Designing to Cultivate Creativity

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### Overview of Session

Science shows that the places where people (individuals and groups) are more apt to think creatively:

# Feature the color green.

# Use colors that are less saturated and relatively light.



# Are not cluttered.



Are suffused with natural light.

# Supply warmer, slightly dimmer light.

Don't scrimp on the curves (in 2- and 3-D).

Are biophilicly designed.

Showcase a few inspace green leafy plants. Bring nature views (live or in art, still or moving) front and center.

## Build in art (not tested).

Sound good (like a meadow on a lovely Spring day).



Smell right (like cinnamon vanilla, not tested). Ventilate from the right direction (wind in user's face, not tested).

# Cut out the distractions: audio, visual, and otherwise.

Supply cushioned seats, perches all the same height (which might be all standing), and, maybe, chairs that recline (not tested). Allow privacy and also personalization (not tested).

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Seem well proportioned (for example, 10 foot or so tall ceilings). Are appropriately spacious (not tested).

#### Welcome walkers (indoors and outside, not tested).

## Give outdoor access (not tested).

# Align with the task at hand.

Provide alternative spaces (not tested).

# Support mental refreshment.

Are awesome in some way (via materials, workmanship, etc., not tested). Communicate nonverbally that creativity is prized (not tested).

### Make us feel good.



Study protocol: 1. Creativity test completed. 2. Information collected on participant location.

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Need for clever questions related to:

- Visual complexity
- Relative number of curving and straight lines

### Expected results found regarding:

- Plants
- Wood grain
- Natural lighting
- Nature sounds
- Surface colors
- Comfortable control
- Tall-ish ceilings



### Unexpected Results



### Next Steps/ Future Studies

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