

The version you're consulting is not final. This course description may change. The final version will be published on 1st June.

5.00 credits

30.0 h

Q2

Teacher(s)	Rees Jean-François ;
Language :	French
Place of the course	Louvain-la-Neuve
Main themes	<p>1. The activity</p> <p>- each session (except the first ) follows a similar scenario :</p> <ul style="list-style-type: none"> <li>• presentation by students,</li> <li>• comment from a guest specialist</li> <li>• debate ;</li> </ul> <p>- At the end of the seminar, each student writes an individual report of a case study .</p> <p>The main themes are:</p> <ul style="list-style-type: none"> <li>• The intellectual creativity in scientific social, artistic and technical</li> <li>• The concept of invention, apprehended as a rupture and a conceptual reconfiguration , expressed and formalized in specific languages "of science , techniques and arts within the respective social community in these disciplines.</li> </ul>
Learning outcomes	<p><b>At the end of this learning unit, the student is able to :</b></p> <p>After the course , the student will have:</p> <ul style="list-style-type: none"> <li>• A general sensitivity to process scientific and technical creation ;</li> <li>• The ability to describe a discovery as breaking and conceptual reconfiguration</li> <li>1 • surround a scientific or technical discovery ;</li> <li>• A critical skill to evaluate ( judge the value ) , under different criteria, scientific and technical discovery ;</li> <li>• The ability to describe the factors surrounding a scientific or technical discovery;</li> <li>• A skill to present and discuss in working groups about the topics listed above.</li> </ul>
Evaluation methods	The evaluation is based on the production of a monograph on the context of a scientific / technical innovation, which is discussed with the teaching team.
Content	<p>The campus consists of 7 sessions (18h30-21h30). The first 4 sessions are designed to immerse participants in a creative process, around challenges assigned to different teams, consisting of students with various profiles. From these experiments, each team is allowed to speculate on issues that could be crucial in the emergence of new concepts in Science. These assumptions are included in a conceptual map centered on the creative process of researchers.</p> <p>The following two sessions consist of meetings with renowned researchers who explain their work and discuss the factors which contributed to their most significant discoveries or those of other scientists.</p> <p>A lesson during the last meeting brings together the known elements that played a significant role in the emergence of important scientific and technological discoveries.</p> <p>Participants will use all these information in order to analyze a particular creative event in a discipline of their choice.</p>
Bibliography	Creativity in Science. Chance, Logic, Genius, and Zeitgeist. D.K. Simonton, 2004. Cambridge University Press. ISBN 978-0-521-54369-9
Faculty or entity in charge	CCR

<b>Programmes containing this learning unit (UE)</b>				
Program title	Acronym	Credits	Prerequisite	Learning outcomes
Minor in Culture and Creation	<a href="#">MINCUCREA</a>	5		