The Creativity Checklist

Planners' Experiences, Thoughts and Skills

Measuring creativity is difficult. The Creativity Checklist presents categories of experiences, thoughts and skills that prompt a discussion; a discussion that will give one the sense, or not, that creativity is present. While this is an evaluation system, its purpose is to reveal a person's ability to think creatively.

<u>Attribu</u>	tes Rating: Weak[1] to Strong[5]	<u>Attribu</u>	tes Rating:	Weak[1]	to	Strong[5]	
Knowledge of Comparables		Recognition of Opportunities to Solve					
a.	a. Awareness and Understanding		Problems				
b.	Applicability to Assignments of the	a.	. Ability to define and dissect Problems				
	Organization	b.	b. Ability to hear what is not saidc. Ability to read body language [80% of all				
		c.					
Professional Skills and Applications			communicati	on]			
a.	Technical Skills	d.	Ability to adapt Non-Traditional Solutions to				
b.	Policy Planning Approach		Traditional Si	tuations			
c.	Professional Practice Method	e.	e. Pattern Recognition: Connection of "Dots"				
			to Form Patte	erns_			
Expans	siveness of Thought						
a.	Implications of Spatial Context	Appre	ciation of Allie	ed Profession	าร		
b.	Connectivity of Diverse Ideas	<u>Ph</u>	ysical				
c.	Functional Relationships	a.	Biology and related science				
d.	Temporal Evaluations	b.	Transportation Planning and Engineering				
e.	Systems Thinking	c.	Landscape Architecture				
f.	Empathetic Capacity, Broad Perspective	d.	Urban Design	1			
g.	Worldly Viewpoint; Diverse Knowledge Base	e.	Land Use and	l Real Estate Ti	ransac	tion Law	
h.	Multi-discipline Approach	f.	Civil Engineer	ring			
i.	Extrapolate known Scenarios to Alternative	g.	Environmental Engineering				
	Situations	h.	Architecture				
j.	Derive Patterns from Analysis of Individual	Eco	<u>onomic</u>				
	Data Points	i.	Financial, Eco	nomic and Ma	arket A	nalysis	
k.	Interpret Complex Systems from Individual	j.	Public Admin	istration; The	Civic P	rocess	
	Components	Soc	<u>cial</u>				
		k.	Social Science	es			
Inclusiveness		I.	History, Archaeology and Anthropology				
a.	Team Building, Everyone Feels Involved						
b.	Mission Buy-In, Everyone Feels Responsible						
c.	Client Rapport, Candor w/ Tough Issues	Review	/er				
		Review	/ee				
		Date					

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