

CREATIVITY & INNOVATION

The capacity to combine or synthesize existing ideas, images, or expertise in original ways and the experience of thinking, reacting, and working in an imaginative way characterized by innovation, divergent thinking, and risk taking.

Notes Regarding the Selection of Artifacts or Application of Rubric:

This rubric is intended to assess creativity and innovation in a broad range of transdisciplinary or interdisciplinary work samples or collections of work. The rubric is made up of a set of attributes that are common to creative thinking across disciplines. Examples of work samples or collections of work that could be assessed for creative thinking may include research papers, lab reports, musical compositions, a mathematical equation that solves a problem, a prototype design, a reflective piece about the final product of an assignment, or other academic works. The work samples or collections of work may be completed by an individual student or a group of students.

SLOs:	Advanced (4)	Above Average (3)	Proficient (2)	Beginner (1)
Synthesize and/or transform ideas in original	Transforms ideas or solutions into entirely new forms	Synthesizes ideas or solutions into a coherent whole	Connects ideas or solutions in novel ways	Recognizes existing connections among ideas or solutions
ways. Experiment and take	Actively seeks out and	Incorporates new directions	Considers new directions or	Stays strictly within the
appropriate risks to creatively solve problems and advance knowledge.	follows through on untested and potentially risky approaches in the final product	or approaches in the final product	approaches without going beyond the guidelines of the assignment	guidelines of the assignment
Consider and incorporate alternative or contradictory perspectives in designing solutions.	Not only develops a logical consistent plan to solve problem, but also recognizes consequences of solution and can articulate reason for choosing solution	Having selected among alternatives, develops a logical, consistent plan to solve the problem	Considers and rejects less acceptable approaches to solving problem	Only a single approach is considered and is used to solve the problem
Develop imaginative or original response(s) to a need or inspiration.	Extends a novel or unique idea, question, format, or product to create new knowledge or knowledge that crosses boundaries	Creates a novel or unique idea, question, format, or product	Experiments with creating a novel or unique idea, question, format, or product	Reformulates a collection of available ideas

This rubric is adapted from the AAC&U's VALUE rubric for Creative Thinking.