

COURSE: CREATIVITY APPLIED TO PROBLEM SOLVING

DEGREE:

YEAR:2018 - 2019

TERM: 2ND

WEEKLY PLANNING

S E M E S T R E	S E S I Ó N	DESCRIPTION	TEACHING (mark X)	SPECIAL ROOM FOR SESION (computer classroom, audio-visual classroom...)	WEEKLY PROGRAMMING FOR STUDENT		
			SEMINARS		DESCRIPCIÓN	CLASS HOURS	HOMEWORK HOURS (Max. Estim. 3,25h)
1	1	Module introduction. What is creativity.	x		Picking one from the definitions provided during the class in order to apply it to problem solving. Reasoning this choice from an analytical point of view.	1,5	3,25
2	2	Creative personality.	x		Evaluating creative personality. Withdrawing conclusions and identifying improvement areas.	1,5	3,25
3	3	Creative skills I.	x		Pre-reading of a historical character's biography, known by his/her creativity. Drafting the skills that this character might have.	1,5	3,25
4	4	Creative skills II.	x		Workshop: selecting a brand-company known for its creativity and preparing an oral presentation about it.	1,5	3,25
5	5	Presenting creative brands-companies research in class.	x		Conclusions and learning achievements summary	1,5	3,25
6	6	How creative are you. How to assess your creativity resources.	x		Heading/rubric in order to assess creativity from a case solution.	1,5	3,25

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7	7	Supporting tools for creativity improvement.	x		Pre-reading of a text for later applying creative thinking skills.	1,5	3,25
8	8	Creativity tools applied in work environment I.	x		Elaborating conclusions and a reflexion about a video screening.	1,5	3,25
9	9	Creativity tools applied in work environment II.	x		Bussiness case study.	1,5	3,25
10	10	Problem definition: causes, present situation, consequences.	x		Formulating a self-problem applying resolution techniques previously explained and following a list of steps provided in class.	1,5	3,25
11	11	Decision making tools.	x		Training application of one of the decision making tools over a real case study.	1,5	3,25
12	12	Search and analysis of relevant information.	x		Analysis of a situation and selection of most relevant information for decision making.	1,5	3,25
13	13	Taking decisions in group: how to get to consensus.	x		Role-play in plenary. Withdrawing conclusions.	1,5	3,25
14	14	Follow up and control of decisions.	x		Final workshop about learning achievements during the module.	1,5	3,25
Subtotal 1						21	46
Total 1 (Hours of class plus student homework)						67	
15		Tutorials, handing in, etc				1,8	7
Subtotal 2						9	
Total 2 (Hours of class plus student homework)						9	
TOTAL (Maximun 75 horas)						75	

