

# Deliberate Creativity in Remote Group Sessions

The current Covid-19 situation calls for creative problem solving. However, not in the way we were used to: with a diverse group of people, and a pile of sticky notes in a meeting room. Instead, teams are working remotely now, and facilitators are trying to find alternative ways to guide a group through the creative process, while staying close to their values.

Some parts of the creative process, like diverging, work pretty well through tools like Miro, Mural or Stormz. It is about other elements which are trickier, like engaging the group, building acceptance and sensing group dynamics.

The challenge for this graduation project is to

design something to make remote sessions more effective. It is likely that the solution makes use of some sort of technology or software. However, it does not have to be!

Questions that will be addressed during this graduation project are amongst others:

- What is the State of the Art regarding remote collaborative creativity?
- What are current remote (digital and other) group creativity approaches and tools?
- How to enable supported creative output in remote group sessions?
- What type of tools (prototype level) can be designed for this?

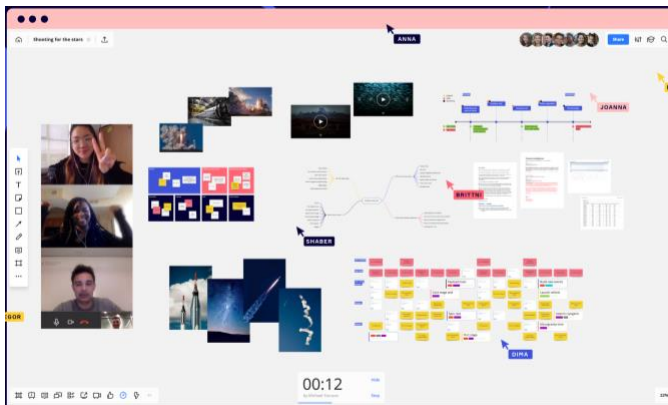


Figure: Example of face-to-face session (left) and remote session through Miro (right)

Contact [Katrina Heijne \(K.G.Heijne@TUDelft.nl\)](mailto:K.G.Heijne@TUDelft.nl) if you...

- are fascinated by facilitating creativity in group sessions
- have participated in the Creative Facilitation master elective course? (this is a big advantage, but not a prerequisite)
- are looking for an internal graduation project, but with opportunities to apply use cases in actual organizations (e.g. a unique opportunity to test your prototype at ESA in August)