1. Record Nr. UNINA9910811618603321 Autore Hoorn Johan Titolo Creative confluence / / Johan F. Hoorn Amsterdam, Netherlands;; Philadelphia, Pennsylvania:,: John Pubbl/distr/stampa Benjamins Publishing Company, , 2014 ©2014 90-272-7057-0 **ISBN** Descrizione fisica 1 online resource (336 p.) Collana Linguistic Approaches to Literature; ; Volume 16 Disciplina 153.3/5 Creativity (Linguistics) Soggetti Problem solving Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Description based upon print version of record. Includes bibliographical references. Nota di bibliografia Creative Confluence; Editorial page; Title page; LCC data; Dedication Nota di contenuto page; Make - Take; Table of contents; Introduction; 1.Puzzled; 2. Urgency of creativity: 3. Creativity in theory: 3.1 Creativity in the humanities; 4. Creativity in application; 5. Heading for common ground; 6. The Confluence Theory of Creativity; 7. About this book; Acknowledgements; chapter 1; Confluence; 1.Cooling down; 2. Thermodynamics; 3.Assembling; 4.Blind variation, selective retention; 5.Brain architecture: 6.Selective attention: Survival or opportunities: 7. Two types of problem solving; 8. Cultural history 9. Epistemics and perceptual flaws 10. The need for transformation; 11. The creative process; 12. Conditions of creativity; 13. Probabilism, determinism, and the rule of rules; 14. Creative output: Sigmoid accumulation of innovations; 15. Creative Sigmoid at three scales; 16. Fractal recursion of the sigmoid; Acknowledgement; chapter 2; Two world views; 1.A world view follows from what we believe; 2.Survival versus opportunity thinking; 2.10ld brain, young brain; 3.0ntological classification, epistemic appraisal; 4.Determinism, probabilism; 5.Two world views leading to three theories

5.1The ordered universe: A vision of continuity and determinism5.1.1 Analytic decomposition; 5.1.2Hierarchical; 5.1.3No free will, no heroes,

no revolutions; 5.1.4Creative drivers; 5.1.5Slow evolution; 5.1.6 Invention is social; 5.1.7Copying from others; 5.1.8Harmony and

perfection: 5.2A subversive universe: Discontinuity and the outlier: 5.2.1 Against dehumanization; 5.2.2 Deviation and disharmony; 5.2.3 Genius: the freedom of formidable spirits; 5.2.4lconic heroes; 5.2.5 Hop, step, jump; 5.3Chaos: Coincidence and non-random variance; 5.3.1 Pure coincidence; 5.3.2 Mechanized coincidence 5.3.3Serendipity: The human hunch5.3.4Mean and variance: Playing with partial determinism; 5.3.5Fractal recursion; 6.Classic, Romantic, Chaotic; 7.Reconciliation: Serendipity in a partly deterministic system; 8.Creativity on three scales: 8.1The breakdown of determinism or why Rutherford was wrong; 8.2The law of 'anything can happen' or why Rutherford is sometimes right; chapter 3; Problem solving; 1.The two ways: 2.Problems are not problematic: 3.Commonalities: 4.Convergent and divergent thinking; 4.1Conventional computing systems are "convergent"; 4.2Humans can do both 5.Rational problem solving5.1Breaking down the problem; 5.2Forward and backward reasoning; 5.3Difference reduction; 5.4Means-end analysis; 5.5Problem complexity; 6.Intelligence and creativity; 7. Switching perspectives: narrow vs. wide; 8. The balance between convergence and divergence; 8.1Intelligence: first convergence, then divergence; 8.2Creativity: first divergence, then convergence; 9. Analogy: An associative reasoning strategy; 9.1Solving an analogy; 9.2 Limitations of analogy use: 10.Experts and novices: 10.1Experts converge; 10.2Novices diverge; 10.2.1Alternate uses 10.3Being knowledgeable

Sommario/riassunto

The ACASIA process accounted for the way combinatory creativity unfolds and the ensuing Creative Sigmoid explained the accumulation of creations, both being nourished or impeded by a host of factors, most importantly, having access to the largest possible diversity in the information universe. How much of that information universe is available to the creator or audience is a matter of openness of perception and the level of tolerance to deviation. The current chapter discusses the relation between perception and creation: After all, all creators start out as creators of fiction because, previo