If Its Destructive, Its Not Creative

we do know what creativity is

ability to produce ideas that are novel and useful

original appropriate unexpected goal oriented

the dark side of creativity

application of creativity to manipulate other people or to profit at another's expense, without regard to negative consequences

Cropley, D. H., Kaufman, J. C., & Cropley, A. J. (2008)

was 9/11 creative or was it negatively creative



novel unexpected goal oriented useful

application of creativity to manipulate other people or to profit at another's expense, without regard to negative consequences

Cropley, D. H., Kaufman, J. C., & Cropley, A. J. (2008)

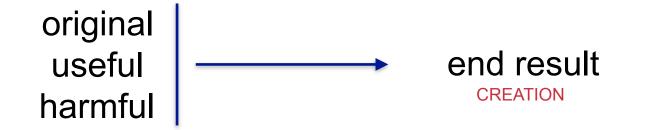
When the goal is to exploit individuals, groups, institutions or organisations, the resultant activity is negative creativity

James et al 1999

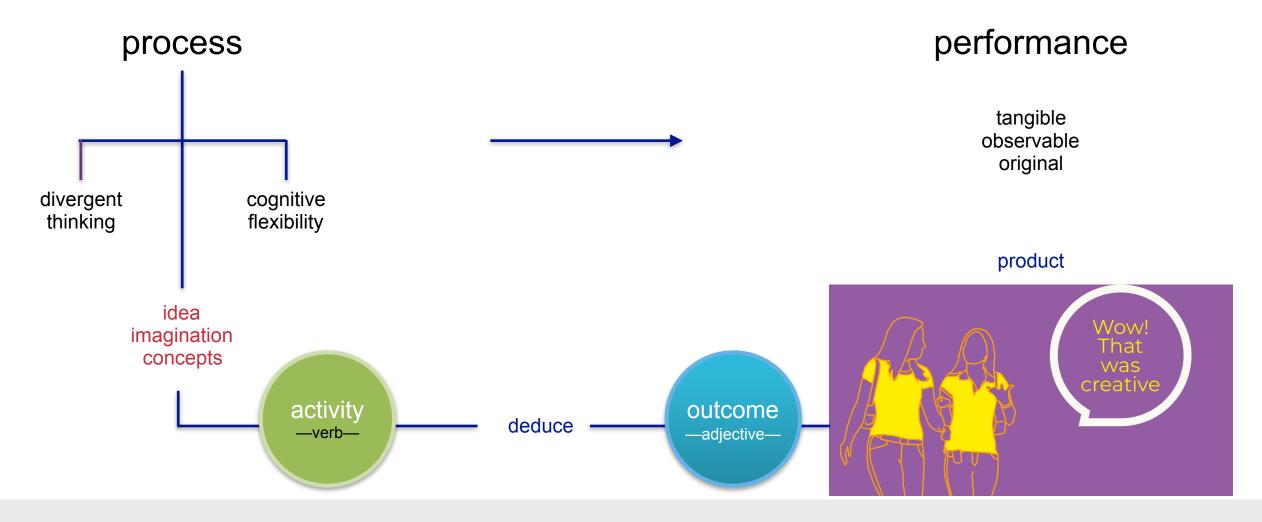
the debate hinges on the questions

was it original? was it useful? was it harmful? was it intentionally harmful?

