# H7IAC: Innovation and Creativity

Module Code:		H7IAC					
Long Title		vation and Creativity APPROVED					
Title		tion and Creativity					
Module Level:		LEVEL 7					
EQF Level:		6					
EHEA Level:		First Cycle					
Credits:							
Module Coordinator:		ROSALIND BEERE					
Module Author:		ROSALIND BEERE					
Departments:		School of Business					
	of the qualifications e required of staff						
Learning Outo	omes						
On successful	completion of this modu	e the learner will be able to:					
#	Learning Outcome	Description					
LO1	Demonstrate an awa	areness of the creative process					
LO2	Demonstrate the app	e application of creative and innovative strategies in a variety of contexts					
LO3		dual and team-based approaches to innovation and creativity demonstrating sufficient understanding of opportunity/problem recognition, elopment and absorptive capacity					
LO4	Recognise and comp	prehend the sources of creativity and innovation present in an organisation					
LO5	Evaluate the nature	ure of entrepreneurship in the execution of creative and innovative strategies					
Dependencies	•						
Module Recommendations							
No recommendations listed							
Co-requisite Modules							
No Co-requisite modules listed							
Entry requirer	nents						

# **H7IAC: Innovation and Creativity**

### **Module Content & Assessment**

### Indicative Content

### Introduction to Creativity

Defining creativity and innovation. Characteristics of creativity and creative people. Principals of divergent and convergent thinking practices

Exploring creative models such as Wallas' four Stage Sequence, Dr Perkin's snowflake model. Creative Problem Solving (CPS), DeBono's six thinking hats and their implications, SCAMPER thinking, Koberg & Bagnall's, Design Process, Da Vince's Technique, The Morphological Matrix Approach. Brainstorming, and reverse brainstorming

### Creativity, innovation and groups

Defining groups and teams. Nurturing creative team work and developing a process of team work. The process should include an acknowledgement of the break-down of team

### Sources of creativity, innovation and organisation

Recognise and comprehend the sources of creativity and innovation present in an organisation. Explore the development of and enablement of organisational creativity. Acknowledging the barriers and constraints of the creative process and implications for organisations. Leveraging creativity and innovation to drive growth and competitive

### Application of innovation and creativity

Understand the process of evaluating the risk and rewards of new innovations. Building the business case for your innovation. Consider options for going into business, analysing opportunities, developing a strategy for a new innovation

### The Creative Class

Exploring creative enterprises, industries and those who participate in the creative class

Assessment Breakdown	%		
Coursework	100.00%		

### Assessments

### **Full Time**

Coursework Assessment Type Reflective Journal % of total:

Outcome addressed: Assessment Date:

Non-Marked: No

### Assessment Description:

Students are required to maintain a blog/reflective journal of material covered each week (LO 1-5) documenting the lessons learned and implications these lessons have for enterprise growth. The blog/journal will be used in conjunction with the final assignment to develop an understanding of the process of innovation and creativity in enterprises

1,2,3,4,5

% of total: 20 **Assessment Type** Case Study **Assessment Date:** n/a Outcome addressed: 1,2,3,4,5

Non-Marked:

### **Assessment Description:**

Having read a contemporary problem based learning case study based on a company who use creativity and innovation as a key component of organisational and competitive strategy, students (in consultative groups) should assert how to approach and execute strategies and tactics to the issues outlined in the cases, which they will present to their peers for review (oral presentation as below)

Presentation % of total: 10 Assessment Type: **Assessment Date:** n/a Outcome addressed: 2,3

Non-Marked:

## **Assessment Description:**

Oral presentation (group contribution), Students will present (as a team but with individual contributions) an oral presentation of the case study above. Other class members will be invited to ask questions to investigate the presenting groups approach. All arguments/approaches will be marked accordingly

Written Report Assessment Type: % of total: 40 **Assessment Date:** n/a Outcome addressed: 1,2,3,4,5

Non-Marked: No

### Assessment Description:

Written report (individual contribution). Students will be asked to individually systhesise and apply the learning outcomes to a case (enterprise/business), with a view to providing a practical toolkit for managing innovation and creativity in an enterprise. The directive will require a treatment of the elements explored in the course with a view to providing a practical roadmap of such considerations as innovations and creativity, strategies for executing and exploiting innovations for an enterprise

No Workplace Assessment

### Reassessment Requirement

### Repeat failed items

The student must repeat any item failed

# **H7IAC: Innovation and Creativity**

Module Workload  Module Target Workload Hours 0 Hours								
Workload Type	Workload Description		Hours	Frequency	Average Weekly Learner Workload			
Lecture	No Description		2	Every Week	2.00			
Practical	No Description		2	Every Week	2.00			
Independent Learning	No Description		17	Every Week	17.00			
Total Weekly Contact Hours								

# Module Resources Recommended Book Resources Callum, E.. (2014), Creativity, Inc.: Overcoming the Unseen Forces that Stand in the way of True Inspiration. Fox, J. M. and Fox, R. L.. (2010), Exploring the Nature of Creativity, USA, Kendall Hunt Publishing Company. Supplementary Book Resources Bessant, J. and Tidd, j.. (2011), Innovation and Entrepreneurship, UK Wiley. Byrave, W. and Zacharakis, A.. (2011), Entrepreneurship, 2nd. West Sussex, England, Wiley.

This module does not have any article/paper resources

This module does not have any other resources

Discussion Note: