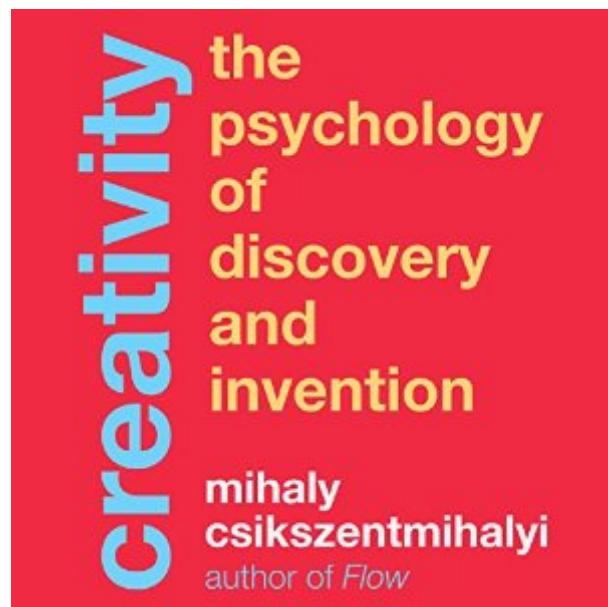


The book was found

Creativity: The Psychology Of Discovery And Invention



Synopsis

The classic study of the creative process from the national best-selling author of *Flow*, *Creativity* is about capturing those moments that make life worth living. Legendary psychologist Mihaly Csikszentmihalyi reveals what leads to these moments - be it the excitement of the artist at the easel or the scientist in the lab - so that this knowledge can be used to enrich people's lives. Drawing on nearly 100 interviews with exceptional people, from biologists and physicists, to politicians and business leaders, to poets and artists, as well as his 30 years of research on the subject, Csikszentmihalyi uses his famous flow theory to explore the creative process. He discusses such ideas as why creative individuals are often seen as selfish and arrogant, and why the "tortured genius" is largely a myth. Most important, he explains why creativity needs to be cultivated and is necessary for the future of our country, if not the world.

Book Information

Audible Audio Edition

Listening Length: 15 hours and 33 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Gildan Media, LLC

Audible.com Release Date: June 17, 2015

Whispersync for Voice: Ready

Language: English

ASIN: B00ZV7DCA2

Best Sellers Rank: #146 in Books > Health, Fitness & Dieting > Psychology & Counseling > Creativity & Genius #720 in Books > Audible Audiobooks > Health, Mind & Body > Psychology #1227 in Books > Medical Books > Psychology > General

Customer Reviews

"Creativity" provided an outstanding analysis of how Creativity occurs, and how creative individuals have influenced their respective fields and domains of knowledge and arts through the analysis of over ninety creative individuals of note. This book provides an outline of the process that is useful to any person who is attempting to enhance organizational or personal creativity, and details the components of Creativity (which can influence the overall culture) and creativity (for an individual.) I read my copy twice, and found certain topics so useful, I violated my own rule of never marking in a book. This book is now heavily annotated and underlined, and has been shared with friends.

Following is a very brief summary. The components of creativity include domains, fields, and persons. A domain is defined as, "a set of symbolic rules and procedures," such as mathematics. A field "includes all the individuals who act as gatekeepers to the domain." This can be summarized as, "Creativity occurs when a person, using the symbols of a given domain such as music, engineering, business, or mathematics, has a new idea or sees a new pattern, and when this novelty is selected by the appropriate field for inclusion into the relevant domain." The book presents an analysis of the impact of creativity by taking a systems approach with the following major components: Creative individuals, through understanding of their field, hard work, and inspiration can produce novel work. This work may or may not impact the overall field and domain, depending upon a variety of interrelated factors.

Few activities are as misunderstood by the general public as inventing and creativity. Sadly, Hollywood and television often portray the great inventor, scientist or musician as some sort of "mad genius". This book seeks to put the study of creativity on a rational basis. For the purposes of this book, creativity is defined as "... to bring into existence something genuinely new that is valued enough to be added to the culture". Ninety-one noted contemporary people have been systematically interviewed. While only two -- Jacob Rabinow and Frank Offner -- are full-blown inventors, their creative processes have a fascinating similarity to the composers, architects, astronomers, biologists and others interviewed. The book does not just quote the people interviewed, but cites their views regarding various facets of the creativity process. Jacob Rabinow (200 patents in diverse areas) believes most original thinkers share three common traits -- 1) their curiosity, from early childhood, results in acquiring a great deal of information, 2) they enjoy thinking up and combining ideas, and 3) they recognize their "good" ideas and don't hesitate to discard "junk" ideas. Frank Offner (first electronic controls for jet engines and developer of the only successful heat-homing missiles in World War II) notes that while a "solid grounding in physical sciences" is an asset, knowledge from other fields may trigger a creative person's mind to override what is assumed to be true in one field. He also feels the love or joy of solving problems is a key to finding solutions. This fun aspect is so strong that Rabinow is quoted as saying that, given a choice between money-making and fun, he would go for the fun. Creative people are sometimes thought to be arrogant.

[Download to continue reading...](#)

Creativity: The Psychology of Discovery and Invention Psychology: Social Psychology: 69
Psychology Techniques to Influence and Control People with Communication Tricks, NLP, Hypnosis

and more... (Psychology, ... NLP, Social Anxiety, Cognitive Psychology) Patent Drafting Secrets- How to write a patent application for an invention and how to draft a patent application for an invention Summary - The Invention Of Wings: Novel By Sue Monk Kidd --- An Incredible Summary (The Invention Of Wings: An Incredible Summary-- Paperback, Summary, Audible, Novel, Audiobook) 20 Free IPhone, IPad, Android And Kindle Fire Apps For Children Creativity: (Apps to Inspire Creativity) Acadia National Park Discovery Map: Hiking, Biking, And Paddling (Appalachian Mountain Club: Acadia National Park Discovery Map) G Protein-Coupled Receptors in Drug Discovery (Drug Discovery Series) Lunar Discovery: Let the Space Race Begin (Discovery Series Book 1) The Man Who Knew Too Much: Alan Turing and the Invention of the Computer (Great Discoveries) The Philadelphia Chromosome: A Genetic Mystery, a Lethal Cancer, and the Improbable Invention of a Lifesaving Treatment The Most Powerful Idea in the World: A Story of Steam, Industry, and Invention National Geographic Concise History of Science and Invention: An Illustrated Time Line The Essential Inventor's Guide: Step-by-step methods to successfully evaluate, patent, and market your invention on a budget The Invention That Changed the World: How a Small Group of Radar Pioneers Won the Second World War and Launched a Technical Revolution The Invention of Sodomy in Christian Theology (The Chicago Series on Sexuality, History, and Society) The Japan of Pure Invention: Gilbert and Sullivan's The Mikado The Invention of Enterprise: Entrepreneurship from Ancient Mesopotamia to Modern Times (The Kauffman Foundation Series on Innovation and Entrepreneurship) The Invention of Beethoven and Rossini: Historiography, Analysis, Criticism The British Invasion: Alan Moore, Neil Gaiman, Grant Morrison, and the Invention of the Modern Comic Book Writer The Beautiful Cigar Girl: Mary Rogers, Edgar Allan Poe, and the Invention of Murder

[Dmca](#)