

# The Science Of Creativity:

*Psychology And Neuroscience Insights For  
Better Ideas And How To Get Leaders To Listen*



**Nick Skillicorn**

 **idea to value.com**  
The community for creativity and innovation

# What you will learn today:

1. The current trends in creativity levels
2. The scientific insights into how creativity actually works
3. The simple 5 activities you need to do to enhance your creativity, every single day

***A completely new perspective on your own ability to create***

# Why does the CEO care about ideas?

## in 2015

1. Complex Problem Solving
2. Coordinating with Others
3. People Management
4. Critical Thinking
5. Negotiation
6. Quality Control
7. Service Orientation
8. Judgment and Decision Making
9. Active Listening
10. Creativity

## in 2020

1. Complex Problem Solving
2. Critical Thinking
3. Creativity
4. People Management
5. Coordinating with Others
6. Emotional Intelligence
7. Judgment and Decision Making
8. Service Orientation
9. Negotiation
10. Cognitive Flexibility

In 2010, [IBM surveyed 1,500 CEOs](#) from across the world, and they voted creativity to be their **most important** workplace capability to help them survive and grow

# Who am I?





# What most “creativity training” does:

- **Option 1:** Generate as many ideas as possible, because that’s what we can count as successful
- **Option 2:** Let’s get motivated by the success of other innovators



# Here's the problem:

Creativity doesn't just happen in a two-hour period when you want it to...

...and it means nothing if it achieves nothing

What do I care about?

Evidence



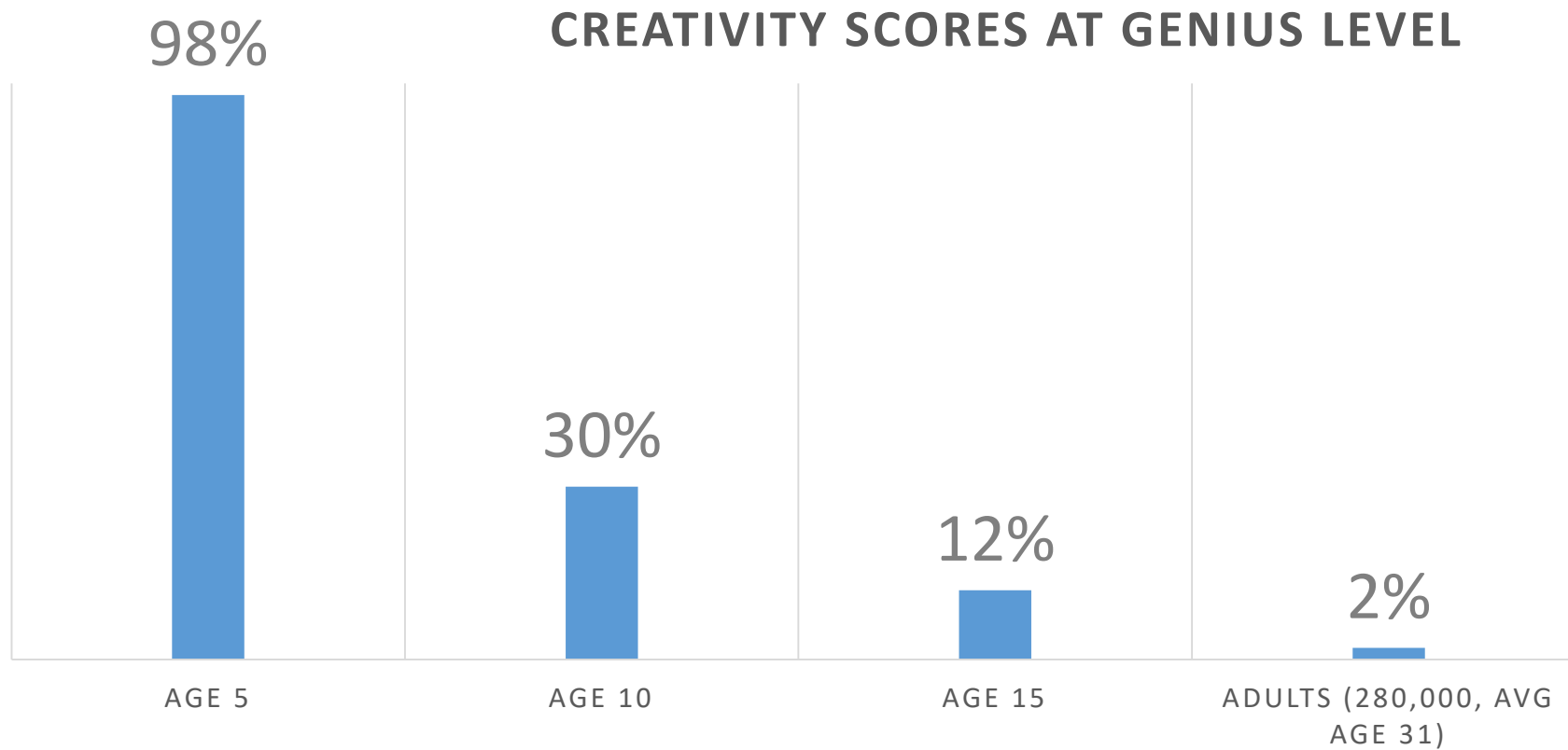


Spend 2  
minutes  
writing down  
everything  
that is  
wrong with  
this picture



