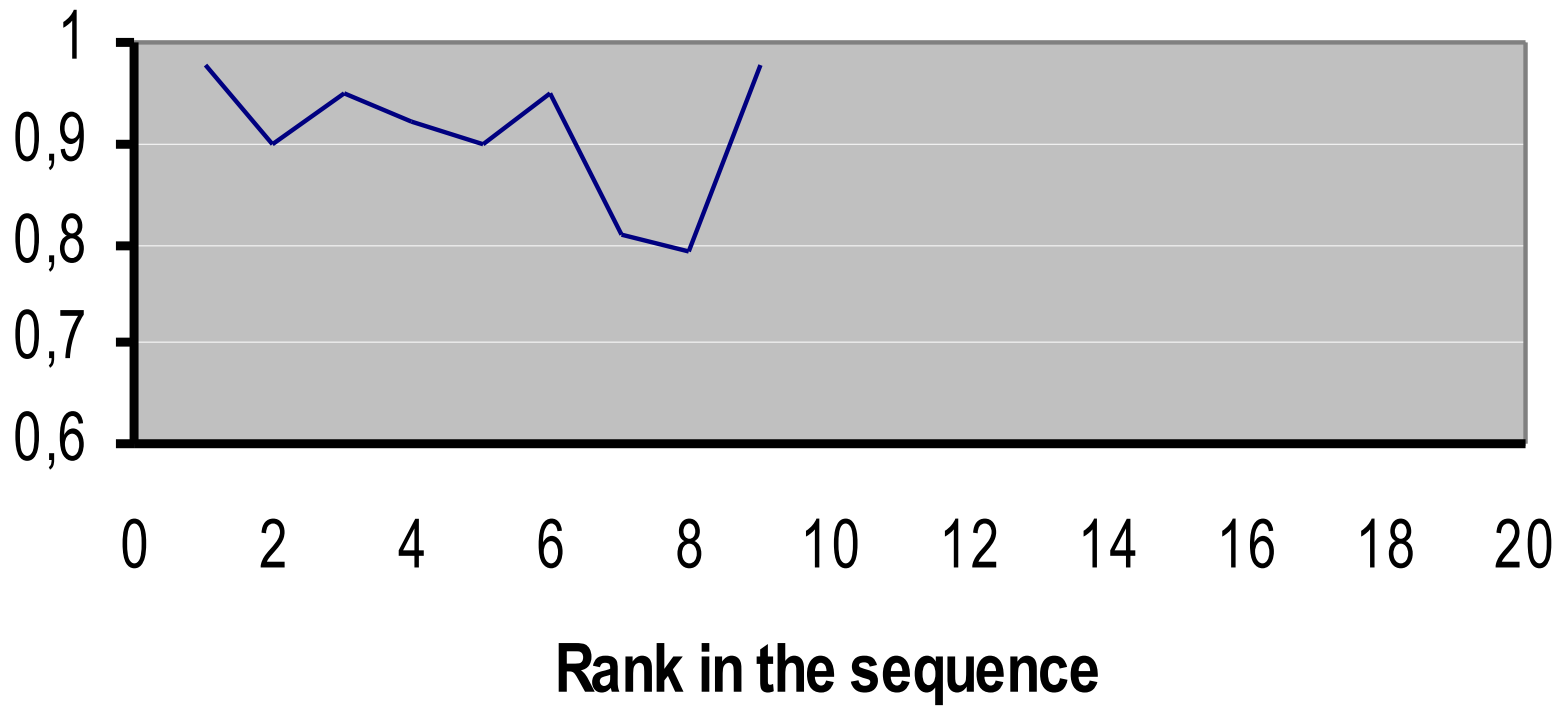
Convergent-integrative: original synthesis

Why fluency ?

