Believe in Creativity

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A Project
in Creative Studies
by
Iecha Samantha Bermudez

Submitted in Partial Fulfillment
Of the Requirements for the Degree of
Master of Science

May 2019
Abstract

The purpose of Believe in Creativity is to provide an afterschool program implementing skills used in creativity to help develop leaders of tomorrow and removing the negative persona other generations have on today’s youth. Some may argue that the advancement of technology benefits the youth because it is a form of entertainment, resources are accessible, and they have different forms of travel. Others believe that the advancement of technology is not beneficial because it causes the youths to be antisocial, aggressive, and non-creative. Though the advancement of technology has both pros and cons in the lives of the youth, I hope to merge both creativity and technology in my afterschool program Believe in Creativity to increase future leaders. Believe in Creativity will provide students everyday tools that can be applied in the real world by creating workshops involving creative problem-solving techniques, developing and leadership skills and incorporating activities such as community service, sports, and arts and crafts to accompany the youth and engage with their communities.

Keywords: creativity, technology, afterschool, community, youth, leaders

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Dates of Approval

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**Intended Audience**

The intended audience for this project is for caregivers living or working in urban areas willing to make a difference in the lives of the youth and their community. This project is also attended for caregivers for afterschool, grade school kids who are historically marginalized (financially and educationally). Through Believe in Creativity, I hope to enhance and incorporate creativity in the lives of the youth and community through activities.
What is Creativity?

While pursuing my master’s in creative studies, the most common questions I’ve received are: What is Creativity? What will you do with your Master’s Degree in creative studies? What do you learn about while studying creativity? After responding to their questions, the person(s) would follow the statement by saying “I’m not creative.” Believe it or not, we are all creative. We apply creativity in our daily lives and do not even know it. Just because you are not famously known to the world on how you applied creativity does not mean you did not have an impact in others’ lives. But the true question is: what is creativity?

Since creativity covers many aspects from problem solving to music, there are multiple definitions of creativity that vary from person to person. Creativity is applying your imagination or ideas to help improve situations that would benefit not only yourself but others as well. When it comes to the creativity, people are usually between being an adaptor and innovator. An adaptor usually finds out ways to improve the situation while staying within “the box” or accepting
limitations. Innovators usually start off from scratch and find unique ways to solve problems. Compared to adaptors, innovators do not have any limits because they think “outside the box.”

Reflecting on most people’s comment of not being creative, I understand why they claim they are not creative because what people usually reflect on when someone mentions creativity are famous people such as Steve Jobs, Pablo Picasso, and Thomas Edison. Since those people have not achieved those “genius ideas”, they believe they are not creative. Though we are not Thomas Edison, Steve Jobs, or Picasso, we continue to apply creativity by finding new ways home, involving our opinions on ways to improve our companies or organizations, and learning in ways that suit us. In a world that is constantly changing, creativity continues to be one of the most demanded skills in the 21st century.

**Foundation of Creativity**

During the early years, many people believed creativity was a trait that people were born with because it was rare for someone to have such brilliance. It was not until the early 20th century when the world would be introduced to Alex Osborn’s method of brainstorming and his book *Applied Imagination* in which he addresses creativity and how it is a method that can be
taught. A proud Buffalo, New York native, Alex F. Osborn would create one of the most used household terms in history, brainstorming. Prior to being the Father of Brainstorming, Dr. Osborn was a good and known advertiser. Co-Founders, Batten, Barton, and Durstine from New York City wanted to partner with Dr. Osborn to create the adverting company BBDO. Dr. Osborn was willing to work with BBDO under one condition: have weekends off to return to Buffalo, New York to be with his family. With hard work and dedication, Dr. Osborn traveled from New York City to Buffalo, New York every week. In addition, Alex F. Osborn published a book called *Applied Imagination: Principles and Procedures of Creative Problem-Solving* (1953), laying out the principles needed to problem-solve involving his method of what we know today as brainstorming.

\[ C = F_a (K, I, E) \]

In addition, Dr. Ruth B. Noller was another pioneer in field of creativity. Dr. Noller was a Buffalo, New York native who specialized in mathematics. During World War II, Dr. Noller served as a mathematical-engineer in the U.S. Navy. Furthermore, Dr. Noller “was stationed at Harvard University and worked with Grace Hopper, where she became a computer programmer—the second woman to do so” (Puccio, 2009). After WWII, Dr. Noller taught mathematics at the University of Buffalo where she would soon after discover her passion for creativity. After attending a workshop in creativity, Dr. Noller contributed to the field of creativity by attending workshops, teaching courses, and collaborating with pioneer Dr. Sidney Parnes in the Creative Studies Project.
The Creative Studies Project was significant because the experiment “provided clear evidence for the positive effects of creativity training on students’ cognitive and problem-solving skills” (Puccio, 2009). Through the success of Creative Studies Project, creativity became a major for undergraduate and graduate students. Lastly, combining her passion for mathematics and creativity, Dr. Noller developed an illustrative formula for creativity: creativity (C) is equal to the function (F) of attitude (a) (and belief in creativity) knowledge (K), imagination (I), and evaluation (E). Even after her retirement, Dr. Noller and her husband continued to promote creativity, traveled to Buffalo for annual functions involving creativity and encouraging creativity.