# Creative ability decreasing as we age

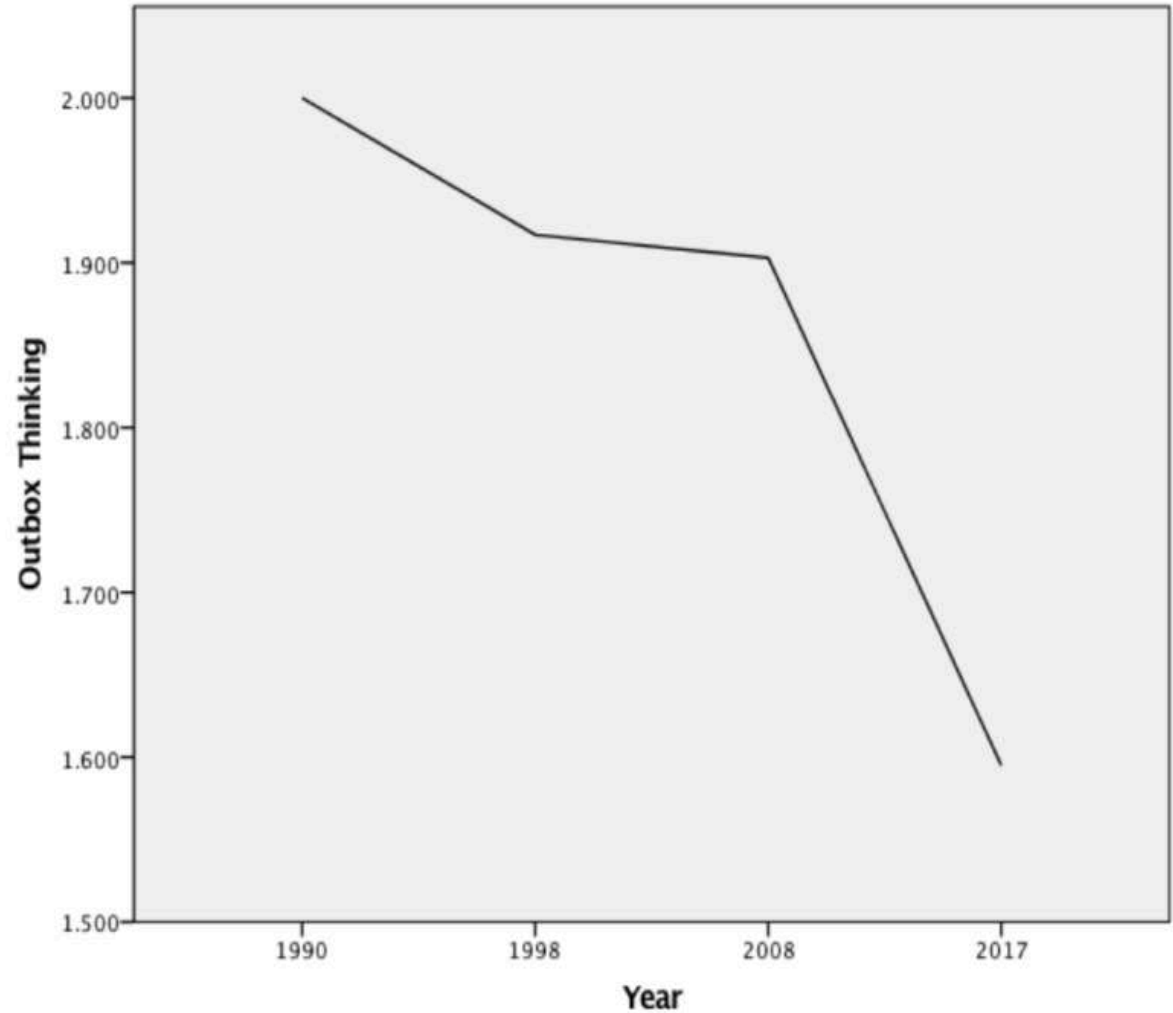
1968 longitudinal study of 1,600 children for NASA



