



HONORS 1000: Let's **Get** Creative: Odyssey of the Mind

Logistics:

Term: Spring 2024

Time: MW 4-5:15

Location: 201 Old Central

Instructor:

Dr. John Andrews

Email:

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Office: 001 Old Central

Office Hours: MW 1:30-2:30, T
1-3

OM Team Number: 41679

Description: What is creative genius? Does it strike like lightning or build like a storm? Are creative geniuses blessed by the muses or are they simply working with the right materials, at the right time? This course interrogates the myth of creative genius by critically questioning the nature of invention while solving current Odyssey of the Mind (OotM) problems. By critically unpacking biographies, narratives and historical myths that cloud the invention process, students will gain hands-on experience identifying, developing, describing, and employing their own personal artistic and scientific processes for solving unconventional problems. Students will work as teams to solve a long-term Odyssey of the Mind problem and compete at the Oklahoma State Odyssey of the Mind competition held on Saturday, April 6th @ OSU, with the possibility of competing at the world finals at the end of May.



- Texts:**
1. [Steal Like an Artist](#) - Austin Kleon (free via the library)
 2. [Odyssey of the Mind 2023-24 Program Guide](#) (Canvas)

Objectives:

In keeping with the objectives advocated by the National Collegiate Honors Council, this course will promote the goals of an honors seminar course by offering students the opportunity to develop skills in the following areas:

Written Communication:

Students document their own exploration of Odyssey of the Mind Long Term problems in a physical lab notebook, sketch book, or journal of their own personal style and choosing. This ongoing document will be developed into a final reflective presentation in which students will

analyze their own creative/scientific process to better understand what works best for their own individual learning styles.

Oral Communication:

Students will develop their oral communication skills through daily class discussion of the course materials and work collaboratively in teams of five to solve Odyssey of the Mind Long Term and Spontaneous Problems. As part of the solution, students will create and deliver an 8-minute oral presentation in the form of a short play presented as a group. Students will also deliver a 3-minute individual presentation on the nature of their own creative process.

Analysis, Synthesis, Understanding:

Students will develop their analytical skills by utilizing their individual and team strengths to solve Odyssey of the Mind problems. In their analysis of the problems, students will synthesize across their diverse disciplines to not only understand the nuanced nature of solutions to problems but further explore the potential interdisciplinary collaboration offers within the invention process. Intellectual Independence:

Critical and Creative Thinking:

Utilizing the classroom discussions, workshops, and technical demonstrations, students will work independently to develop their own problem-solving strategies. Course readings and discussions will be utilized to spark both individual exploration of the nature of creativity and practical application in real time.

Interdisciplinarity: This course will take an interdisciplinary approach as we will unpack historical narratives of creativity that surround artists, inventors, and scientists to reveal the generative power of combining disciplines to solve novel problems.

Policies:

Add/Drop Information

Classes begin 1/17. The nonrestrictive drop/add deadline is 1/24. The restrictive drop/add deadline is 1/27. The instructor must sign your add card, so give yourself sufficient time to find the instructor prior to the deadline; however, the instructor is not required to allow you late entry into the course, nor does their signature guarantee you a seat. The W drop/withdraw deadline is 4/14. The W/F withdraw deadline is 4/28. Class work ends 5/5. For more information, see <http://www.okstate.edu/registrar/AcademicCalendar/AcademicCalendarMain.html>

Student Accessibility Services:

If you think you need special accommodations for this course, you should notify your instructor and request verification of eligibility for accommodations from the Office of Student Accessibility Services (155 UHS) as soon as possible. Accommodations cannot be made until the instructor receives a verification letter from the SAS office, and accommodations cannot be made retroactively for assignments already completed or absences already accrued. Call 405-744-7116 or go to accessibility.okstate.edu for further information.

Attendance:

You are expected to be present every day class meets, and parts of your grade require in class work and participation. That being said, the attendance policy is designed to make sure that if you are ill you are able to remain at home without penalty. If you are required to participate in university sponsored activities such as course work, research activities, or military training, please be sure to provide appropriate documentation so that these absences do not count against you. Since this course meets twice per week the attendance policy for unexcused absences (where we receive no communication from you) breaks down as such: 5 absences with no penalty; 6 absences will result in a 100-point deduction from the final grade. 7 absences will result in a 200-point deduction from the final grade; 8 Absences will result in failure of the course. Obviously, things happen, we get sick, we get stuck with a car that won't start and of course we will be flexible as long as you keep us in the know and are mindful of being a present, active participant in the course.

Late Work:

Grades of work defined as "late" (coming in after established due date and time) will be reduced by 5% of the total points possible for the assignment each day it is late.

Electronics:

Because this course will primarily draw on discussion, laptops and tablets are not necessary during class, but you may utilize them. With this please be courteous of your fellow classmates when using electronic devices in the classroom to not disrupt or distract from other's learning.