**Hip Hop: A Bronx Story**

Around the world, many people find different ways to express their creativity from art, problem solving, and self-reflection. Born and raised in the Bronx, New York, one thing I take pride in is the establishment of Hip Hop. In the late 1970’s, without clear indication of who created Hip Hop, artists such as Grandmaster Flash, Doug E. Fresh, Run DMC, and other
pioneers used the new genre of music to express their creativity, daily struggles, and what was on their mind. Over four decades, Hip Hop continues to be one of the most popular genres around the world which artists use to spread awareness of issues, provide catchy tunes, and a way to express their creativity.

Something I enjoyed when I was in grade school was when my peers would freestyle (another form of hip hop). On Fridays, my English teacher would establish “Freestyle Friday” where my classmates and I would freestyle. Freestyle involves a combination of lyrics, rhymes, similes, metaphors, and of course beats. Through the influence of Hip Hop, freestyling uses creativity because we use our imagination to paint a picture with our words for our audience to have a visual of our inner thoughts. Without pioneers such as Dr. Alex Osborn, Dr. Ruth Noller, Sidney Parnes setting up the foundations of creativity, there might not have been creation of Hip Hop and other forms of self-reflection.

**Back in my day, we play!**

During my childhood, I remember hearing older people reminiscing on how things were growing up for them by constantly saying “back in my day we did this” or “back in my day we did that” but, never in a million years I thought of reminiscing at the age of 25. Out of several
words to define my childhood, “play” described that time period. Growing up in the South Bronx, New York during the late 1990’s, early 2000’s, words such as play, care, and stress free were understatements about how life was for me. Without a worry in the world, my job during my childhood was to just be a kid and socialize with my friends. One person who helped me embrace playing was my mother Dora Fuentes. My mother, siblings and I would have days we spent at the park, consisting of hours spent outdoors engaging in physical activity and socializing with other kids in my community.

I remember the simple things like playing double dutch with girls in my neighborhood, chasing each other on the jungle gym, playing tag, and enjoying one of my favorite sports, basketball. Hearing the sweet sounds of Mister Softee ice cream truck passing my block also defined my childhood and just thinking, nothing can get any better than this. Little did I know, I was incorporating creativity while having fun. Other ways (at the time I did not realize) I applied creativity were by making up games with my friends to entertain us. Engaging in play was not the only way I embraced creativity growing up. Over the years, there was a realization that the recent generation of kids became “lazier” because of gadgets as a form of entertainment.

What’s going on?
Since the advancement of technology, the use of any physical activities I once adored is no longer appealing to the new generation. In my household, I recall not always having internet access. There were times when I physically had to travel to my local library to conduct my research after my teachers gave us an assignment during grade school. With limited resources (computers, information, etc.) I had to use creative problem solving to complete my assignments. Currently, as technology has become more accessible, students living in the 21st century can instantly have information at the click of their fingertips.

Technology has both negative and positive effects on modern day children. For instance, I believe technology limits one’s creativity. As mentioned previously, because of the easy access to technology, children nowadays are not socializing or playing with their peers. Technological inventions like Xbox, PlayStation, and tablets, make it possible for this generation to be antisocial. What is strange for me is that this generation would rather watch gamers on YouTube defeat a game rather than playing and figuring out the game themselves, something I took pride in as I was growing up. However, it might not be entirely this generation’s fault on their reliance on technology, it is partially the fault of their parents.
Most parents abuse the use of technology to entertain their kids on a daily basis. Times when I have seen parents using technology to distract their children are mostly in public, either going to the doctor’s office, food shopping, or even on the bus; parents hand someone as young as a toddler a tablet or phone to keep them occupied. Some children go as far as not sleeping without an episode or two from Netflix on their tablet. I must confess, my niece had a tablet before I did, and she was only two when I was just 22 years old. While children are entertained with their tablet, without it they would go into a tantrum. In most cases (not all), parents find the comfort of occupying their children with tablets to keep them busy but little do they know, they are to blame when their creativity is minimized and they are socially awkward.