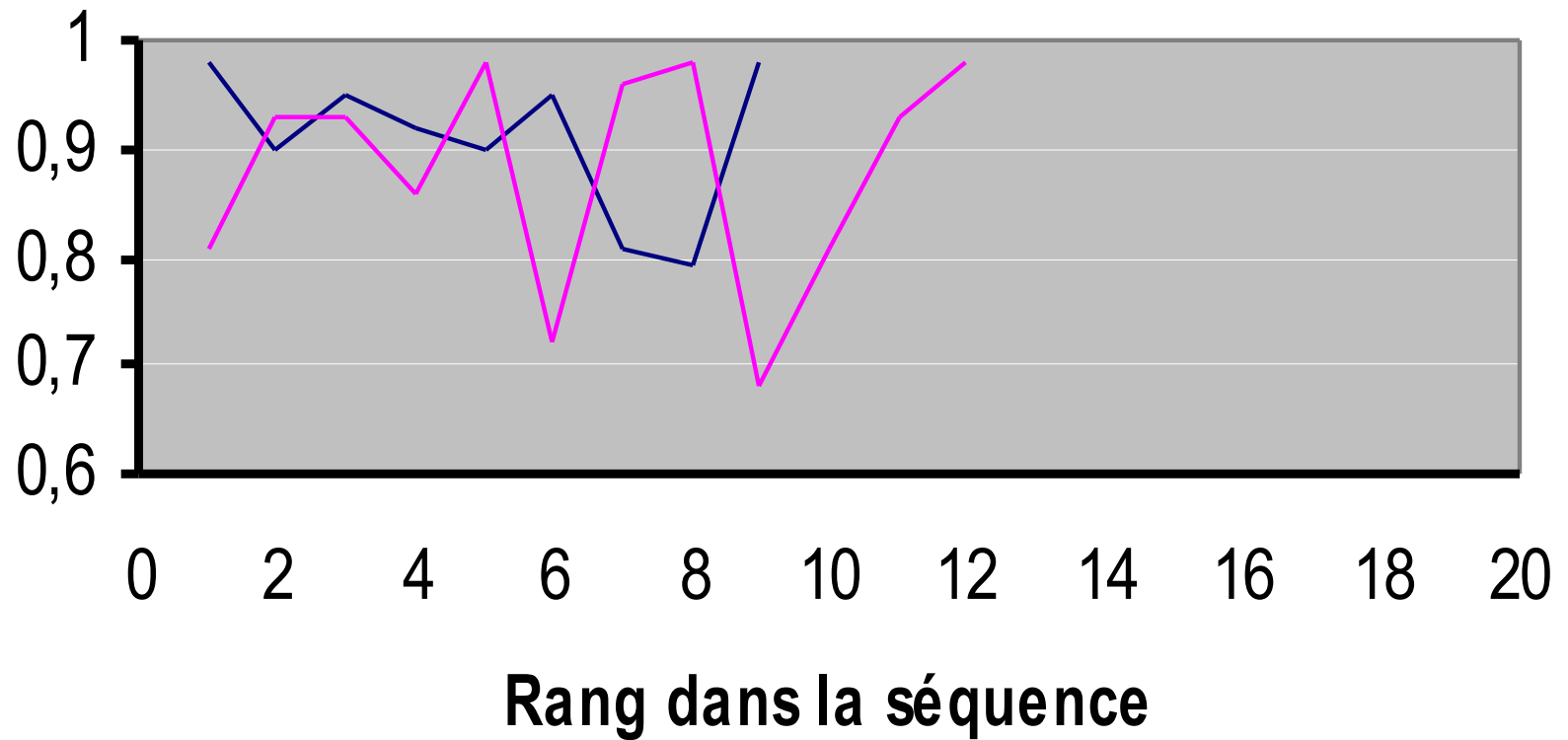
Make as many drawings as you can with the given graphic form.

Try to be imaginative.

