CREATIVITY AND INNOVATION — SMGT 1270

A. **Course Description**
   - **Credits:** 1.00
   - **Lecture Hours/Week:** 1.00
   - **Lab Hours/Week:** 0.00
   - **OJT Hours/Week:** 0
   - **Prerequisites:** None
   - **Corequisites:** None
   - **MnTC Goals:** None

   Tapping into your creative energy can make you more valuable to the company you work for and more effective in solving problems and innovating improvements and can be really fun. Discover a variety of tools to increase your creativity. Develop strategies for encouraging and supporting others' creative efforts. Understand the relationship between creativity and risk taking. Learn to develop an environment which fosters creativity.

   Prerequisites: None

B. **Course Effective Dates:** 4/7/98 – Present

C. **Outline of Major Content Areas**
   - As noted on course syllabus

D. **Learning Outcomes**
   1. identify benefits of creativity and innovation
   2. identify creativity characteristics
   3. overcome barriers to creativity and innovation
   4. use creative techniques
   5. use creative thinking techniques to solve problems

E. **Minnesota Transfer Curriculum Goal Area(s) and Competencies**

F. **Learner Outcomes Assessment**
   - As noted on course syllabus

G. **Special Information**
   - None noted