Record Nr. UNISA996213046903316 Autore Gryskiewicz Stanley S Titolo Making creativity practical [[electronic resource]]: innovation that gets results / / Stan Gryskiewicz, Sylvester Taylor Greensboro, N.C., : Center for Creative Leadership, c2003 Pubbl/distr/stampa **ISBN** 1-118-15523-8 1-281-00128-7 9786611001285 1-118-15447-9 1-932973-21-4 Edizione [1st edition] Descrizione fisica 1 online resource (34 p.) Collana Ideas into action guidebooks CCL;; no. 421 658.4 Disciplina 658.4063 Soggetti Creative ability in business Problem solving Organizational change Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Description based upon print version of record. Nota di bibliografia Includes bibliographical references. Nota di contenuto Title page; Table of Contents; What Is Practical Creativity?; Why Is Practical Creativity Important?; Making Creativity Practical; Stating the Problem; Understanding Approaches to Problem Solving; Seeking the Right Creative Path: Choosing the Right Creative Path: Generating Ideas: Evaluating Ideas; Making a Place for Creativity at Work; Suggested Readings; Background; Key Point Summary; Lead Contributors Sommario/riassunto Creative solutions can be challenged and defended in the pursuit of profitability. But first, creativity must be demystified. A process that targets innovation provides leaders with just such a problem-solving approach. The goal is to produce high-quality ideas that are appropriate to the task-which means groups and organizations can implement them with less risk. Work with the targeted innovation process consists of activities in five areas: stating the problem in a way

that encourages creative problem solving, learning and understanding

different problem-solving styles, learning and under