

Tokyo International Symposium on Creativity and Innovation 2024

The Tokyo International Symposium on Creativity and Innovation 2024 will be held at the University of Tokyo's Fukutake Hall (Hongo Campus, University of Tokyo), as outlined below. Thirteen speakers will give talks and discuss creativity from a variety of perspectives. ISSCI members are welcome to join us online or in person. (Registration is required.)

Date: November 16th (Sat) – 17th (Sun), 2024

Place: Fukutake Learning Theater, Hongo Campus, University of Tokyo

Fee: Free of charge

Language: English

Web page: <https://sites.google.com/view/creativity-innovation-2024/home> (in Japanese)

Registration page: <https://forms.gle/xPbiDsnjsWFUayYf7>

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DAY1: November 16th

Morning session (10:00 am - 12:30 am Tokyo time, 2:00 am - 4:30 am Paris time)

Opening remarks: Takeshi Okada

Talks:

1) Giovanni E. Corazza

(The Dynamic Creativity Framework)

2) Takeshi Okada

(Exploration and inspiration in artistic creation)

3) Zorana Ivcevic Pringle (session chair)

(Creativity inside and out: From creation to appreciation and back again)

Afternoon session (2:30 pm - 5:30 pm Tokyo time, 6:30 am - 9:30 am Paris time)

Talks:

4) Vlad Glăveanu (Video)

(From sociocultural theories of creativity to Possibility Studies and back again)

5) Michael Hanchett Hanson (online)

(The Importance of Developmental Perspectives on Creativity)

6) Kevin Crowley (session chair)

(Constraints on creative practice: Exploring tensions between inspiration and implementation in an informal learning network)

7) Karen Knutson

(Conversations with strangers about science: Learning facilitation as creative

improvisation in a natural history museum)

November 17th

Morning session (10:00 am - 12:30 am Tokyo time, 2:00 am - 4:30 am Paris time)

Talks:

8) Roni Reiter-Palmon (session chair)

(Team Social and Cognitive Processes and Team Creativity and Innovation)

9) James C. Kaufman

(Creativity's Positive Outcomes)

10) Christian D. Schunn

(Impactful, feasible, and novel—why we need to consider three dimensions in conceptualizing creativity)

Afternoon session (2:30 pm- 5:00 pm Tokyo time, 6:30 am - 9:00 am Paris time)

Talks:

11) Todd Lubart (session chair)

(Virtual reality and real creativity: From the virtual world to the real world)

12) Nathalie Bonnardel (online)

(Towards enhancing creativity: methods, techniques and digital systems for fostering creativity in individual and collective situations)

13) Maciej Karwowski (online)

(Feedback for Creativity)

Closing remarks: James C. Kaufman

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Sponsor: [MIMIGURI corporation](#)

In collaboration with [International Society for the Study of Creativity and Innovation \(ISSCI\)](#)

Organizer: Takeshi Okada (University of Tokyo)



TOKYO INTERNATIONAL SYMPOSIUM ON CREATIVITY AND INNOVATION 2024

16 -17, NOVEMBER, 2024

FUKUTAKE HALL, THE UNIVERSITY OF TOKYO

主催：創造性国際シンポジウム実行委員会 共催：International Society for Studies on Creativity and Innovation (ISSCI) 後援：株式会社MIMIGURI