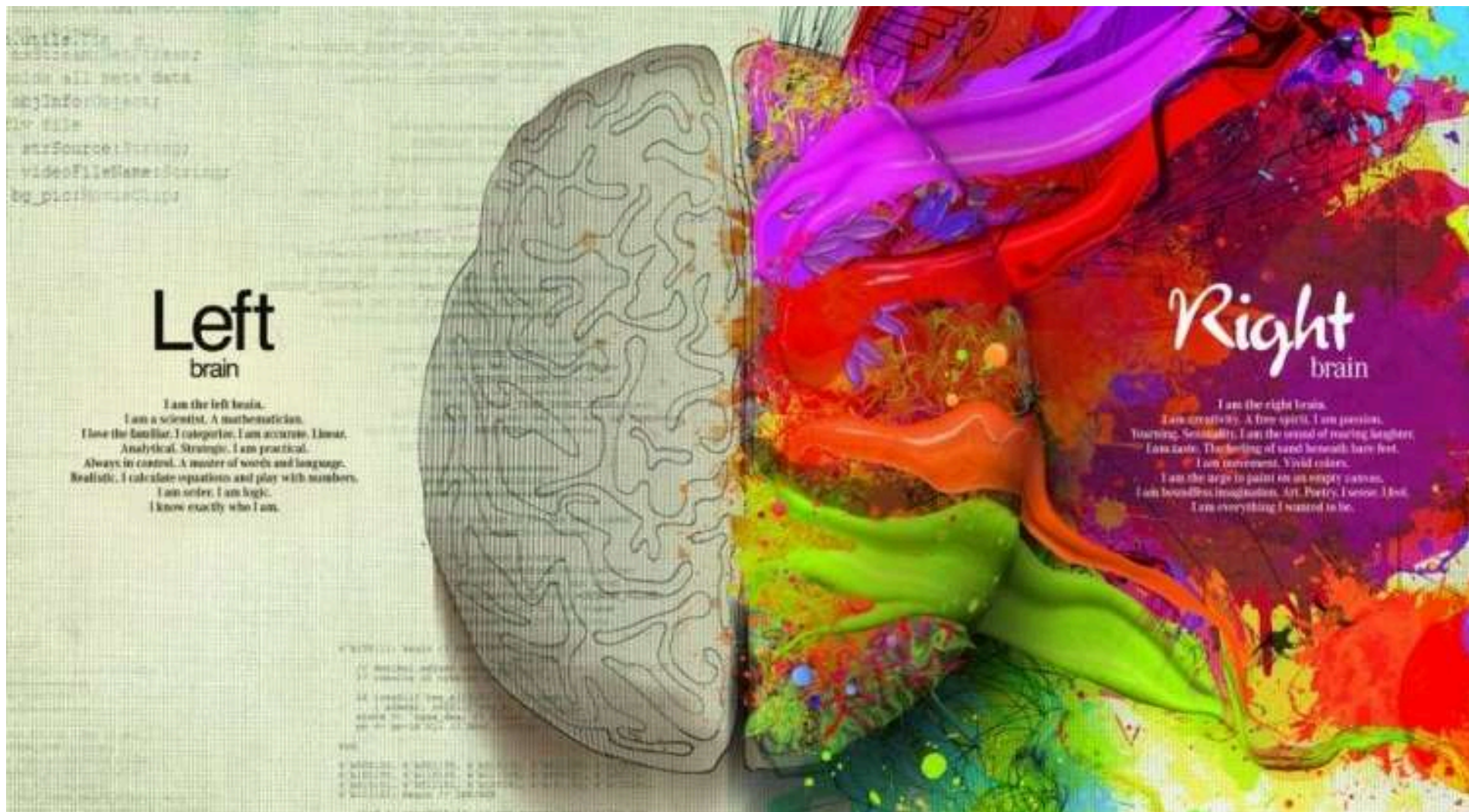
# Creativity Tests and trends over time



Edward Paul Torrance  
1915 – 2003

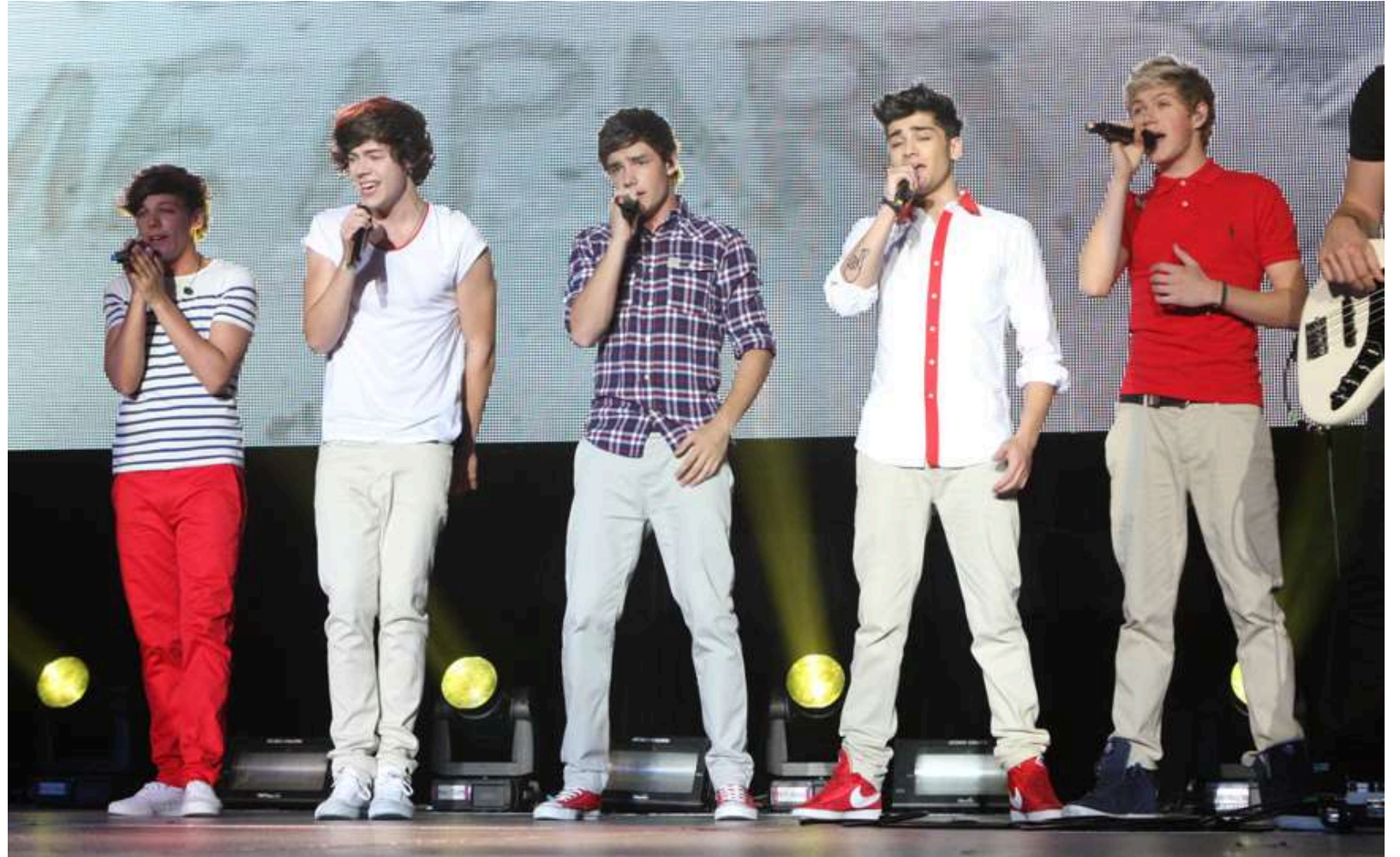


# Who is creative?





# Creativity vs Skill & Talent



# What is creativity?

*Creation of something which is both  
**original** and has **value***

So, how does it really work?