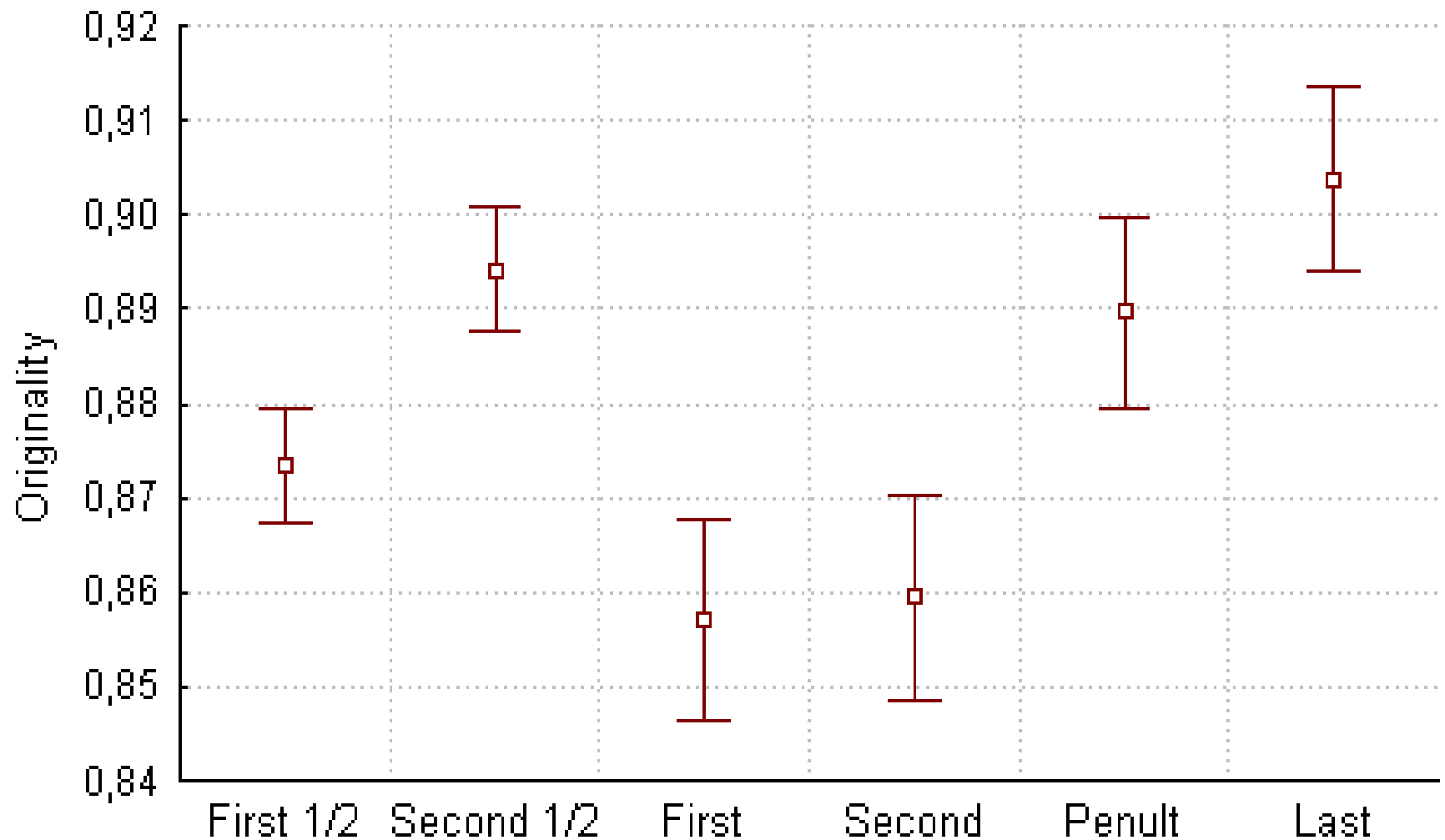
Profile of statistical originality



Profil de l'originalité statistique



Mean originality as a function of rank in the sequence
(N = 197)



