

Education to promote creativity in a knowledge-based society

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Introduction

- Creativity and education in Japan
- Education to promote creativity in the knowledge based society
- Sweden

Definitions

- Creativity
- The Creative Class
- Knowledge-based Society

Creativity factors within the educational system

- The three T:s
 - Technology
 - Talent
 - Tolerance

Creativity factors within the educational system

- Creative subjects
 - Art
 - Music
- Creative ways of teaching
 - Abstract problem solving

Creativity factors within the educational system

- Creative environment
 - Individualism
 - Hierarchy
 - Students influence
 - Environment and surroundings

Research

- National level
- Teacher and principle level
- Student level

National level

- The educational systems
- Fundamental values
- Creativity in school

The educational systems

- Central authorities
 - Japan: Ministry of education
 - Sweden: The National agency of education

Are the educational systems centralised?

Fundamental values

- Democracy
- Individuality
- Gender equality

Creativity in School

- Creative subjects
 - Art, music and drama
- Core Subjects
 - Mathematics and the Main Language

Differences in the possibilities to promote creativity

- 11 500 000 vs. 960 000 students
- 302 000 ¥ / 440 000 ¥ vs. 1 327 000 ¥

Hierarchy within the educational system

- Vertical vs. Horizontal educational system
- The Principal's role
- Homeroom teachers

Way of Teaching

- The teacher's role
- Club Activities

Technology and Talent

- How does principals promote technology and talent?
- Spread throughout the system or based in the clubs?

Tolerance within the school system

- Acceptance towards other religions and countries' history
- Immigrant's impact on the school system

Improvement of creativity on teachers' and principals' level

- Create more of a synergic effect in Swedish schools
- Include creative tests in Japan

Student Influence

- Student Council
- Class council
- Discussion on Progress
- No real room for influence

Physical Environment

- The school environment
- Classrooms
 - Big classes
- School Uniforms

Studies and Grading

- Tests
 - Less motivating for further learning
- Memorize rather than actually learning

Influences

- Poor English teaching
- Almost no influence from other countries

After School Activities

- Lack of free time

The Creative Subjects

- Freedom of choice vs. set activities

Kohai-Sempai System

- Can have positive effects
- Restraining effects

Conclusion

- Manufacturing society – Knowledge-based society
- Centralization – independent schools
- Motivating students – passing on knowledge
- Kohai-Sempai seniority system

Creativity Index

1. Sweden
2. Japan
3. Finland
4. USA
5. Switzerland
6. Denmark
7. Island
8. Netherlands
9. Norway
10. Germany

Source: <http://www.dagens.se/article.aspx?categID=245&articleID=15519>

Japan is a creative country, where is it created?

- Club Activities
- High technology clusters
- Innovative companies

Thank you for listening