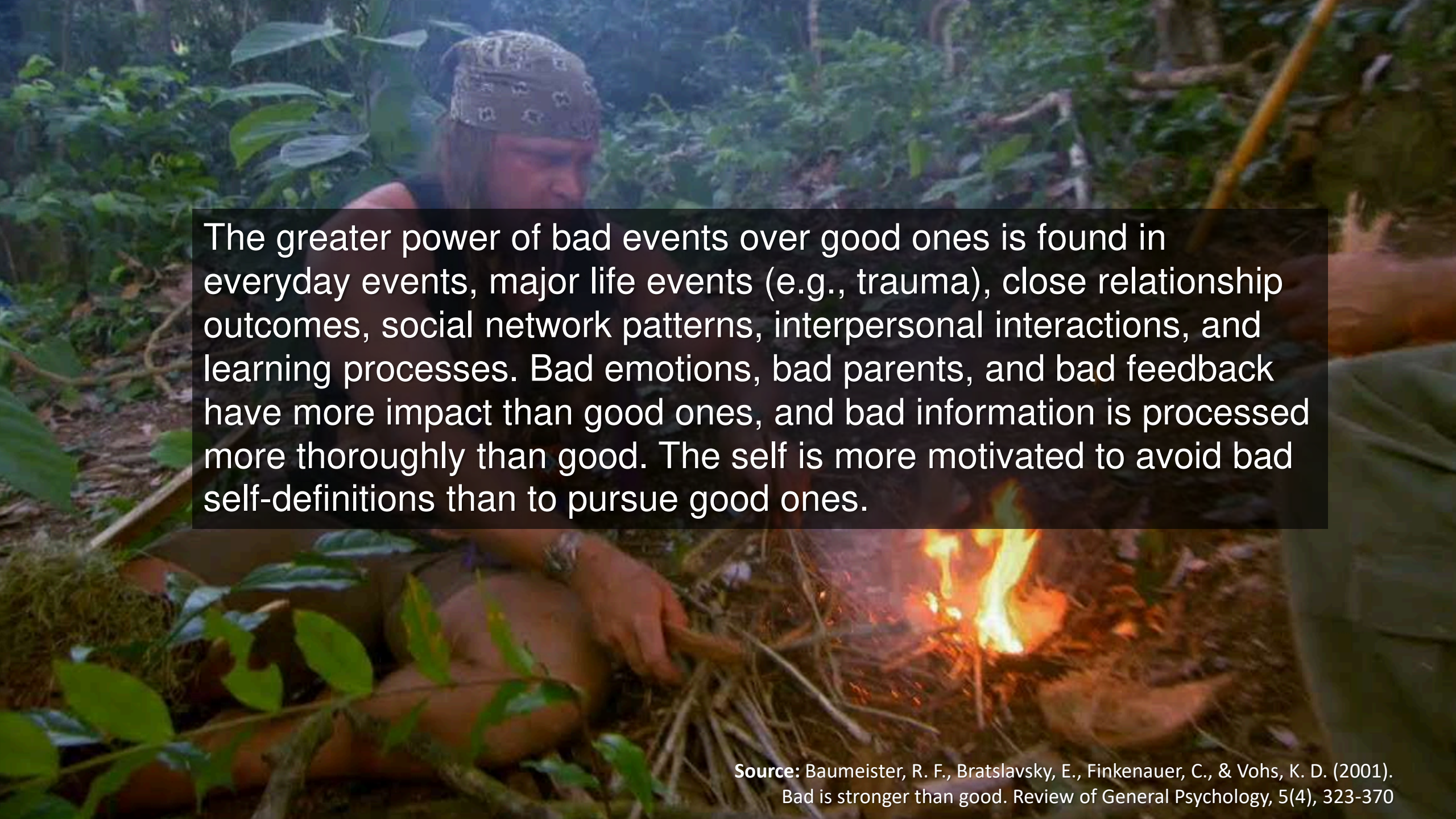
# Are some people born non-creative?



Study of 117 pairs of twins:

- 80% of IQ is determined by genetics
- Only 30% of creative ability is from genetics
- 70% of creative ability is determined by **nurture**



A person wearing a patterned headband is visible in the upper left, looking down. In the lower right, a fire burns brightly in a clearing. The background is a dense forest with green foliage.

The greater power of bad events over good ones is found in everyday events, major life events (e.g., trauma), close relationship outcomes, social network patterns, interpersonal interactions, and learning processes. Bad emotions, bad parents, and bad feedback have more impact than good ones, and bad information is processed more thoroughly than good. The self is more motivated to avoid bad self-definitions than to pursue good ones.

**Source:** Baumeister, R. F., Bratslavsky, E., Finkenauer, C., & Vohs, K. D. (2001).  
Bad is stronger than good. *Review of General Psychology*, 5(4), 323-370



