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Can We Teach Creativity? Extending Socrates's Criteria to Modern Education

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Introduction

Creativity is an imperative need of the twenty-first century, and it seems to be a skill that will monopolize interest for many years. It is, in substance, a newly established scientific field (only after 1950 did creativity gain scientific foundation) and despite attempts to encroach on the science of psychology (cognitive, evolutionary, developmental, and so forth), its origin and functions have not been probed yet. Still, it continues to be researched, with ever-increasing vigor, almost in every area of science and action, with the main scope of potential exploitation being education. The *philosophical foundation* of creativity has not reached the depths that one would expect, and most scientists-thinkers (and philosophical researchers) place its origins at well-known points/stations of philosophy. Despite many studies, questions arise:

- Are there any proposals for making meaningful use of creativity from society and schools?
- Must creativity be taught? And if so, *can it be*?
- If creativity is taught, how should it be employed in education? Should it, in the end, constitute a separate subject in the curriculum?
- What is the role of *heuristic philosophy*?

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The History and Value of Creativity

The level of creativity can be assessed in specific thematic areas¹ related to artistic activities, mathematics and natural sciences, arts, expression and speech manipulation, mixed activities, entrepreneurship, and innovation.² Although the relevant authors and researchers do not agree on a common definition of creativity,³ they believe that today's increasingly accelerated technological development and rapid changes in the social structure impose flexibility in thinking and will ensure that more questions and needs will arise.⁴

Even though this field of study is a rather new scientific area, the term "creativity" did not appear in books and textbooks until the nineteenth century,⁵ as many scholars have reported.⁶

In the Platonic dialogues *Ion* and *Phaedrus*, inspiration seems to have a divine origin (muse), a kind of *sacred fury*.⁷ The same idea was established in the eighth century BCE in the Homeric epics (goddess):

Sing, O goddess, the anger of Achilles son of Peleus, and Muse:
Tell me, O muse, of that ingenious hero.⁸

In 500 BCE, Parmenides of Elea continued with this idea ("goddess" in the poem acts as the revelation of the one and only truth)⁹: "And the goddess received me kindly, and in her hand she took."¹⁰ Before revealing to him that *einai* (to be) and "*mi eon*" (not to be) are the only paths of research ("the only two ways of search that can be thought of"), the goddess speaks to him about the right and the fair (*dike* and *themis*¹¹), giving him a unique (methodological) choice¹²:

Nevertheless, you shall learn these also, how it was necessary that
the things that are believed to be should have their being in general
acceptance, ranging through all things from end to end.¹³

Essentially, this is the opening statement of creative expression-divine inspiration, which combines elements "of what it is and it is not [to be]" and inaugurates the correlation between what one feels is valid and what should be valid (the true).

The incorporation of truth, correctness, and law runs through the rationalist¹⁴ approach of Aristotle,¹⁵ attributing the creation of the poem (= *poesis*) to an intense action of the poet, who moves toward an "end," using various means and techniques. (Metaphysical inspiration has been replaced by Aristotle by "*hexis*"¹⁶ (= *technê*, art as productive capacity involving true reasoning) thereby mobilizing his audience (and later his readers).¹⁷ Aristotle demystifies and denigrates inspiration and the origin of the poetic creation, which takes place during his time: "Poets were drawn by their natural bent towards one or the other."¹⁸

Although the metaphysical approaches of the "God-given" origin of creativity run through the work of Longinus and reach even the Romantic

Notes

1. Compare UNESCO's reference to the four pillars/types of learning—learning to learn, learning to do, learning to live with others, learning to be exist (International UNESCO Committee on Education for the 21st Century (1996, in Greek 1998, UNESCO)—to reports related to lifelong learning.
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