The Evolution of Technology

Just a few years ago, common online websites we use such as eBay, Amazon, and LimeWire (live streaming music) seemed out of the ordinary when purchasing things like appliances, materials, and music we use on a day-to-day basis. Besides the negative impact of technology, there are also positives. Though I’ve lived only a quarter of a century, technology has made a drastic change in our everyday lives, both positively and negatively. For instance, growing up in my household, for technology, we had a radio, television, and Nintendo 64 to entertain us during
the weekend. My mother made sure we had more games and activities we can do together, movie
night being one of my favorites. Once upon a time, I lived a life without Netflix, Hulu, and
YouTube to watch movies. Every weekend, my mother and I would travel far into the Bronx,
New York to our local Blockbuster to rent or buy a movie for the family. Technology personally
made a positive and negative impact in my life.

Cons of Technology

In the late 1990’s, both Marc Randolph and Reed Hastings launched their bizarre company,
Netflix. People found Netflix as a strange invention because people like my mother and I were
used to physically purchasing their movies or shows from places like Blockbuster. Truthfully, at
the time, most people (like my family) did not have internet access in their homes. Furthermore,
once the introduction of internet became more common at home, people began to create accounts
on Netflix, the most accessible choice. Netflix provides customers the chance to watch shows or
movies either online or shipped to your house cutting the cost and time of going to movie places
like Blockbuster. As customers who create accounts on Netflix increased, the sales in
Blockbuster began to decrease, requiring the company to officially close their doors in 2013.

Blockbuster was not the only company that suffered from loss of customers. Retail stores
also went through the negative effect of technology. As any teenager in America, I enjoyed
shopping with my mother in places like Pretty Girl, H&M, and Danice. Being able to physically try on the clothes and figuring out what fits best and being able to wear them the next day excites me. I was never accustomed to waiting for clothes I wanted because I would get what I wanted on the same day. Little would I know that technology would soon change the way the world would shop. Online retailers soon replaced many mall stores.

As the population of online shoppers increase, stores across the United States began to decrease. Toy r’ us, Payless, and Sears are among a few well-known companies who were negatively affected by the advancement of technology. Once a sale associate for a company located in the Galleria Mall, I have come very close to experiencing my store closing their doors like Sears. In 2018, for varies reasons including lack of sales, the company I once worked for began to close several stores in America. Technology made it possible for people to stay in the comfort of their homes and buy everything online rather than physically buy their materials. Nowadays, people care more about receiving what they want in an affordable price range, rather than receiving personal customization only available in person.

Along with companies suffering from the loss of business, people fail to realize employees like myself also suffered from the negative impact of technology. As sales associates, we rely on
commission but are also judged by the number of items customers purchased. There are times that we would go an entire day without any sales. Though I was paid hourly, having little to no sales weren’t good for the company because sales associates had to work harder to make up from that loss. Being a sales associate is a very complex job because you are there to cater to the customers, but there would be times when customers wouldn’t buy anything after trying on 4-5 shoes. It was not until I worked in a retail job that I realized customers are very important to companies (especially retail) because if there are not any customers, there isn’t any business.

Exposed to Violence in Media

In addition to retail stores closing due to the accessibility of online shopping, another example of the negative effects of the advancement of technology is children’s exposure to violence in media. Today’s youth are exposed to different forms of violence in media ranging from television to online (Facebook, Instagram, and Snapchat). As we are currently living in a generation filled with hate and selfishness, we have to monitor our youth to stop the cycle of
violence. Without surveillance and guidance, the youth are becoming more aggressive and want to inflict those violent acts observed from media on someone else.

**Television**

On September 11, 2001, the United States was faced with one of the darkest days in history which involved hijacked planes, attacks on government official buildings such as the Pentagon and World Trade Center, and thousands of people losing their lives. Prior to the attack on 9/11, I was only 7 years old living in the South Bronx, New York. At the time, I lived on the 19th floor and had a beautiful view of Manhattan, especially a perfect view of the World Trade Center, Empire State Building, and other landscapes. The morning of September 11, my mother walked me to school like any other day, but something different happened on that day, I’ve seen my teachers panicking and pacing back and forth through the halls, I knew something happened. Shortly after, my mother picked me up from school and while questioning her on what was going on, without a word, she continued to bring me home until I saw all of our televisions in my house on the WTC in which appeared to be a plane crashing into it.
At first I thought it was a movie, until I looked out of my window and saw smoke coming out of the North tower. While still in shock that this was really happening before my eyes, I saw another plane crashing into the second tower. I screamed out to my mother about what I was experiencing, but since there was a delay on the news broadcast, she didn’t believe me until it appeared on television. Scared at the time, I joined my mother and aunt as we watched on the news reporting live from the World Trade Center. Through the television, I saw people stuck in the Towers and because the temperatures were so hot from the fire (where the planes crashed) people jumped to their deaths, committing suicide. Minutes later, the news broadcast both towers falling one by one. At the time, I could not believe I was witnessing thousands of people’s deaths without censors or limitations.