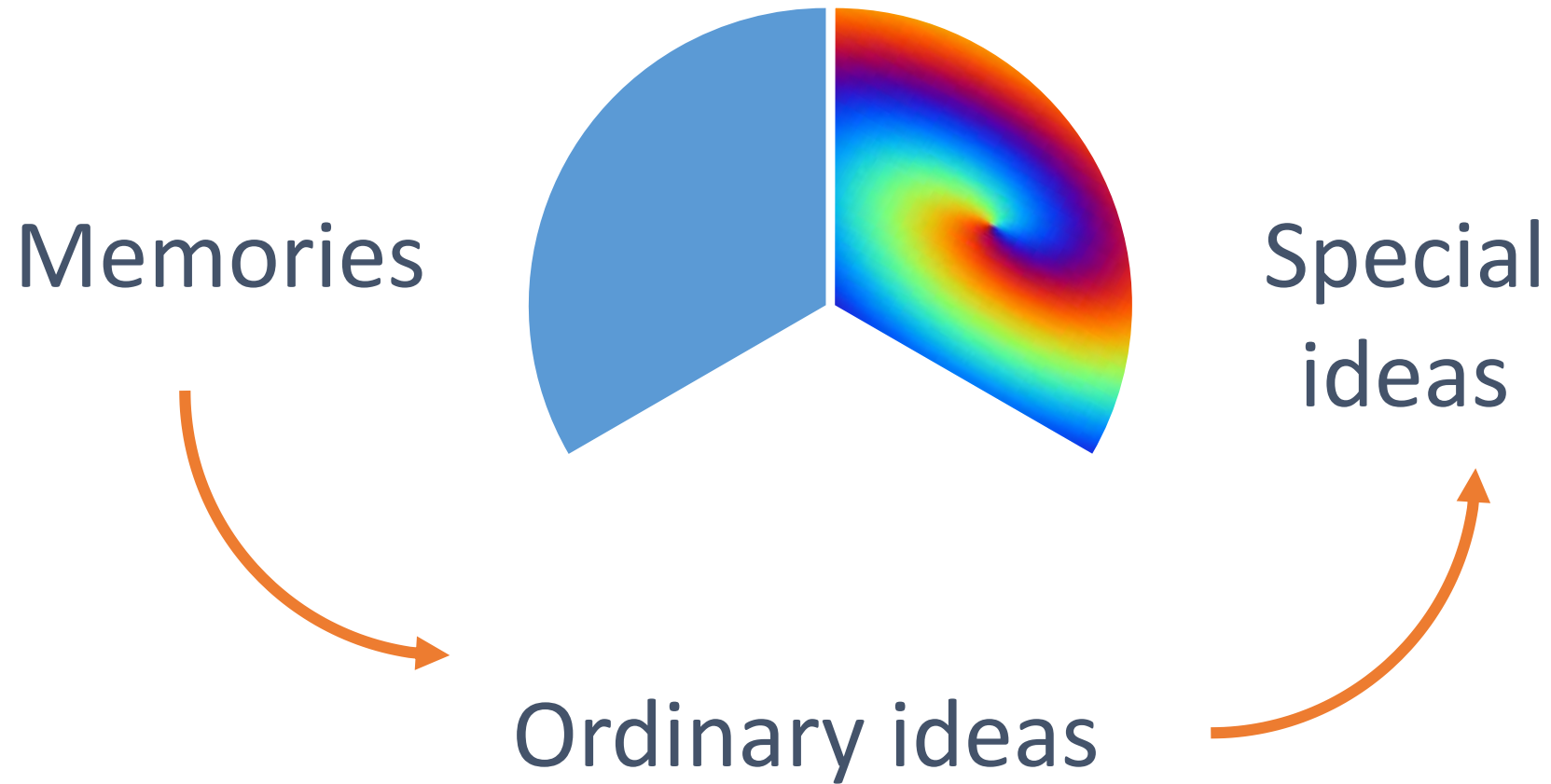
# But our brain is lazy



Source: Thinking, Fast and Slow, Daniel Kahneman, 2011

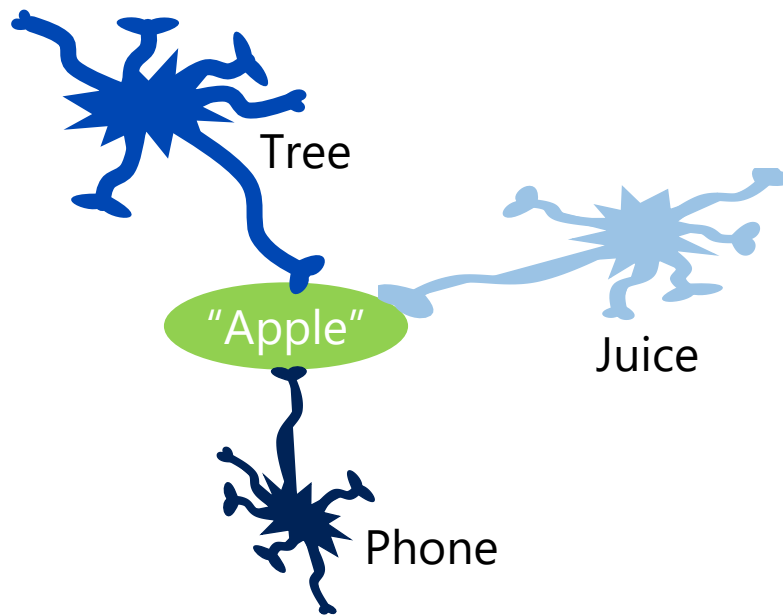


# The flow of ideas

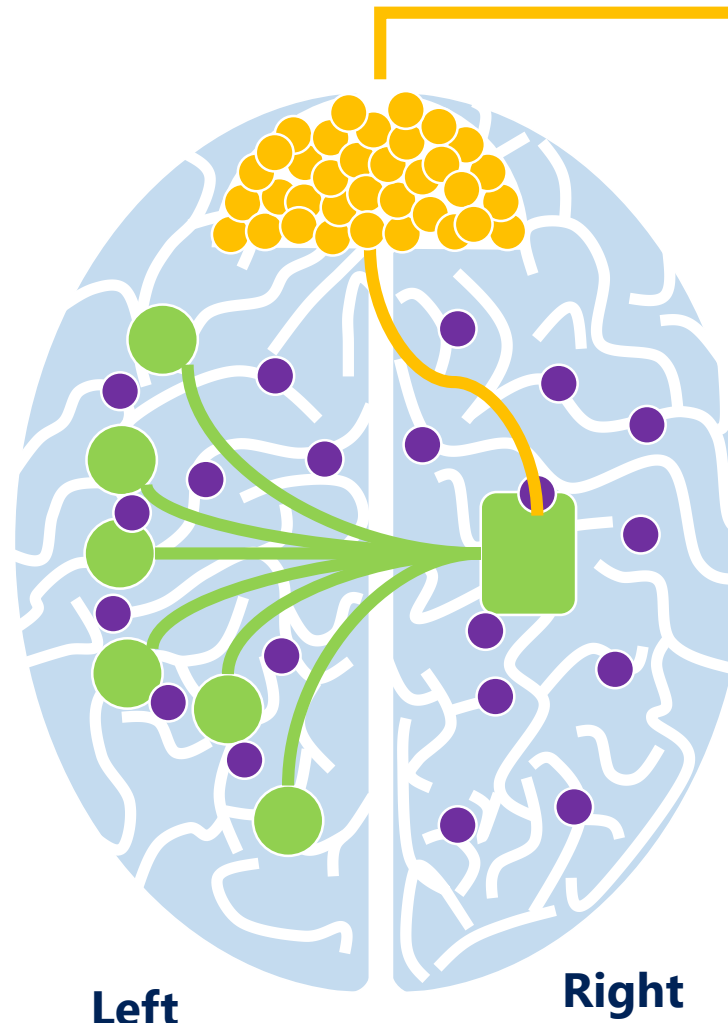


# How the whole brain is used in generating ideas

**Memories** and **concepts** are existing groups of neural connections from various parts of the brain



**Ideas** are formed through new connections



**Conscious** idea generation happens in Working Memory (the prefrontal cortex), and happens while concentrating on a challenge

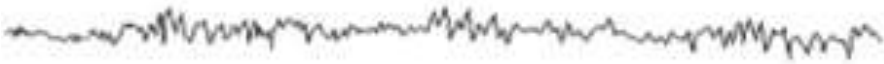







**Subconscious** idea generation happens while we have stopped concentrating on a problem and the brain is not stressed. It is forming new connections between ideas all the time

Best ideas in the shower?





# Best ideas in the shower?

Brain state	Frequency (Hz)	Mental state	Visualisation	
Beta ( $\beta$ )	13 – 30	High activity, alert, stress		 <b>Convergent ideas</b>
Alpha ( $\alpha$ )	8 – 13	Calm, relaxation	  	
Theta ( $\theta$ )	4 – 8	Children, sleeping adults		 <b>Divergent ideas</b>
Delta ( $\delta$ )	0.5 – 4	Infants, sleeping adults		



*You're only aware of less than 1% of your brain activity, and most creativity happens in the other 99%*

