

Freehand Drawing Exercise (LIVE)

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Description: This exercise is designed to open up participant free flow thinking with a stimulated out of context environment.

Usage suggestions: This exercise can be used for HS students, UGs, Graduates, adults, professionals, etc.

Learning Objectives:

- Understand how creative process incorporates other parts of the associative complexes in the brain that do not require long term analysis or focus.
- Learn how to tap into freehand association with concepts and generating drawings to convey conceptualization.
- Exercise embodied creativity training, inspiration, association and fun.
- Open up creativity and innovation confidence (self-efficacy) by expanding beyond typical analytical teachings of design, innovation and context.

Materials List:

- Blank sheets of paper
- Pencils
- Partial sketch pages (1 for each group member)
- Imagination

Pre-Work by Students:

- None

Theoretical Foundations:

- Arciszewski, T., E. Grabska, and C. Harrison, "Visual Thinking in Inventive Design: Three Perspectives.", Soft Computing in Civil and Structural Engineering, edited by B.H.V. Topping and Y. Tsompanakis, 170-202/ Saxe-Coburg Publications (2009).

Time Plan (~30 minutes)

Exercise Setup:

1. Set up groups in whatever way the instructor chooses.
2. Clear desk space for students to draw.

Part 1: Stimulated Draw an idea/concept/solution to solving ... (one of the reframed issues your team generated from previous exercise and use this as starting point) (Divergent Process)

- On a starter sheet of paper (given by instructor) every person in the group draws their own idea/concept/solution **(8 min)**
- Share and Consolidate ideas with your group onto the back of a page or on Easil pad. **(7 min)**
- Present drawn solutions to entire group **(8 min)**

Part 2: Multivote Solutions (Convergent Process)

Discussion/Debrief: (Live)

- Take 3 stickers and place them on the solutions that you thought were the best. You can place all on one or one on each of the team ideas you liked.
- We will count them up for the top 3! **(7 min)**

Deliverable:

- **One Easel Page Visual Drawing and top 3 solutions from the groups to reframed issues. (Recommend that teams take pictures of all of them at the end).**