Plagiarism:

According to University Policy, plagiarism is "presenting the written, published or creative work of another as the student's own work. Whenever the student uses wording, arguments, data, design, etc., belonging to someone else in a paper, report, oral presentation, or other assignment, the student must make this fact explicitly clear by correctly citing the appropriate references or sources. The student must fully indicate the extent to which any part or parts of the project are attributed to others. The student must also provide citations for paraphrased materials." Plagiarism can result in failure of the course or suspension from the University. For more information, see the policies listed at <http://academicintegrity.okstate.edu/>.

Assessment:

Process Journal (50% or 500 Points):

Like all great historical thinkers and makers, you will keep a process journal in which you will keep track of weekly progress and document your own personal thought process for solving your team's problem. With this, you'll be given a 3 prong folder that you will keep all of your notes and guided prompts in. You will then be graded on the following components from the process journal: Your own notes/sketches/research collected to solve the problem in between: This part will be different for each person. If you are designing costumes or sets for the problem, your entries might be sketches with descriptions or collages of inspiration you are referring to. If you are engineering the mechanical elements of the problem, you might have schematics or algorithms. If you are working on the script or musical elements of the problem, you might have sheet music or rough drafts of dialogue. This part is completely up to you and your own individual approach to your part of solving the problem.

Quizzes (10% or 100 points... 5 at 20 points each):

Throughout the semester there will be reading quizzes to make sure you understand the program guidelines, your problem, and keep up on the course readings.

Participation (20% or 200 Points):

Odyssey of the Mind requires active participation to successfully work as a team and solve the problem at hand. This portion of the grade will be based on your active participation activities such as spontaneous problem practice and reading discussions. Your team will exhibit their solution at the state competition of Odyssey of the Mind host at OSU on Saturday the April 6th.

Creative Process Reflection (20% or 200 Points):

For the final project you will review your own process journal and reflect on the creative process through the lens of class discussions, readings, and experiences throughout this odyssey in 1,500-word essay. Not only will you reflect on the historical and theoretical discussions of the creative process, but also the roles you played within your team and how they reflect your own style of solving problems. You should refer to your own process journal, the course texts and experiences, and research beyond the course to describe your own personal creative process.

Course Schedule

*Subject to change at instructor's discretion

| Date | Activities | Do Before |
|------|---|--|
| 1/17 | Syllabus and Odyssey of the Mind Overview | |
| 1/22 | Skills Speed Dating | |
| 1/24 | Team Assignments and Introductions | Read the Program Guide |
| 1/29 | Deciding on a Problem | Read the Problems |
| 1/31 | Quiz 1 Journal Activity: Team Planning | -Read Chapter 1 "Steal Like an Artist" |
| 2/5 | Journal Activity: Brain Storm | |
| 2/7 | Journal Activity: Reflections | -Read Chapter 2 "Don't wait until you know who you are to get started" 24-41 |
| 2/12 | Journal Activity: Script and Plot | |
| 2/14 | Journal Activity: Reflections | -Read Chapter 3&4 "Write the book you want to read" & "Use your Hands" 42-61 |
| 2/19 | Quiz 2 | |
| 2/21 | Journal Activity: Story Board | -Read Chapter 5 "Side projects and hobbies are important" 62-72 |
| 2/26 | Journal Activity: Reflections | |
| 2/28 | Journal Activity: Character Object Design | -Read Chapter 6 "Do good work and share it with people" 73-85 |
| 3/4 | Work Day | |
| 3/6 | Quiz 3 Journal Activity: Reflection | -Read Chapter 7 "Geography is no longer our master" 86-97 and Chapter 8 "Be Nice" 98-115 |
| 3/11 | Journal Activity: Weekly Check In | |
| 3/13 | Competition Paper Work | -Read Chapter 9 "Be Boring" 116-133 |
| 3/18 | Spring Break - No Class | |
| 3/20 | Spring Break - No Class | |
| 3/25 | Team Problem Forms Check | |
| 3/27 | | Chapter 10 "Creativity is Subtraction" 134-140 |
| 4/1 | Journal Activity: Final Checklist | |

| Date | Activities | Do Before |
|------|--|---------------------------------------|
| 4/3 | Problem Run Through and Final Prep for State | |
| 4/6 | Saturday State Competition | Be ready to present your solution! |
| 4/8 | No Class: Rest and Reflect | |
| 4/10 | "Everything Is A Remix" - Kirby Ferguson | |
| 4/15 | Quiz 4 | |
| 4/17 | Reflective Essay Draft | |
| 4/22 | | Read "In the Air" by Malcolm Gladwell |
| 4/24 | Reflective Essay Workshop | |
| 4/29 | Quiz 5 | |
| 5/1 | Show and Tell | |
| | Final Reflection Due | |