In the creative process, the **Judge** takes the Artist’s idea and can do one of three things with it - implement it, change it, or throw it away.

The **Judge** keeps an open mind so possibilities are not squelched and Artists are not stifled.

The **Judge** looks for problems that new ideas may carry with them.

The **Judge** makes the hard decisions so that the Warrior has an idea to work with which is worth fighting for.

The **Judge** must remind him/herself to –

- cut through all extra information to find the real idea.
- explore all aspects of the idea and not overly criticize.
- be thorough, decisive, and then move on quickly.

Here are five things the **Judge** should consider while reviewing the idea—

1. Know your objective
2. Consider pros and cons
3. Avoid bias
4. Avoid arrogance
5. Make a decision

In the creative process, the role of the **Warrior** is to carry the world of “what if” into action, bringing to completion the idea-making process which was started and developed by the Explorer, the Artist, and the Judge.

The **Warrior** has a can-do attitude.

The **Warrior** erases self-doubt and fear of failure.

The **Warrior** takes action, exhibiting courage.

Here is what The **Warrior** must do to accomplish the task -

1. Put a plan together; make a strategy to achieve the plan’s goals.
2. Be strong; recognize the sacrifices and consequences.
3. Capitalize on resources - who/what else can help?
4. See each obstacle as a worthy challenge.
5. Get back up when knocked down; be persistent; follow through.
6. Savor victories and learn from defeats.
7. Value accomplishment.

For further information read

*A Kick in the Seat of the Pants* by Roger Von Oech

Prepared by
Shelley Kendall
Vickie Green
Chelsea Townsend

Advanced Multimedia Productions
Luther Jackson Middle School
There are four steps in the creative process. Roger Van Oech described them in his book, *A Kick in The Seat of The Pants*.

1. **The Explorer**

   In the creative process, the **Explorer's** role is to search, look, and probe for information.

   The **Explorer** must be open and pay attention to different kinds of information.

   The **Explorer** never gets stuck in routine, where only old ideas exist.

   The **Explorer** loves to wander off track. Curiosity and taking risks can be exciting and invigorating.

   To perform effectively, the **Explorer** must have flexibility, courage and openness.

   Here are some approaches the **Explorer** takes to perform his/her role –

   * Create an idea map so you know what you're looking for.
   * Leave your boundaries and open your worlds.
   * Don't forget ideas you had in the past.
   * Be curious about everything.
   * Look for ideas in places you've been avoiding.
   * Notice what is right in front of you.
   * Stand back and look at the Big Picture.

2. **The Artist**

   During the creative process, the **Artist** is the one who examines the information provided by the **Explorer**, and transforms these ideas into something new.

   The **Artist** has an open mind. The **Artist** looks at the information from different perspectives. The **Artist** is imaginative in how the information is used. The **Artist** loves to experiment.

   Here is what the **Artist** needs to do to perform his/her role –

   ~ Adapt - become familiar with the concepts and contexts of the information; try out the concepts in new situations.
   ~ Imagine – think about the information with a creative eye; challenge yourself to suggest the unexpected.
   ~ Reverse - look at the information backwards and upside down; from above and below.
   ~ Connect - combine all the information together; rearrange.
   ~ Eliminate - take out things not needed.
   ~ Compare and Contrast – recognize similarities and differences; challenge your results.
   ~ Incubate – let your project results sit for a while; go back later and reflect; identify what works and what does not.
   ~ Formulate – pull your ideas together into a new shape.

3. **The Judge**

4. **The Warrior**