creativity is judged in the end

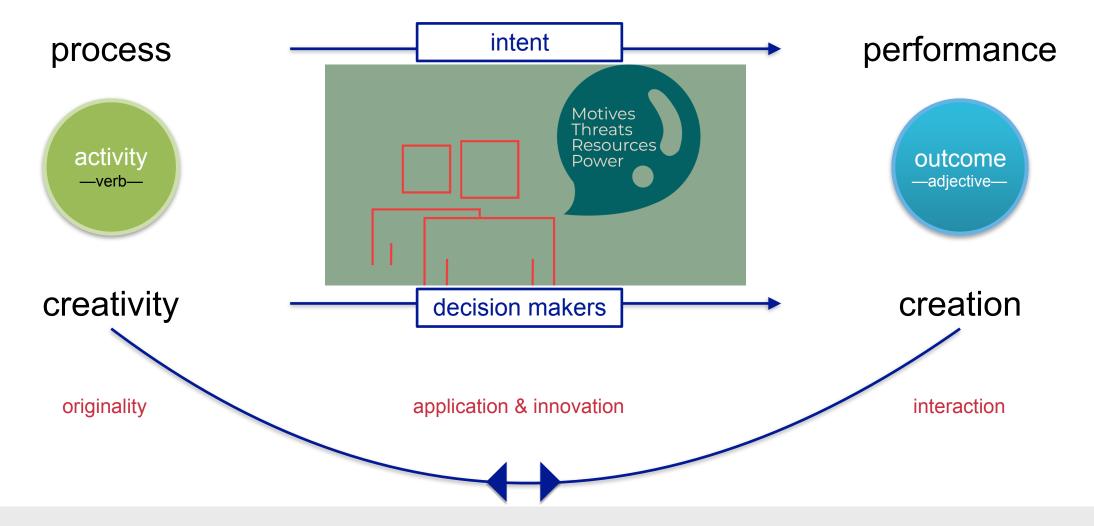






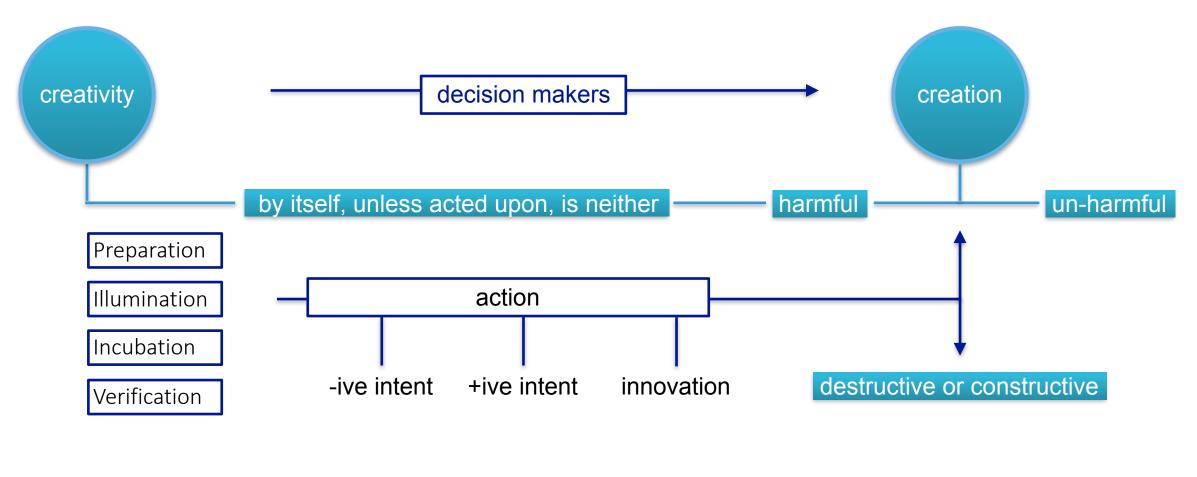
Walia, C. (2019, July). If it's destructive, it's not creative. Paper presented at The 2019 Creativity Conference at Southern Oregon University, Ashland, United States.





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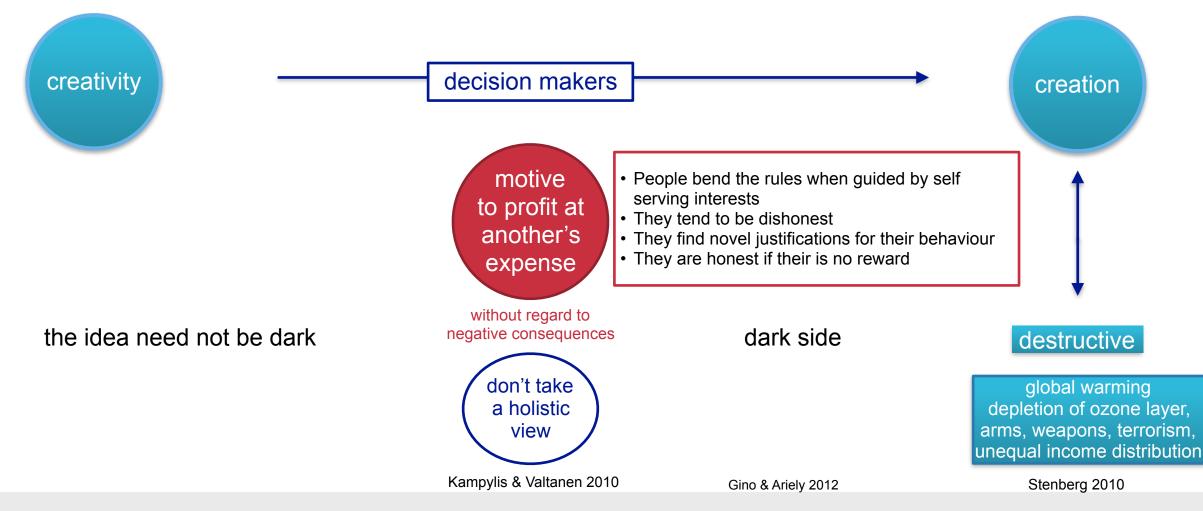
Wallas 1926 (Sadler-Smith, E (2016)