Though I experienced the attack on 9/11 on television live, in today’s world children are exposed to violence throughout television on a daily basis. Law and Order, Family Guy, and Futurama are among a few examples of shows that feature violence within each episode. In addition, the advancement of technology and applications like Hulu, Netflix, and YouTube make it possible and more accessible for the youth to watch shows like Family Guy. By watching these shows, our youth are exposed to characters reenacting aggressive behavior such as fighting, killing, and making threats towards others. With the amount of aggression on display on television, do we want to continue allowing the youth to access shows that showcase such behaviors?

Video Games
Something I like to enjoy after a long week of work is, believe it or not, playing video games. While playing games like Call of Duty, for that short period of time, I’m in another dimension, carefree, and determined to defeat my opponent. Though most games have an age and consent rating for players, it amazes me how some parents continue to purchase violent games for their children. While playing Call of Duty live, through the microphone I recall hearing little boys playing with me even though the age requirement for Call of Duty is ages 17 and up. For games like Call of Duty, usually you would have to shoot your opponent or zombies to continue to the next level or task but, one question that continues to be on my mind is: why are little kids playing this game instead of something that is more age appropriate.

Being exposed to guns, blood, and death, I would be surprised if these young players do not have nightmares. Though most may not physically show it, exposing the youth to violence leads to aggression. Using what they see on television and movies, some youth reenacting those aggressive moves from the video games. Once the youth realizes video games do not release those aggressions, they then take matters in their own hands, releasing aggression towards others. Because of the youth’s built up aggression, they plan on inflicting that pain on others by bullying, fighting, or even through school shootings. In 1999, two shooters went on a killed 20
students at Columbine High School. The tragic event at Columbine High School was “a direct consequence-as an effect--of playing violent computer games, especially, it was alleged, the game *Doom*” (Jenkins, n.a.). As mentioned before, our youth needs afterschool programs like Believe in Creativity to occupy their time with fun activities, workshops, and guidance on how they can efficiently use their time. Keeping the youth physically, mentally and emotionally busy, can result in minimizing crime and problems within the environment.

**Social Media and Violence**

Another example of how the advancement of technology have a negative effect on our youth is through social media. Facebook, Twitter, and Instagram are among the few forms of social media that people (including the youth) use every day. People like myself use social media so that I can follow my favorite celebrities, communicate with distant family and friends, and post moments of our lives I would like to share with others. In the negative perspective, social media can be used as a way to judge others while remaining anonymous behind the phone screen. Today we call those individuals cyberbullies. In today’s society, the youth are most likely to experience cyberbullying because of events that occur in school, at home or even in public. In many cases, the youth keeps cyberbullying hidden from their parents by using “apps and sites,
such as texts, videos, and web calls that disappear or do not appear on the device’s call or text message logs” (stopbullying, 2018). Because of the emotional aspects and backlash the youth encountered and struggles to keep the cyberbullying hidden from their parents, some youth go as far as committing suicide escape from their problems.

In addition to cyberbullying, we live in a day and age that instead of people helping someone in danger, they would rather post those last moments of the person’s life and post it on social media. Children in the 21st century are exposed to violence via social media, video games, and television. There should be more censoring and parental control to monitor what our youth is watching and doing through technology.

Pros of Technology

In the 21st century, it is believed that we are currently living in a digital world. Technology is all around us, from different forms of transportation to gadgets we use daily and have not realized it. An example of a gadget most people use is their cell phones. In this day and age, cell phones are used in many ways, to listen to music, play games, and even to help navigate us to our destination using apps like google maps. I personally use my cell phone to call/text my
family and friends, along with email people, and provide me with the bus schedules in just a click of a button. Just a few years ago, we couldn’t do all those things on our cell phones. Believe it or not, in the 1970’s, cell phones were once the size of a mini laptop. Unlike our current cell phone that can multitask, cell phones in the 1970’s were only able to make calls. As time progressed, that once mini laptop became a handheld device.

**Cellphones**

Early in the 21st century, the first person I saw with a cell phone was my father. A few advantages of my father having a cell phone were getting in contact with him in the case of an emergency, usefulness for work and accessibility to use outdoors. Familiar with our home cord phone, I did not realize I was experiencing the evolution of technology in front of my eyes. It was not until I was in middle school that my mother realized my school was a far distance from my house and bought me a cell phone. What made this phone different from my father’s was that it was a Boost Mobile Chirp, like a walkie talkie.

