



## Bethel's R.E.A.L. Experience Skills & Sample Artifacts

### Skill: Creativity & Innovation

#### Definition

An individual developing skills in creativity has the capacity to act, think or generally express oneself in new and novel ways that result in innovation, the expression of feelings, ideas, concepts or the ability to problem solve.

#### Indicators

1. The ability to embrace ambiguity and be cognitively flexible
2. Perseverance
3. Viewing problems as opportunities for thinking beyond conventional methods to brainstorm multiple possible solutions. ie: Design Thinking.
4. A willingness to consider multiple perspectives

#### Examples

- I worked with a small group of students to come up with a product idea, and then worked with a vendor to create that product to sell in both a physical location and online for my Entrepreneurship Strategy and Tools class.
- As the student director of "Peacemakers", a Bethel student government director position, I knew it needed a name change to clearly and appropriately convey its purpose. I generated a number of alternative names and ideas based on Bethel's Swedish roots and Biblical values before we chose a new name that does that.
- After not doing as well as I would have liked on my first exam in a course, I reflected and was willing to make changes to my study habits, utilizing resources available to me like study groups, TA/Professor office hours, listening to audio files of required and supplemental readings, etc.

### Sample Artifact

Want to see an example of how a real Bethel student developed creativity? Check out the [sample creativity artifact](#), a spoken word piece performed by and written by Matthew Anfinson.