EPoC Scoring: overview

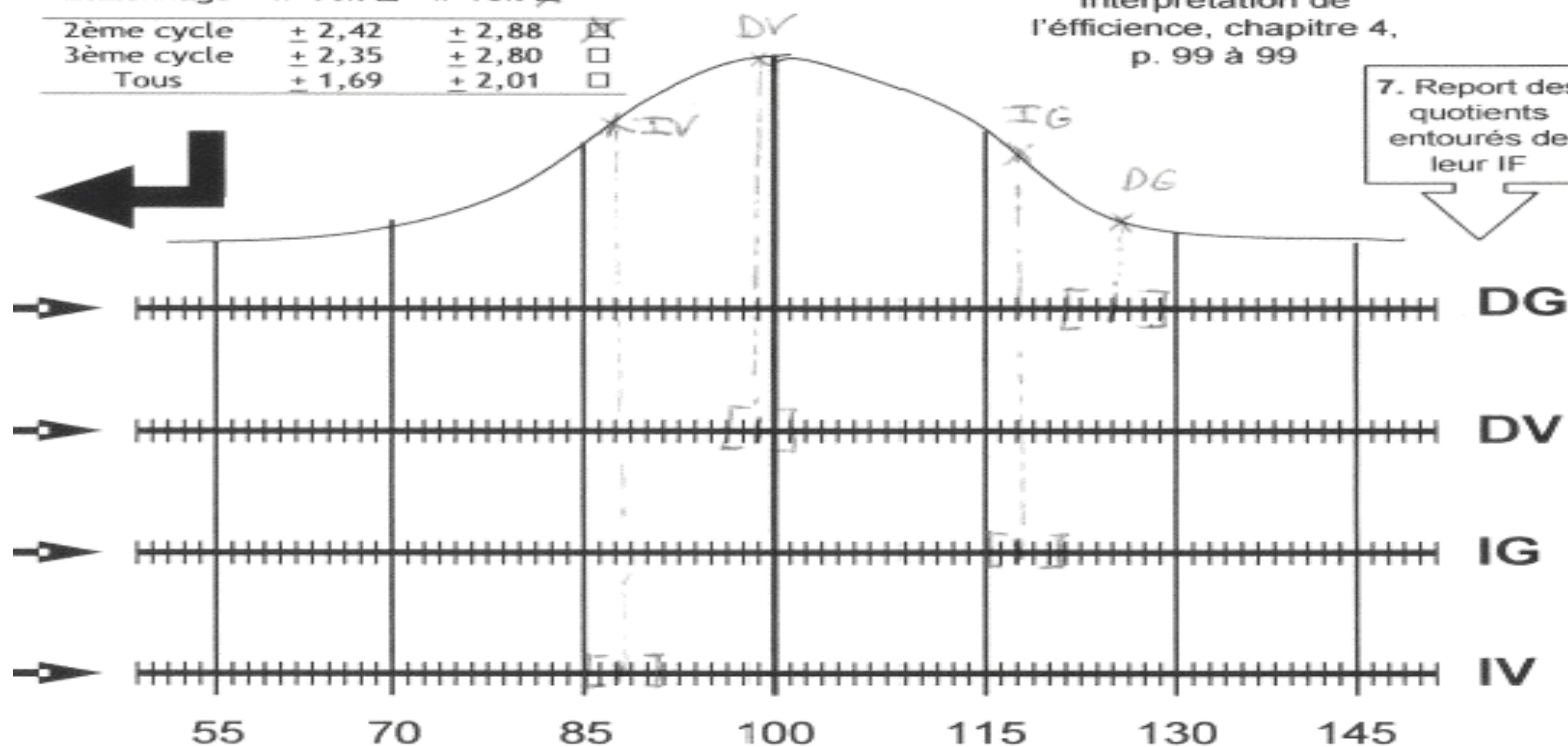
Intervalle de confiance (seuil 90 et 95%) autour des valeurs de quotients

Etalonnage	IF 90% <input type="checkbox"/>	IF 95% <input checked="" type="checkbox"/>
2ème cycle	$\pm 2,42$	$\pm 2,88$ <input checked="" type="checkbox"/>
3ème cycle	$\pm 2,35$	$\pm 2,80$ <input type="checkbox"/>
Tous	$\pm 1,69$	$\pm 2,01$ <input type="checkbox"/>