Before current plans with unlimited calls, text, and data, people like myself had to pay for their minutes, text, and surfing the internet and believe me, every second counted. When I wanted ringtones or more minutes on my phone, I had to physically go to the Boost Mobile store
and pay a dollar per ringtone and a card for more minutes. Compared to my iPhone today, I have an unlimited plan and can purchase ringtones through apps. It was very hard for me to manage my minutes when I was on Boost Mobile but, after several months of practicing, I was able to manage my minutes using it only in the case of emergency.

**Ships**

Another area in which technology helped advance is transportation. Before planes, trains, and cars, people such as Native Americans, Europeans, many others used animals like horses for their main source of transportation. Horses were important and helpful during the Medieval Times era because they were used to transport goods and people, battle, and sports. Native Americans were also heavily dependent on horses. A few ways Native Americans valued horses were by using them to travel to different destinations, farm, and hunt for food. Though horses and other animals were used for centuries to transport materials on land, people wanted to explore other parts of the world. Knowing more than half of the Earth is water, the invention of boats and ships were created as early as 3000 B.C.

For centuries, boats and ships helped humans by transporting large cargo, voyages at sea to different areas around the world, and most importantly creating opportunities to immigrants
seeking new beginnings. In the late 19th and early 20th century, many immigrants from around the world saw the United States as a place of opportunity because of the “American Dream”, giving all people equal opportunity to turn dreams into reality. Most immigrants came from countries that were experiencing wars and conflicts between citizens and the government, or were born into caste systems, preventing them from moving up into a higher-class system. Once America opened their doors accepting immigrants, many took that opportunity by sailing at sea for months to pursue the “American Dream.” From 1880-1920, thousands of ships carried “200 million immigrants” (History) from different continents. These immigrants began their journey in America through the site of the Statue of Liberty and Ellis Island. Because of ships transporting people voluntarily and involuntarily, we now have America, a “Melting Pot” mixed with people of all cultures, backgrounds, beliefs, etc. Today, the advancement of technology created engines making ships/boats move faster through water and turned trips that took months into a few weeks or even days.

**Trains**

Furthermore, trains are another form of transportation that made a huge impact to the establishment of the United States. Like ships, trains also helped transport cargos and people. Since trains were once powered by coal, passengers would have to endure the smell of burning
coal and smoke (air pollution) from the train until they reached their destination. Inhaling those air pollutions from the train was very unsafe for passengers and especially coal miners. In the late 19th century, coal was in high demand because it was mostly used to power the engines of trains, ships, etc. Due to the high demand of coal, miners would sacrifice their lives (possibly being crushed to death, explosions, etc.) and health to supply coal. As previously mentioned, Alex Osborn (Father of Brainstorming) traveled from New York City to Buffalo, New York by train every weekend to be with his family and would had been exposed to the air pollution. Due to negative effects of coal mining, the advancement of technology introduced trains to steam heat to operate trains causing lower death rates, safe and cleaner trips for passengers.

In addition to steam heat, another way that the advancement of trains helped the United States was through the creation of cities and towns. Prior to trains, many people who lived in farm areas or isolated societies in the United States were forced to migrate to the cities for work. Because the only thing they had were horses, it was difficult for farmers to establish business with other areas in the country in a timely fashion. In the 1880’s, trains were invented in America, establishing endless train tracks from coast to coast. Train tracks were laid near farms and isolated areas creating jobs and towns along the way. Trains became especially important during the Industrial Revolution, transporting people and cargo to different areas. Farmers and people in isolated societies no longer would have to migrate to inner city for work. Currently, trains continue to be one of the most popular ways to travel across the world.

**Automobiles**
Though there are several controversies on who invented the first automobiles, a well-known fact is that automobiles made their first appearance in the United States in the late 19th century. Automobiles (also, known today as cars) are usually described as a vehicle with 3-4 wheels, mainly used for transporting people. Compared to horses, who require a lot of daily maintenance, automobiles are generated by gasoline and while in possession of an automobile, one of the main advantages is that it is accessible when needed. Cars are considered important to the advancement of technology because prior to cars, people relied on trains, ships/boats, and animals to travel to their destination on a strict time basis and were required to purchase tickets prior to the trip. After purchasing a car, people are able leave at their own leisure, take private trips, and explore different parts of the world independently. In today’s world, car companies like Ford, Jeep, and Kia are among a few car companies that continue to model and remodel cars we use daily and instead of using gasoline, they are now starting to substitute with solar energy, minimizing pollution.

