Exercise 23 and 29A

### To the teacher:

# These slides comprise the supplementary presentation material for the following exercises:

### 23: LEGO duck challenge

### 29A: What is the source of inspiration?

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## Exercise 23



### Round 1

- Build as many different LEGO ducks as you can using the available bricks
- Take a photo of each LEGO duck you build
- When time is up, count the number of LEGO ducks (photos) you have built





# Start building!









#### Launch a search engine (Google, Bing, Yahoo! Search, etc.)

Search for images (e.g., in Google Image Search) using search queries such as "weird ducks," "crazy ducks," etc.

Anything unusual, funny, unexpected, surprising or inspiring?



### Round 2

- Build as many different LEGO ducks as you can using the available bricks
- Take a photo of each LEGO duck you build
- When time is up, count the number of LEGO ducks (photos) you have built





# Start building!







### Reflection

- In which of the two building rounds did you build the largest number of LEGO ducks? Why?
- In which round did you build the craziest/funniest/weirdest LEGO ducks? Did you experience a difference between the two building rounds? If so, what? How? Why?
- Show the person(s) sitting next to you what you consider to be the best/funniest/weirdest LEGO duck you built. What inspired you? Why?
- Did the process of searching for inspiring images have any influence on the way you built the ducks? How? Why?



## Exercise 29A



You will now be shown five paintings by five different artists.

The five paintings have the exact same source of inspiration.

What is it?























# What is the common source of inspiration in these five paintings?



### Answer:



Podoll, K., & Robinson, D. (2008). Migraine Art: The Migraine Experience from Within. Berkeley, California, USA: North Atlantic Books.



### Reflection

- Was it difficult out to figure out what the common source of inspiration was? Why?
- How many thematic domains did you collectively cover while guessing? Did someone e.g. suggest non-figurative art? Mental illnesses? Landscape paintings? Psychedelic substances? Other? Why these suggestions?
- Does knowing the source of inspiration behind a given creative product (e.g. Velcro<sup>™</sup>, a painting, a piece of music or a novel) add to or detract from your experience of it? Why?
- Is it valuable/relevant to know the sources of inspiration? Why (not)?



## Image credits for Exercise 29A

#### Image credits for Exercise 29A in order of appearance:

Credit:

Migraine Action Art Collection: Image 4, Unnamed artist, Untitled (1983). Available at <a href="http://www.migraineart.org.uk/artwork/untitled-151/">http://www.migraineart.org.uk/artwork/untitled-151/</a>

Credit:

Migraine Action Art Collection: Image 503, Unnamed artist, Migraine (Unknown year). Available at <u>http://www.migraineart.org.uk/artwork/migraine-3/</u>

Credit:

Migraine Action Art Collection: Image 463, Unnamed artist, Migraine (2006). Available at <u>http://www.migraineart.org.uk/artwork/untitled-386/</u>

Credit:

Migraine Action Art Collection: Image 335, Unnamed artist, Untitled (1983). Available at <u>http://www.migraineart.org.uk/artwork/untitled-66/</u>

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Migraine Action Art Collection: Image 460, Unnamed artist, Untitled (1982). Available at <a href="http://www.migraineart.org.uk/artwork/untitled-383/">http://www.migraineart.org.uk/artwork/untitled-383/</a>

