

- | | | |
|----|-------------------------|---|
| 1. | Record Nr. | UNINA9910892325603321 |
| | Titolo | Mitteilungen der Ostalpin-Dinarischen Pflanzensoziologischen Arbeitsgemeinschaft / Ostalpin-Dinarische Sektion, Internationale Vereinigung für Vegetationskunde |
| | Pubbl/distr/stampa | Trieste, : [Verlag nicht ermittelbar], 1961-1962
Padova, : Ferrari |
| | Disciplina | 580 |
| | Soggetti | Monografische Reihe |
| | Lingua di pubblicazione | Tedesco |
| | Formato | Materiale a stampa |
| | Livello bibliografico | Periodico |
| | Note generali | Gesehen am 06.12.2021
Reproduktion |
-
- | | | |
|----|--------------------|---|
| 2. | Record Nr. | UNINA9910988294703321 |
| | Titolo | Creations : The Nature of Creative Products in the 21st Century / / edited by David H Cropley |
| | Pubbl/distr/stampa | Cham : , : Springer Nature Switzerland : , : Imprint : Palgrave Macmillan, , 2025 |
| | ISBN | 9783031824159
3031824156 |
| | Edizione | [1st ed. 2025.] |
| | Descrizione fisica | 1 online resource (XIII, 235 p. 5 illus.) |
| | Collana | The Seven C's of Creativity |
| | Disciplina | 150 |
| | Soggetti | Psychology
Social psychology
Cognitive psychology
Education
Artificial intelligence
Behavioral Sciences and Psychology
Social Psychology
Cognitive Psychology
Artificial Intelligence
Psicologia social
Psicologia cognitiva
Intel·ligència artificial |

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	1. Introduction -- 2. Creative Products: A Story Unfolding over the Ages -- 3. Creative Products and Artificial Intelligence -- 4. Creative Products in Education -- 5. Creative Products in Crime and Terrorism -- 6. Creative Products in Music -- 7. Creative Products in Science -- 8. Extension of the Consensual Assessment Technique to Consumer Products: Case Studies -- 9. Summary and Conclusions.
Sommario/riassunto	This edited book explores creative products (i.e. Creations) as part of the seven C's of creativity framework. Through nine chapters, leading scholars in the field explore five different domains (education, crime/terrorism, music, science and engineering) addressing the nature of the creations in each given domain, and the criteria by which creations in that domain are judged. Drawing together key, underpinning concepts from the science of creativity, the book delves into the history of creativity research applied to products to then explore new concepts that are impacting on research, especially the role of artificial intelligence in supporting the development and assessment of creative products.