**Evolution of Communication**
From the beginning of time, the human species found different ways to communicate among one another about the past, present, and future using their native tongue (languages), symbols, and writing. Over thousands of years ago, dating back to the Stone Age, Native people painted inside cave walls and rocks to communicate stories or things they saw daily. It still surprises me to know after thousands of years, work from early people like cave art are still intact and hung for display in our local museums. Ancient Greeks share similarities with Native people carving symbols, images, and letter into stone (hence the slogan “set in stone”). In later years, people advanced their techniques of communication through the invention of handwriting. Prior to the invention of paper, early people used clay, wood, papyrus, and animal as a few materials used to handwrite. An example of a literature that was repeatedly handwritten is the Bible and even in our current day, it continues to be the most printed literature. Just imagine the amount of time it took to handwrite each scripture.

**Printing Press**
In the course of time, the invention of the printing press made books like the Bible easier to publish. The printing press consisted of letters, symbols, and ink transferred to paper, something like today’s stamp. Based on the technological advancement of the printing press, more literatures were published in different languages, and the spread of creative ideas and knowledge were easily spread across the world. In the 1600’s, Locke, Newton, and Copernicus were among many leaders who used the printing press to their advantage to spread their ideas of individualism, heliocentric model (the sun is the center of the universe), and that the world isn’t flat. With the help of the printing press, many readers and writers used their creativity to discover life on and beyond the planet Earth.

**Typewriters**
When I was about five years old, my father came into my house with a typewriter. Honestly, I did not know what a typewriter was at the time, but my father encouraged my older sister to use it when she needed to write a paper. My father had my sister, brother, and I in a circle around him while he demonstrated how to use it. My father instructed us to “Place the paper right here and start typing. When you are almost at the edge of the paper, slide this thing to start a new line.” My father wanted us to become familiar with a device he once used when he was younger, but I still did not know what a typewriter was. When no one was around the typewriter, I tried picking it up and it was very heavy. Leaving the typewriter where it was (in the kitchen), I placed the paper like my father instructed me and started to type on the keys like I seen actors do in the movies. *Voila*, I spelled my name using the typewriter.

Typewriters were first introduced in the United States during the early 19th century. Like the printing press, people used typewriters to enlighten readers with knowledge, spread awareness, and write letters to one another. An example of how typewriters helped spread awareness was through newspapers. Before television, radio, and news apps on smartphones, people received their news from newspapers, and citizens related heavily on their sources. Enlighteners Locke,
Newton, and Copernicus would include their theories and knowledge in hope for others to join the evolution and explore more about the world and belief systems. Though typewriters are not as popular as they once were in the 19th century because of the advanced gadgets we have today, typewriters are still used in courtrooms recording conversations between the judge, plaintiff, defendant, etc.

Computers

In the United States, the first programmable computer was created in the early 20th century. Believe it or not, a computer once took up a whole room because of all the manufacturing needed to reply a message as simple as “Hello” to someone else. In the 1940’s, computers were generally used for government agencies and other official purposes. Unlike any device or method at the time, computers relied messages quickly and took just minutes to receive a response by the person you communicated with. With computers, there was no longer delayed messages using horses, trains, and print press.
Furthermore, between the 1970 and 1980’s, computers were advertised and introduced for everyone. As mentioned above, computers were not introduced to my house until the late 1990’s. The first time I have seen or used a computer was in elementary school so, having a computer in my house was a big change to me because I have seen the evolution of computers from it being accessible in public places like schools and libraries to the privacy of my own home. When my mother purchased our first computer, she did not buy it through stores like BestBuy, Apple, or Gateway, she bought it through the school. I remember the exact color of the computer, an off-white (créme). With the desktop computer came a keyboard, speakers, mouse, computer case, and a printer. The importance of listing all the materials my first computer came with is significant because through the advancement of technology, today’s desktops computers, like Apple’s Mac, has the computer case and speaker built inside the screen, along with cordless mouse and keyboard. A computer that once took up a room evolved by requiring a minimum amount of space.

Save Your Work
Though we did not have an internet connection to surf the World Wide Web, we had other activities and uses for the computer like playing games, creating art (holiday cards, and making music), and working on assignments. When my sister saved her assignment, she used floppy disks. In the 21st century, we use thumb drives and save our assignments online on places like Google Drive, easily accessible for me to pick up on my assignment where I left off. Of all the thing’s computers can do, one thing that left me amazed was my sister created a picture using the paint tab, then surprisingly, the same images on the screen would print out on paper. To me, it was a very exciting to have a computer in my house because I was introduced to new technology. In addition, what I liked most about computers when there were errors on our papers, something as simple as a backspace button was used to delete it. Compared to a typewriter, to delete or fix errors, white out was requested or starting over on a fresh page was another suggestion.