Efficienne

Interpretation de l'efficienne, chapitre 4, p. 99 à 99

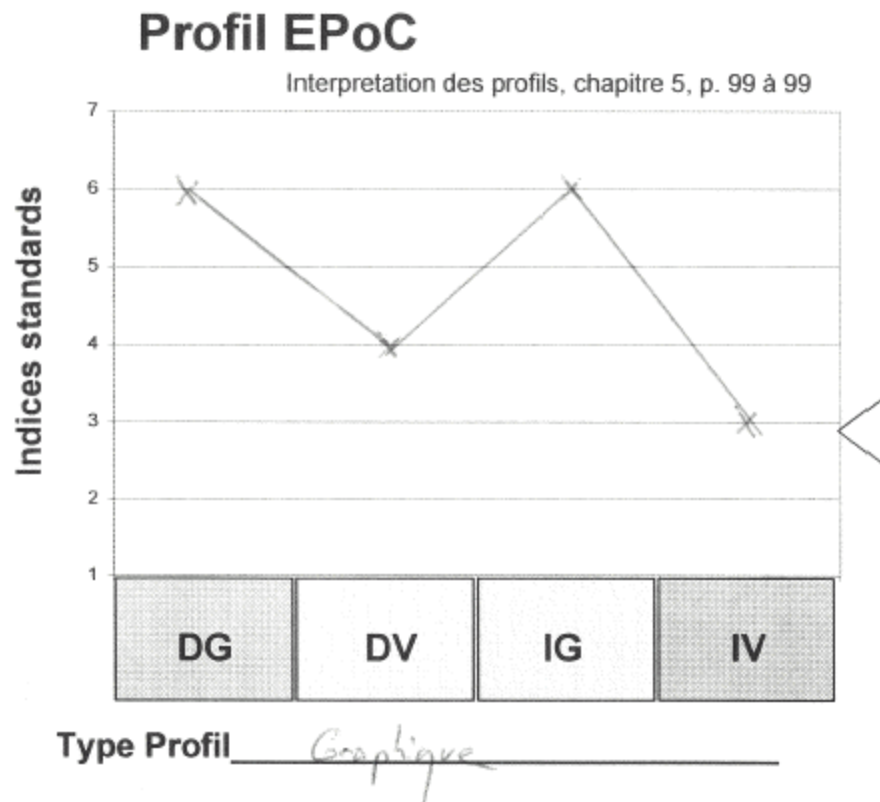
7. Report des quotients entourés de leur IF



Indice	Très limité 69 et moins	Limité 70-79	Normal faible 80-89	Moyen 90-109	Normal fort 110-119	Supérieur 120-129	Très supérieur 130 et plus
DG	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
DV	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
IG	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
IV	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

