THE PROCESS OF CREATIVITY
STANFORD UNIVERSITY & PHILLIPS EXETER ACADEMY
“Building spaghetti cantilevers? Making domes out of toothpicks and marshmallows? Designing a billion dollar dorm with a giant shark tank and game arcade? That’s not something anyone would expect in a Stanford and Exeter collaboration course. And that’s exactly what exemplifies creativity so well: it is that unorthodox, that original. It is something that was never expected or even thought possible until someone plucked up the courage and put it on the table.” - Sophie, student 2015
THE PROCESS OF CREATIVITY CLUSTER

Creativity does not just happen – it comes from hard work based on process and revolutionary thinking. It is the experience of making something that did not exist before and was unknowable at the start. It is open-ended yet bound by history, nature, and practice. It can change the world in a moment, or so incrementally it is barely noticed. It is also considered one of the most essential and imperative skills to have in the 21st Century.

Your course of study will explore creativity in three distinct but overlapping modes: architecture, design, and experience. Each course will have readings, discussion and hands-on projects. This is a wonderful opportunity for students to engage Exeter’s Harkness method and **Stanford’s inter-disciplinary approach to learning and problem solving** through playful experimentation.

Though there are three courses, the overall approach to the cluster is one of a collaborative studio practice and the sharing of ideas across sections. To further emphasize the idea of "practice", course time will be augmented by a mandatory facilitated open studio time (Maker Lab) for homework and exploration. This studio time will be modeled after Stanford’s Product Realization Lab (PRL).
COURSE ONE

ARCHITECTURE

INSTRUCTOR JOHN BARTON
ARCHITECTURE

Architecture, unlike almost any other creative endeavor, is rooted in function, people and place. But each architect works in singular ways while sharing some processes with other architects to create buildings that reflect their use, speak to their location and the people who use them. Through a 5-week long project for a new campus building, students will develop and reflect on their own creative processes through sketches, model making and free-hand drawings. This course will not just talk about architecture; rather students will learn their own architectural processes, and those of their colleagues, by actually designing and refining a new building.
COURSE TWO
THE CREATIVE EXPERIENCE
INSTRUCTOR AMY LARIMER
THE CREATIVE EXPERIENCE

What makes creativity truly original? Where do big ideas come from? How can you cultivate your own personal creativity in more innovative ways? This class will look to groundbreaking inventions, avant-garde expressions, and creative masters throughout history as our guides. Through large-scale building, experimental making, readings, and communal and personal reflection, students will experience the transformational power of creativity and emerge with a deeper sense of self-expression and creative confidence.
COURSE THREE
VISUAL THINKING
INSTRUCTOR ANNALISA BOSLOUGH
VISUAL THINKING

Visual Thinking is an introduction to the unique design and creative philosophy of the Design Division at Stanford University. The course will focus on finding creative outcomes using all the problem-solving parts of the brain, with special emphasis on developing visual, spatial, kinesthetic, and intuitive intelligences. Through readings, in-class exercises, and design projects, students will be introduced to the foundational skills of “design thinking.” Drawing, prototyping, iteration & testing, and teamwork will all be engaged as ways to awaken and enliven student’s creativity.
CREATIVE CLUSTER
MAKER LAB
ALL INSTRUCTORS & STUDENTS
Sketching, rapid prototyping, and hands-on building are essential to creativity and design. Almost all of the Creativity Cluster’s homework projects, as well as many in class activities, involve hands-on work. The Maker Lab is a workshop that serves as a complement and counterpart to the Creativity Cluster courses. Students will be introduced to the lab through safety trainings, equipment tutorials and engaging assignments aimed at building confidence and understanding. The Maker Lab offers a spacious, supervised setting for students to make and experiment, building a culture of play and a community of creativity.
“Creativity Cluster’s challenges were the perfect way to embrace my creativity, step by step. As author Robin Sharma once said “hard at the beginning, messy in the middle and gorgeous at the end” - I believe this because while I was at Exeter, my teachers, new friends, and my self motivation encouraged and challenged me to achieve my best. Coming to Exeter and participating in the Creativity Cluster was the greatest choice I could have made.” - Valentina “Pochi,” student 2015