Technology: The Good, The Bad, and The Ugly

Considering the pros and cons of technology presented in this paper, it is safe to say that with these inventions, advancements, and ideas, creativity was involved and played a big role in creating our broad options of technology advancement. From ships to smartphones, humans used their creative abilities to problem solve our daily struggles and paved a way to our modern-day
advances. By providing positives and negatives effects of technology advancement, I hope readers would understand that though technology helps us discover the unknown, it can also hinder us from thinking creatively. Humans learn best from interactions and communicating with other rather through technology. With the help of my afterschool program, Believe in Creativity I hope to use technology to enhance one’s creativity along with providing more hands-on activities.

**Believe in Creativity**

As I was interested in studying the law enforcement, court system, and corrections system, I earned my Bachelor’s degree in Criminal Justice. Wanting to develop my leadership, problem-solving, and facilitation (big and small groups) skills, as of May 2019, I will earn my Master’s of Science in Creative Studies. With both degrees in Criminal Justice and Creative Studies, I would like to give back to my community by creating an afterschool program.

While studying criminal justice, I have learned that the youth are not utilizing their time efficiently and are negatively impacting their communities by increasing crime rates. I want to
create an afterschool program to occupy and accompany their time. Through my afterschool program Believe in Creativity, I hope to help minimize the crime rate in the community, incorporate creativity in the lives of the youth and community, use to increase the youth creativity, create leaders of tomorrow, and incorporate the arts to today’s youth. As intelligent as these kids are today, with guidance, I know there will be a brighter future.

**Mission**

As previously mentioned, my mission for the afterschool program Believe in Creativity is to enhance and incorporate creativity in the lives of the youth and community through activities. As a society, it is important to understand that in order to change as a person, we most change our environment. What other way to help change the environment than to involve the community? In the sense of community, it can vary from your neighborhood to people in your household. Through the connection of the youth and community, they should be willing to embrace creativity, keep an open mind, and suggest different ways to improve the community. With teamwork, communication and dedication from the youth and community, anything is possible.

**Purpose**
Despite the negative comments older generations maintain on the present generation, I do believe that with proper guidance, our current generation will be filled with several leaders of tomorrow. As a graduate student studying Creative Studies, it is a proven fact that creativity can be learned and is one of the most demanded quality employers are looking for in the workforce “because creativity is a useful and effective response to evolutionary changes” (Runco, 2004). With my afterschool program Believe in Creativity I will apply creativity, facilitating, and problem-solving skills to the youth to help better their communities.

**Vision**
In the future, I envision Believe in Creativity to be a global afterschool program enriching the leaders and communities of tomorrow. When mentioning global, I meant having Believe in Creativity in several countries; connecting communities around the world. Despite knowing the United States is not the only country experiencing the creativity revolution, I would like to take Believe in Creativity abroad to other countries. Instead of having foreigners travel to America to learn about creativity, Believe in Creativity would be accessible either online or in their own country. Overall, my vision for Believe in Creativity is to help create a foundation for our future leaders, ready to problem-solve global situations we are currently faced with using creativity and technology.

**Target**

For Believe in Creativity, I wish to have an afterschool program for students of all ages. For starters, I would like to work with Pre-K to 12th grade students, ages 4-17 years old during their development stages. I specifically want to work with students younger than 18 years old because my goal is to develop the youth thinking process prior to adulthood in hopes to have them apply tools, s/he learned from Believe in Creativity to the real world.
My first goal is to start Believe in Creativity in a low-income community (Black and Hispanic) because of the limited resources, high crime, and impoverished people in need of assistance. As Believe in Creativity becomes popular and the amount of funding increases then, I would like to expand Believe in Creativity in other areas in the United States (low, middle, and high-class communities) and countries. In general, the youth and communities (high crime rates) are the population I want to target first, then will expand to other communities (middle to low rates).

The Plan

I am thankful for the opportunity to socialize with students, staff, and colleagues in and out of SUNY Buffalo State. I plan to utilize my resources by contacting my classmates, coworkers, and professors to help me continue my plan of starting Believe in Creativity.