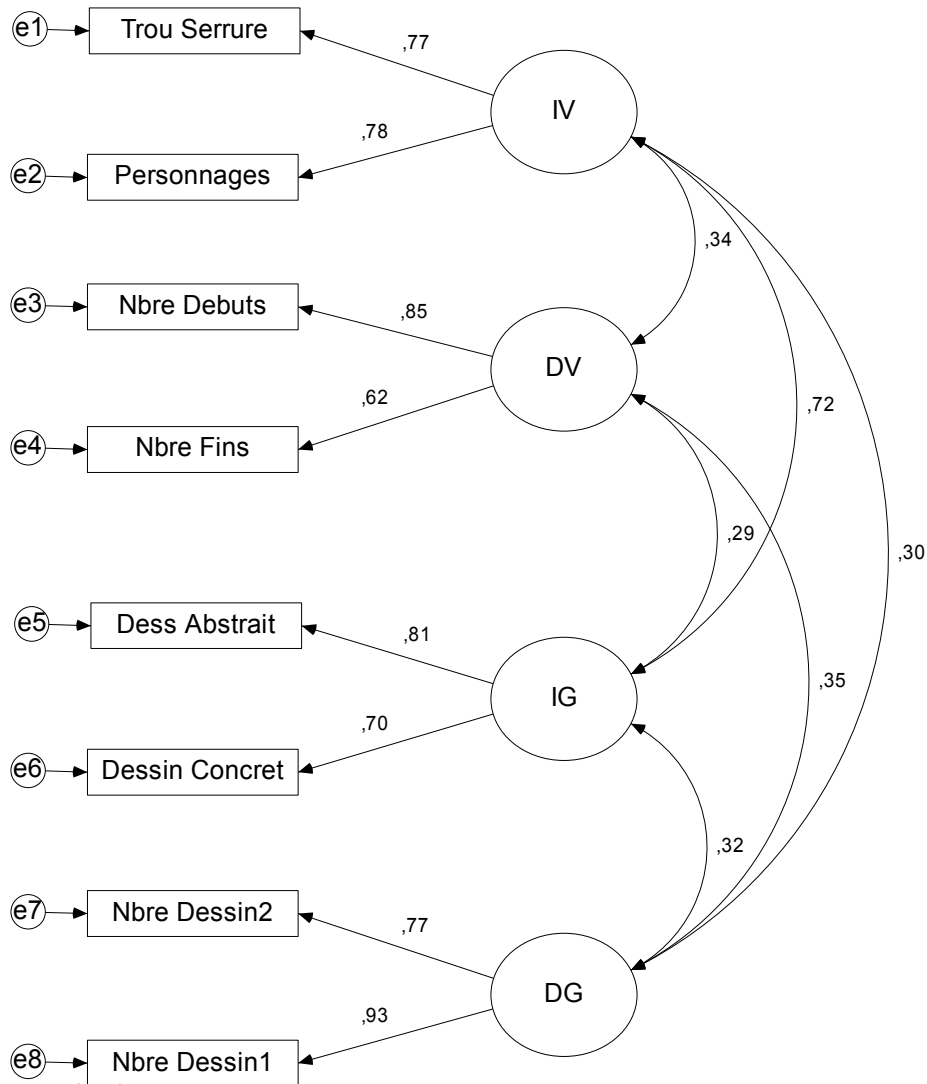
Synthèse efficienne

EPoC Scoring: overview



EPoC : Construct validity

CFA consistent with
the theoretical model



EPoC : Relation to Intelligence

		EPoC			
		DG	DV	IG	IV
WISC4	<i>Compréhension verbale (ICV)</i>	.14	.16	.21	.26
	<i>Raisonnement perceptif (IRP)</i>	-.24	-.07	.11	.06
	<i>Mémoire de travail (IMT)</i>	-.15	-.07	.19	.09
	<i>Vitesse de traitement (IVT)</i>	-.23	.13	.28	.10
	<i>Quotient intellectuel total (QIT)</i>	-.14	.07	.28	.21

