**Creativity papers to read for Wed 27.2. (there will be a quiz)**

1) Kershaw, T. C., Bhowmick, S., Seepersad, C. C., & Hölttä-Otto, K. (2019). A Decision Tree Based Methodology for Evaluating Creativity in Engineering Design. *Frontiers in Psychology*, *10*, 32.

(the above is an alternative to the one below (which you can also read instead of the above). This is via Taylor & Francis that we no longer have access to:

Runco, M. A., & Acar, S. (2012). Divergent thinking as an indicator of creative potential. *Creativity Research Journal*, *24*(1), 66-75.

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AND

2) Chan, J., Fu, K., Schunn, C., Cagan, J., Wood, K., & Kotovsky, K. (2011). On the benefits and pitfalls of analogies for innovative design: Ideation performance based on analogical distance, commonness, and modality of examples. *Journal of mechanical design*, *133*(8), 081004.

**SCHÈDULE CHANGE – Functional thinking & System architecture classes merged and held on 13.3. Wed 6.3. is a by week where, you will place the reading thus far on the mid map we created in the beginning of the class. Each paper can be placed in multiple locations. Bring this map to class on 13.3. Can be done in groups or alone, even all together.**

**Functional Thinking/System Architecture papers to read for Wed 13.3. (there will be a quiz)**

Booth, J. W., Reid, T. N., Eckert, C., & Ramani, K. (2015). Comparing functional analysis methods for product dissection tasks. *Journal of Mechanical Design*, *137*(8), 081101.

Stone, R. B., Wood, K. L., & Crawford, R. H. (2000). A heuristic method for identifying modules for product architectures. *Design Studies*, *21*(1), 5-31.

**Prototyping**

Tiong, E., Seow, O., Camburn, B., Teo, K., Silva, A., Wood, K. L., ... & Yang, M. C. (2019). The Economies and Dimensionality of Design Prototyping: Value, Time, Cost, and Fidelity. Journal of Mechanical Design, 141(3), 031105.

Houde, S., & Hill, C. (1997). What do prototypes prototype?. In Handbook of human-computer interaction (pp. 367-381). North-Holland.