# Four Stages of creativity

1. Preparation



2. Incubation



3. Inspiration

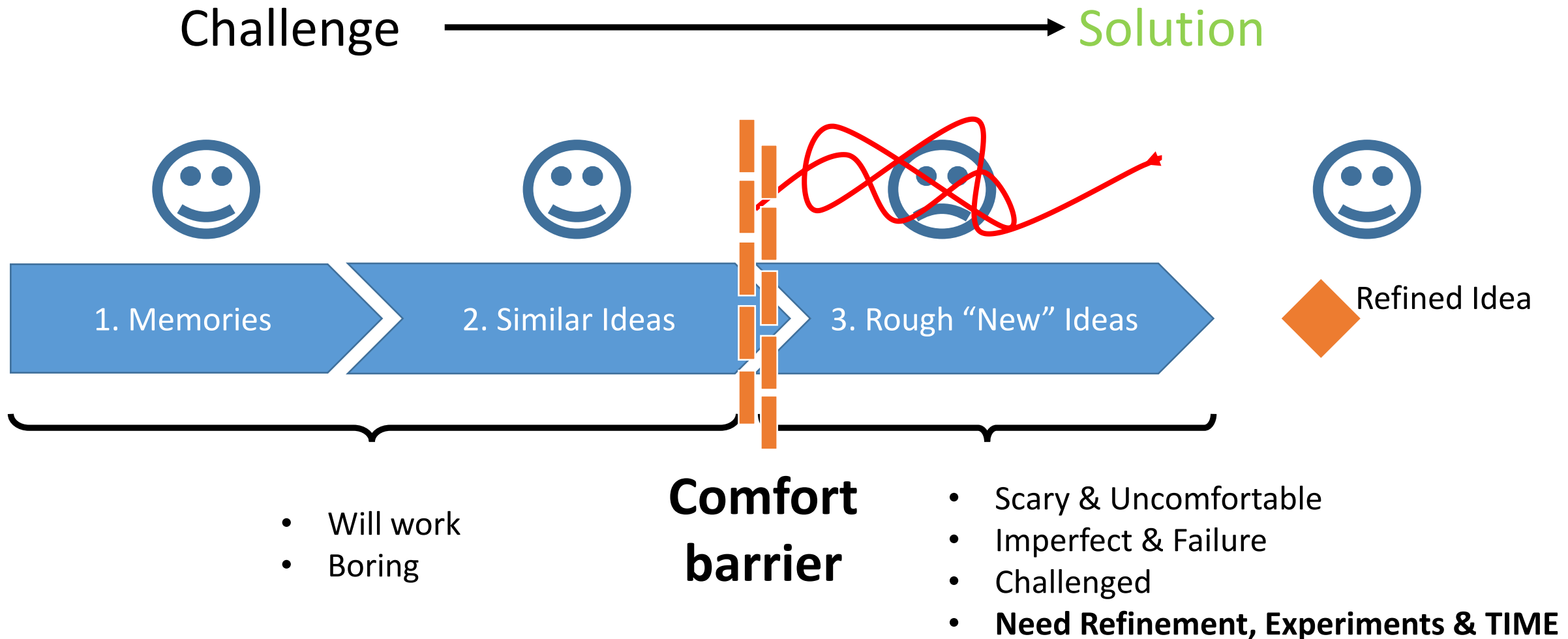


4. Verification

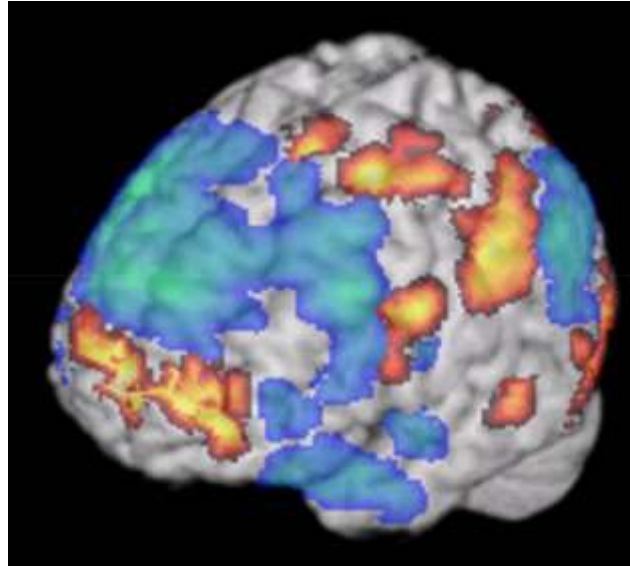




# How the brain approaches challenges



# Self inhibition



# Cognitive biases affecting creativity

- Loss aversion
- Anti-Creativity bias
- Creative Stereotype bias
- Impostor Syndrome
- Mere exposure effect
- Ambiguity Effect
- Functional Fixedness
- Semmelweis reflex
- Zero-risk bias
- Many, many more...



# How to get leaders to listen to your ideas

- Drip feed content over time
- Involve them in the development process
- Talk about benefits, not features
- Frame it as the journey to the right answer, not the final solution
- Distinguish failure from experimentation
- Help them understand their biases
- Read the room and strike at the opportune moment

# Becoming even more creative

# 1. Unfocused time



Low energy: Divergent

VS



High focus: Convergent



## 2. Focus on challenges and ideas



Actions

VS



Activity

# 3. Variety and new experiences



1. More information which the brain can combine in new and unexpected ways
2. Short term creativity boost of 14%



# 4. Creative projects





# 5. Regular deliberate creativity training

**Challenge:** how can we train ourselves to push past our comfort barrier?

**Solution:** Deep creativity training

- Requires regular, time limited activity
- Deliberate training, rather than just spending time
- Focus on challenge and improvement
- Open-ended with on correct answer
- Drip fed, to prevent “skimming” and preparation
- Based on proven creativity assessment techniques

# Discussion and Q&A