Additional EPoC Domains

Graphic-Artistic: Abstract and Concrete

Verbal-literary: Titles and Characters

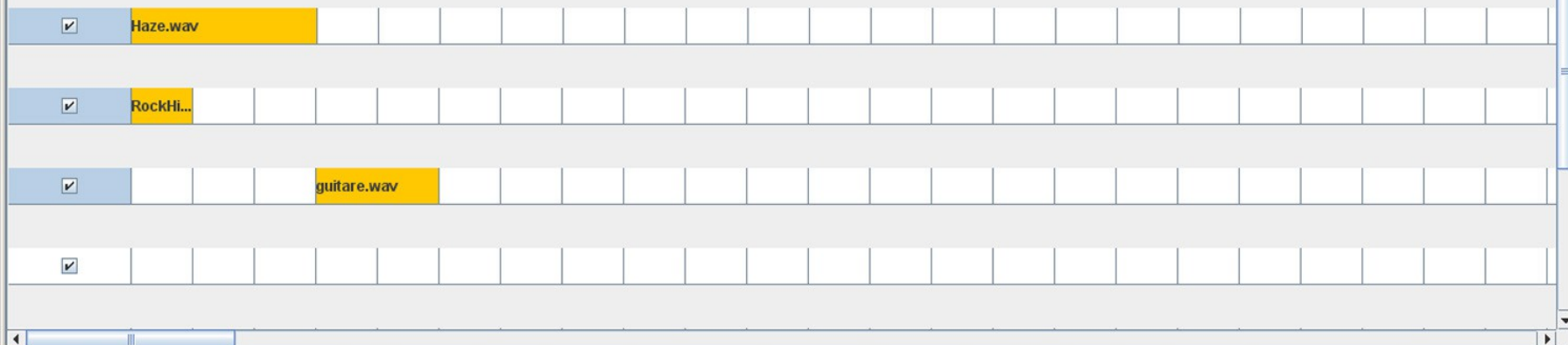
Science: Natural and Human sciences

Social: Peers and Others, Dyad and Group

Math: Numbers and Figures

Musical: Instruments and Objects

Corporal-Kinesthetic: Individual and
Collective

☒ Select all

Enregistrement final

Ajout d'un nouveau bouton pour enregistrement

guitare.wav

Haze.wav

RockHiHat.wav

SmokeRiff.wav

Test1.wav

Test2.wav

Test3.wav

Test4.wav

Test5.wav

Test6.wav

Test7.wav

Test8.wav

Test9.wav



Suite

$$1 \times 9 + 2 - 4 = 7$$



4 numbers, 3 operations

$$\begin{aligned} 1 \times 9 &= 9 \\ 9 + 2 &= 11 \\ 11 - 4 &= 7 \end{aligned}$$

$$\begin{aligned} 2 \times 6 + 2 - 7 &= 7 \\ (2 + 9 - 8) \times 3 - 2 &= 7 \end{aligned}$$

Before you begin the real task, play with this special calculator.

Try to get 7. Alerts will tell you when you do something not allowed :

divisions must give only whole numbers, no fractions

subtract only small numbers from bigger ones

and use at least 3 different numbers and 2 operations (they light up when used).

Hit OK when green, to record your calculation.
The arrow goes back in a calculation.

Click below to go on.



Numbers: Convergent thinking

$$4 \times 6 - 9 + 1 - 8 - 5 + 3 + 2 - 7 = 1$$



9 numbers, 3 operations

$$\begin{aligned} 4 \times 6 &= 24 \\ 24 - 9 &= 15 \\ 15 + 1 &= 16 \\ 16 - 8 &= 8 \\ 8 - 5 &= 3 \\ 3 + 3 &= 6 \\ 6 + 2 &= 8 \\ 8 - 7 &= 1 \end{aligned}$$

Before you begin the real task, play with this special calculator.

Try to get 1.

Alerts will tell you when you do something not allowed :
divisions must give only whole numbers, no fractions
subtract only small numbers from bigger ones
and use all 9 numbers and 2 operations at least once
(they will light up when used).

The arrow goes back in a calculation.

Click below to go on.



Examples of low and high responses for the “Numbers” divergent task

- Fluency (number of calculations produced in 10')
 - Mean: 13.5
 - Standard deviation: 8.7
 - Minimum: 1
 - Maximum: 54
- Originality
 - Low (High frequency): $5 + 4 - 1 = 8$
 - High (Frequency $\leq 1\%$): $(2 + 6) \times 2 - 8 = 8$

