depending on what we are doing, who we are with and what we desire; it can be both a stimulant and a constraint to creative processes.

Our perception of time varies dramatically depending on our level of interaction with the physical world and cognitive engagement with it. When we attend to the moment and heighten our sensory awareness, time appears to lose its grip. Time can be 'spare' time since a vast amount of visual information can be collected very quickly. The task of reviewing and selecting from this mate-

We live in a world that is time poor. Digital technologies provide a huge range of creative opportunities to make images and artefacts that could not be made by any other means. Although often considered 'time saving' devices, they do not necessarily provide 'free' or 'spare' time since a vast amount of visual information can be collected very quickly. The task of reviewing and selecting from this mate-

The ancient Greeks used two distinct words for time: Kronos and Kairos. Kronos: a quantitative and sequential perception of time. Kairos: an undetermined period of time in which something happens; a qualitative time: the perfect moment; a moment of opportunity which requires activity to achieve success.

The recorded data from the research project provides instances that illustrate ways in which Kronos and Kairos time act as creative forces. The investigation produced a range of outcomes including artefacts, photography and video for exhibition as well as documentary evidence of the creative process.

Results:

The ancient Greeks used two distinct words for time:

Kronos: an undetermined period of time in which something happens; a qualitative time: the perfect moment; a moment of opportunity which requires activity to achieve success

The recorded data from the research project provides instances that illustrate ways in which Kronos and Kairos time act as creative stimulants and constraining forces. The initial period of information-gathering and the subsequent period of reflection benefit from uncontained time. Playfulness, imaginative activity, experimental exploration of associated ideas occurs best when living in the moment; this appears to result in a diminished consciousness of time. Creative insight seems a pivotal point following which time may be used to creative advantage through its capacity to constrain through, narrow focus and direct thinking towards identifi-

Methodology:

This investigation sought to test out a collaborative creative process which was stimulated and constrained by aspects of time. A qualitative research methodology was used. Data was collected from a practice-led case study via a range of techniques including:

Aims: to investigate the role of time as a stimulant or con-

Objective:

To undertake a collaborative visual art practice case study to:

- Use archival photographs to stimulate a creative journey
- Develop a study of visual artworks and photographs
- Document the creative process using recorded interviews, photography, logs, sketchbooks and reflective journals
- Analyze the data to identify common themes related to time in the context of accepted theories of creativity and stages in creative processes
- Present findings

Problem definition:

The importance of play experimentation, exploration and serendipitous experience are all recognized and accepted essentials within the creative process (Stenberg, 1988; Smith, 1995; Amabile 1996; Hannaford 2010). How then are the changes in the way we live and the technology we use, impacting on our creative strategies? How does ‘time’ impact on the creative process?

We live in a world that is time poor. Digital technologies provide a huge range of creative opportunities to make images and artefacts that could not be made by any other means. Although often considered ‘time saving’ devices, they do not necessarily provide ‘free’ or ‘spare’ time since a vast amount of visual information can be collected very quickly. The task of reviewing and selecting from this mate-

Our perception of time varies dramatically depending on our level of interaction with the physical world and cognitive engagement with it. When we attend to the moment and heighten our sensory awareness, time appears to lose its grip. Time can be ‘spare’ time since a vast amount of visual information can be collected very quickly. The task of reviewing and selecting from this mate-

References:


Summary:

This research project explores the ways in which ‘time’ influences the creative process and its potential to stimulate and constrain creative thinking, shape generative thought and inspire making processes. Case study material from a practice-based investiga-

Kairos: an undetermined period of time in which something happens; a qualitative time: the perfect moment; a moment of opportunity which requires activity to achieve success

The recorded data from the research project provides instances that illustrate ways in which Kronos and Kairos time act as creative forces. The investigation produced a range of outcomes including artefacts, photography and video for exhibition as well as documentary evidence of the creative process.

Results:

The ancient Greeks used two distinct words for time:

Kronos: a quantitative and sequential perception of time

Kairos: an undetermined period of time in which something happens; a qualitative time: the perfect moment; a moment of opportunity which requires activity to achieve success

The recorded data from the research project provides instances that illustrate ways in which Kronos and Kairos time act as creative stimulants and constraining forces. The initial period of information-gathering and the subsequent period of reflection benefit from uncontained time. Playfulness, imaginative activity, experimental exploration of associated ideas occurs best when living in the moment; this appears to result in a diminished consciousness of time. Creative insight seems a pivotal point following which

Methodology:

This investigation sought to test out a collaborative creative process which was stimulated and constrained by aspects of time. A qualitative research methodology was used. Data was collected from a practice-led case study via a range of techniques including:

Aims: to investigate the role of time as a stimulant or con-

Objective:

To undertake a collaborative visual art practice case study to:

- Use archival photographs to stimulate a creative journey
- Develop a study of visual artworks and photographs
- Document the creative process using recorded interviews, photography, logs, sketchbooks and reflective journals
- Analyze the data to identify common themes related to time in the context of accepted theories of creativity and stages in creative processes
- Present findings

Problem definition:

The importance of play experimentation, exploration and serendipitous experience are all recognized and accepted essentials within the creative process (Stenberg, 1988; Smith, 1995; Amabile 1996; Hannaford 2010). How then are the changes in the way we live and the technology we use, impacting on our creative strategies? How does ‘time’ impact on the creative process?

We live in a world that is time poor. Digital technologies provide a huge range of creative opportunities to make images and artefacts that could not be made by any other means. Although often considered ‘time saving’ devices, they do not necessarily provide ‘free’ or ‘spare’ time since a vast amount of visual information can be collected very quickly. The task of reviewing and selecting from this mate-

Our perception of time varies dramatically depending on our level of interaction with the physical world and cognitive engagement with it. When we attend to the moment and heighten our sensory awareness, time appears to lose its grip. Time can be flexible, elastic, depending on what we are doing, who we are with and what we desire; it can be both a stimulant and a constraint to creative processes.

References:


