General Education Outcome 4: Creative Thinking

Learning Outcome: Create, innovate, and adapt to take charge of your own learning.

Framing language: For the purpose of this rubric, Creative Thinking reflects the capacity to combine existing ideas, images, or expertise in original ways; and the experience of thinking, reacting, and working in an imaginative way characterized by a high degree of innovation and management of the unexpected. By creating, innovating, and adapting, students make connections that enable them to make thoughtful choices about their own education.

	Proficient (4)	**Developing (3)**	**Developing (2)**	**Novice (1)**
Creativity	Invent: Seeks out and uses new or untested ideas and approaches resulting in a final project that expands the expectations of the original assignment.	Incorporate: Brings in new directions and/or approaches to the final product.	Include: Stays within the guidelines of the assignment, but potentially considers new directions and/or approaches.	Represents: Stays strictly within the guidelines of the assignment; unable to move forward without explicit instructions.
Demonstrate Innovative Thinking	Expand: Extends a novel or unique idea, format, or product into a usable artifact.	Evolve: Creates a novel or unique idea, format, or product.	Experiment: Experiments with creating a novel or unique idea, format, or product.	Assemble: Reformulates a collection of available ideas.
Adapt Ideas	Integrate: Transforms alternate, divergent, or contradictory perspectives or ideas and solutions into an original result.	Synthesize: Explores alternate, divergent, or contradictory ideas and solutions into a coherent whole.	Connect: Recognizes the value of alternate, divergent, or contradictory perspectives and connects ideas in novel ways.	Recognize: Acknowledge existing connections and alternate ideas in passing.

Inspiration drawn from:

- AAC&U Creative Thinking Value Rubric: https://www.aacu.org/sites/default/files/files/VALUE/CreativeThinking.pdf
- Rhode Island College's Critical and Creative thinking rubric: https://w3.ric.edu/faculty/organic/coge/General-Education-latest-Rubrics.pdf