



## **Course Outline**

### **TU106 Creativity and Communication**

**Semester 2/2023 (January 8<sup>th</sup> – May 4<sup>th</sup>, 2024)**

**Lecture Time:** Section 046401 Tuesday 13.00-16.00 hours

**Lecture Venue:** Room 101

**Teaching Materials Platform:** MS Teams

**Instructor: Name:** Assoc. Prof. Dr. Supranee Lisawadi

**Office Hours:** by appointment only

**Email:** [supranee@mathstat.sci.tu.ac.th](mailto:supranee@mathstat.sci.tu.ac.th)

**Number of Credit:** 3 credits

**Prerequisite:** None

#### **Course Description:**

Creative thought processes, with critical thinking as an important part, as well as communication of these thoughts that lead to suitable results in social, cultural and environmental contexts, at personal, organizational and social levels

#### **Course Objectives:**

The purpose of this course is for students to develop a coherent understanding in creativity and critical thinking. Students will also be able to communicate and interchange their ideas creatively.

**Main Texts:** None

**Recommended Texts & Materials:** None

**Suggested readings:**

1. Bono, E.D., *Creativity Workout: 62 Exercises to Unlock Your Most Creative Ideas*.
2. Pope, R., (2005), *Creativity: Theory, History, Practice*, Oxon: Routledge

**Grading Criteria and Course Rule:**

Attendance	10%
Class Activities	10%
Project Presentation #1	10%
Project Presentation #2	10%
Project Presentation #3	50%
Final Examination	10%

**Course Plan**

Session	Topics	Activities/Text & Materials/Media	Lecturer
1.	Introduction	Game/ Case Study/ Discussion	Dr.Supranee
2.	Creativity Motivation	Game/ Case Study/ Discussion	Dr.Supranee
3.	Design Thinking (I)	Game/ Case Study/ Discussion	Dr.Supranee
4.	Design Thinking (II)	Game/ Case Study/ Discussion	Dr.Supranee
5.	<b>Project Presentation #1 (10%) (Design Thinking)</b>	<b>Presentation</b>	Dr.Supranee
6	Story Telling: Six Thinking Hats Communication of Idea	Game/ Case Study/ Discussion	Dr.Supranee
7	Verbal VS Nonverbal Communication	Game/ Case Study/ Discussion	Dr.Supranee
8.	Communication of Idea: Consulting Session	Game/ Case Study/ Discussion	Dr.Supranee
9.	Communication of Idea: Consulting Session	Game/ Case Study/ Discussion	Dr.Supranee
10.	<b>Project Presentation #2 (10%) (Final Project Proposal)</b>	<b>Presentation</b>	Dr.Supranee
11.	Project Development	Game/ Case Study/ Discussion	Dr.Supranee

12.	Project Development	Game/ Case Study/ Discussion	Dr.Supranee
13.	Project Development	Game/ Case Study/ Discussion	Dr.Supranee
14.	<b>Project Presentation #3 (50%) (Final Project)</b>	<b>Presentation</b>	Dr.Supranee
15.	Reflection	Discussion	Dr.Supranee