During Spring Break, I reconnected with my second-grade teacher who is now a Principal of a charter school in New York City. Ms. Orleans and I expressed our interest in creating an afterschool program for the youth. What other way would I start Believe in Creativity than with someone I know and trust, Ms. Orleans. Through my connections with Ms. Orleans, I would like to start my program once a week (most likely on Saturday), as a test to see if students attend.
Next, after two months of receiving positive results from the Saturday Believe in Creativity program, I will ask Ms. Orleans if I can turn my Saturday program into an afterschool program from Monday through Thursday from 3-6pm. The first hour of the afterschool program will be dedicated to students working on their assignments from school, tutoring, and reading. With the remainder of the time, I will have workshops and activities for students to choose from. The workshops would consist of problem-solving, facilitations, leadership, and basic skills in technology (computer programming, smartboard, gadgets). Alongside workshops, I will have activities that students can enjoy such as sports, cosmetology, arts and crafts. Through providing these helpful tools, activities and workshops, I hope to improve students’ leadership, creativity, and communication skills within their community.

Furthermore, as the population of students attending Believe in Creativity continues to increase, I will then invest into a space to officially launch my own afterschool program. For the first location, I will like to place Believe in Creativity in the South Bronx, New York. Familiar with the South Bronx, I will create a survey for families in the community that will determine their needs, how the afterschool program should meet them, and ways to better their community. With the survey, I will generalize the needs of the community and incorporate those materials into the afterschool program. Believe in Creativity will be opened Monday through Friday from 3-6pm throughout the year including winter and summer breaks. It’s important for programs like Believe in Creativity to be consistent with students because it builds stability and progress within the time sent with the program.

In addition, as stated in my mission statement, my desire is to enhance and incorporate creativity in the lives of the youth and community through activities. One way I would connect students to the community is through community service. Between Saturdays or Sundays
students will dedicate their day to doing 20 hours of community service throughout the semester, finding new ways to better the neighborhood. A few examples of community service students can choose from are cleaning community parks, soup kitchens, and volunteering at a church or pantry. For every-other-Saturday, I will reward students (who stayed committed to completing their community service) with trips such as: the Bronx Zoo, movie theater, and Dave and Busters.

In particular, I want to implant community service within the youth to understand that you can improve your community by helping others, interacting with them, and developing their leadership skills.

Another way the youth and community can help one another prosper is by having Parent’s Night at Believe in Creativity. Though Believe in Creativity is mainly for the youth, twice a month there will be workshops and activities for parents to attend the afterschool program. To maintain a well-rounded student both personally and professionally, I believe incorporating their parents can be a positive factor for students. For Parent’s Night, there will be activities like support groups, adult paint and game night, along with workshops providing local services (food and clothes pantry), fixing resumes, and their student’s progression and how to continue inspiring them. It’s important to build great communication between staff members at Believe in Creativity, school, and family because we want to create a foundation and support system for our students to one day lead others.
Creativity and Beyond

With the help of Believe in Creativity, I hope to become one of the pioneers of the Creative Revolution. To become a pioneer of creativity, I will start with my original problem, the youth reliance on technology. I know that creativity will fix the youth reliance on technology because prior to learning about creativity, I relied on technology to provide me with answers. In addition, I thought people like my brother Mario and sister Jackie were creative because they were talented in art, music, and their academics, areas I lacked in. Once I applied my imagination to create solutions and problem-solve (something I have never done before), I knew creativity was teachable. I have learned that everyone is creative and that there are different ways individuals express their creativity, something I would like to share with the youth. I am living proof that anyone can be creative by practicing and applying creativity in our daily lives.

Through my afterschool program Believe in Creativity, I want to provide creative resources I have learned in Graduate School to the lives of the youth and community to inspire creative leaders. In addition, by encouraging and engaging creativity in the lives of the youth and community, what is most beneficial about creativity is that it can help establish a safe
environment. As the youth and community brainstorm ways to keep their environment safe, with creativity they can generate ideas on ways to lower crime rates. Also, by the youth actively be engaged in Believe in Creativity with programs and activities, it will prevent them from committing crime or roaming the streets. In addition, creativity would be a great value to the lives of the youth and community because Believe in Creativity would provide those individuals living in the areas creative skills and tools to apply to prevent any future problems in the community and if face with those problems, know how to handle it. Overall, creativity crosses all domains. Why not use creativity as an advantage for the youth and community?

Having a passion and urge to inspire creative leaders (like myself), I want to continue my legacy and discover multiple future leaders of tomorrow. Through Believe in Creativity, I want to connect the youth and community using creativity and providing a safe haven I once had as I was growing up in South Bronx, New York. I want to be the Nipsey Hussle* of my community by wanting better for others. I do not want anyone to believe they are not creative but help actualize their creative style (innovative and adaptive). Furthermore, with imagination, dedication and commitment to leading others, creativity will help overcome your problems.

* Ermias Asghedom, better known by his stage name Nipsey Hussle, is an American rapper from Los Angeles, California
References