West 2002

Cropley, D. H., Kaufman, J. C., & Cropley, A. J. (2008)

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creativity need not be dark



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lets shift the context just a little bit

creativity is the ability to produce ideas that are novel + useful + harmless

original unexpected appropriate goal oriented

absolutely harmless

the creation is either harmless or harmful; the degree may differ how many creations can now be regarded as creative?

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creativity, (the act) is neither positive, nor negative, by itself the actors shape the creative asset into a product, based on their motives

the product is either destructive or constructive; depending upon the perspective the perspective is a matter of convenience



much of what has been studied as 'creativity' is in the context of the end result, that is creation (novel and useful)

the end result, is not merely a creative performance, it is influenced by actors (decision makers) intent and motives

in firm dynamics for e.g. the intent is to profit, at the expense of competition, therefore the resulting outcomes may always have some negative components

I if it's destructive then it is destructive (outcome)

the definitional paradox

Could it be that the world has looked at things that are

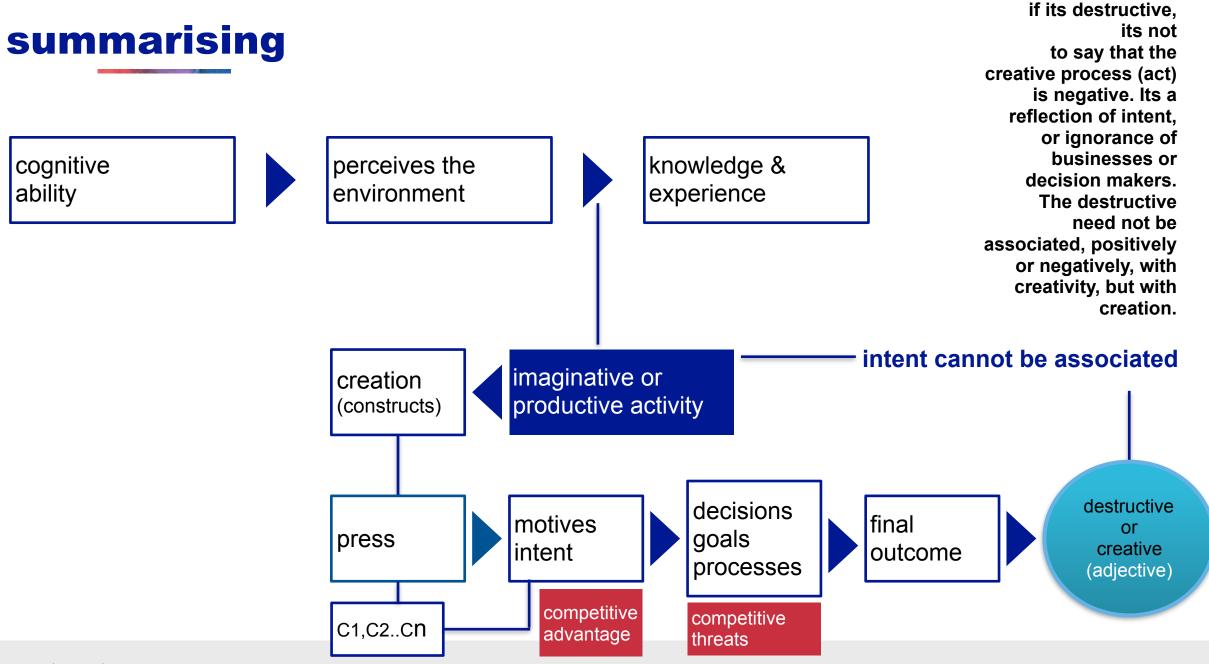
economically <u>profitable</u> and <u>useful</u>, (for e.g. wireless technology) <u>novel</u> and <u>original</u>, (for e.g. smart phone)

and concluded that because the definition of creativity is met, lets study it in context of creative performance

but ignored that the outcome is also <u>harmful</u> or <u>destructive</u>, *(for e.g. radiation)*

If we apply the 'destructive (harmful to anyone)' lens, are we left with a creative performance or a destructive one?

is the destructive end the result of creative process or the affect of not having one?



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