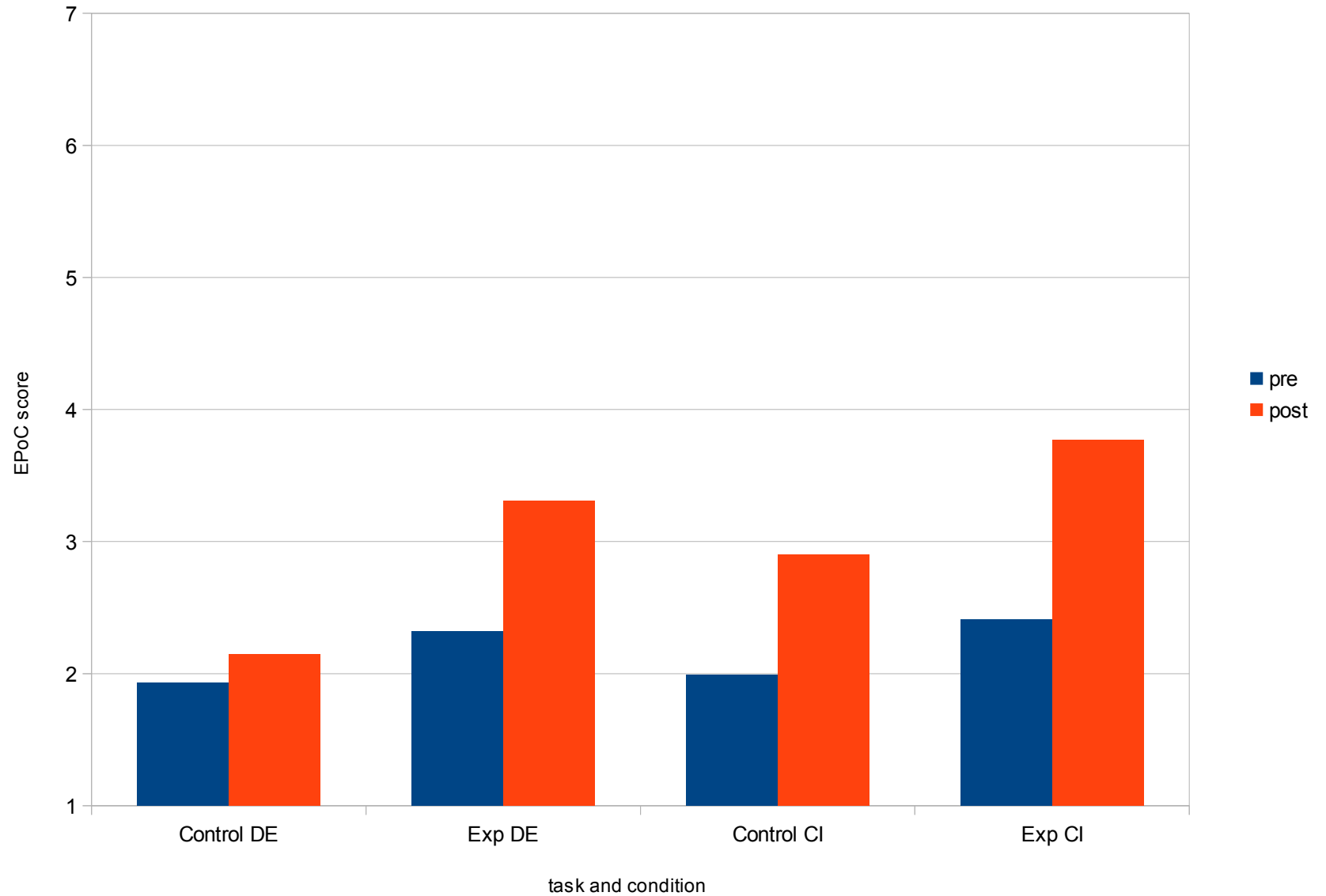
Uses of EPoC

Education: used to pre test, and post test children and adolescent to see effects of educational training

Education: used as a screening tool for entry into some schools, or programs (“creative gifted”); used to detect children's profiles and guide differentiated educational activities based creative domain abilities

Clinical: used as part of psychological testing, complementary to IQ tests, to provide a better vision of a child as a whole

Results - Creativity training study



Summary of the main points

- Creativity: involves multiple psychological factors, and two processes
- Evaluation: a new measurement technology, EPoC: theoretically grounded – domain-situated approach, easy to administer and score
- Creative potential can be measured and developed

Contact :

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Lubart, T., Besançon, M. & Barbot, B. (2011).

Evaluation of Potential for Creativity. Paris: Hogrefe

