U N I K A S S E L V E R S I T A T

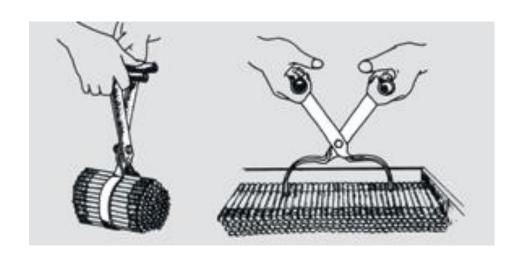
Promoting Creativity at Work: Implications for Scientific Creativity

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Creative process Problem Idea Creative Idea Preparation identification generation Idea validation Creativity Domain Task relevant relevant motivation skills skills Amabile, 1996 Wi



Intrinsic motivation

"engagement as an end in itself, and not as a means to some extrinsic goal" (Amabile, 1996)

Predictor	k	n	\bar{r}	ê _
Intrinsic motivation	16	3,417	.20	.24
Extrinsic motivation	8	1,319	.11	.14
Job self-efficacy	6	1,257	.22	.26
Creative self-efficacy (Hammond et al., 2011)	8	1.746	.28	.33

Work context of creativity

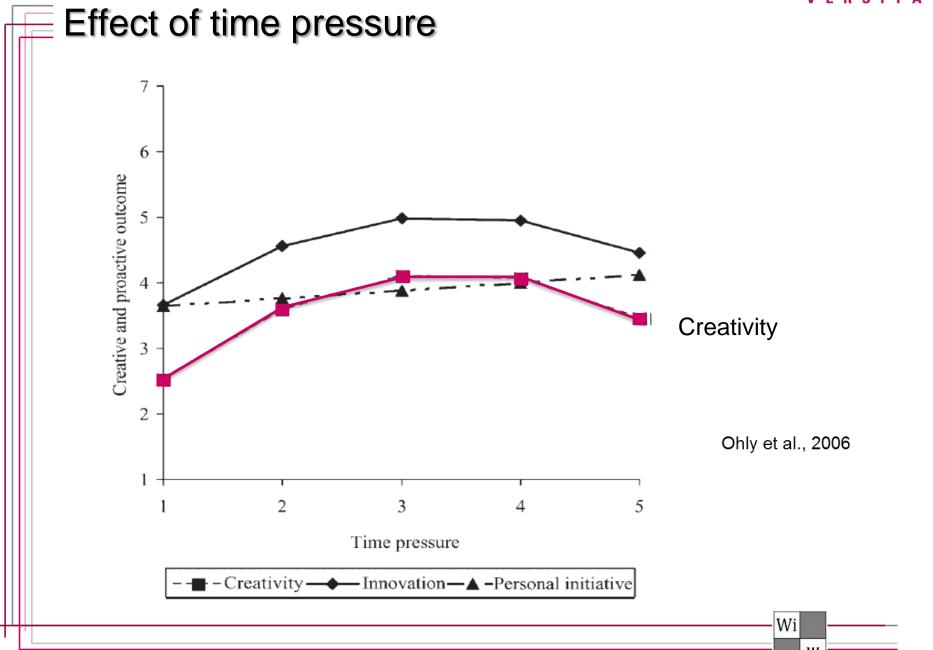
Job design (Shalley, Zhou & Oldham, 2004)

- Job control
- Job complexity
- Time pressure

Support from colleagues and supervisor (Madjar, Oldham & Pratt, 2002; Madjar, 2008; Zhou, 2003)

- emotional: encouragement, role modeling
- informational: feedback, learning







Creative requirement

Perception that a job requires the incumbent to have creative ideas (Shalley, Gilson, & Blum, 2000; Unsworth, 2001; Scott & Bruce, 1996)

Depending on high levels of

- job control
- job complexity
- time pressure
- and low levels of organizational control (formalization)
 (Shalley et al, 2000)
- supportive leadership (Unsworth et al., 2005)





Trust

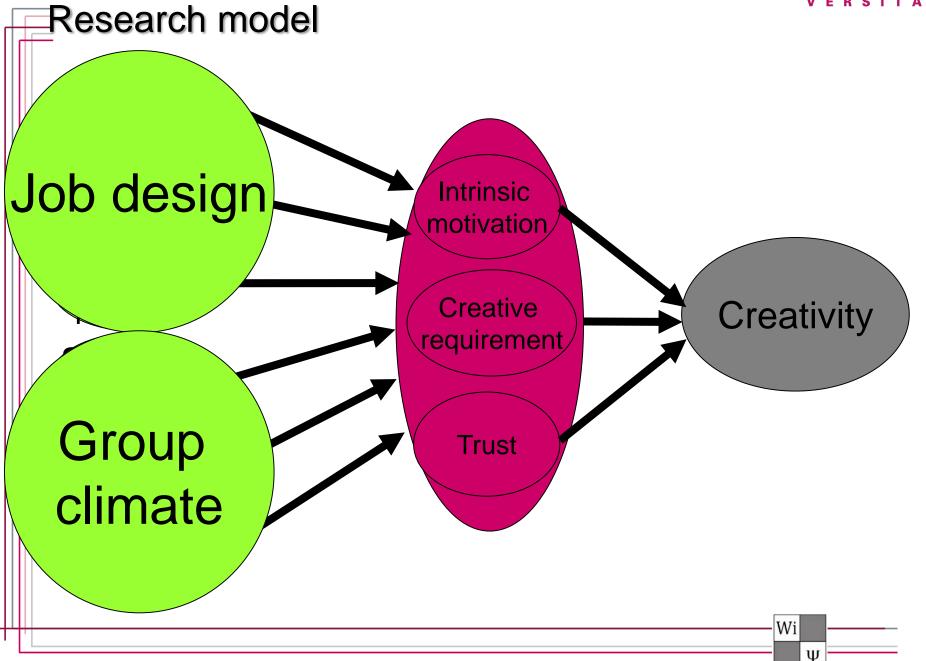
Willingness to be vulnereable to the actions of another party (Colquitt, Scott & LePine, 2007)
Willingness to take risks (Schormann, Mayer, & Davis, 2007)

Sources (Mayer, Davis & Schoorman, 1995)

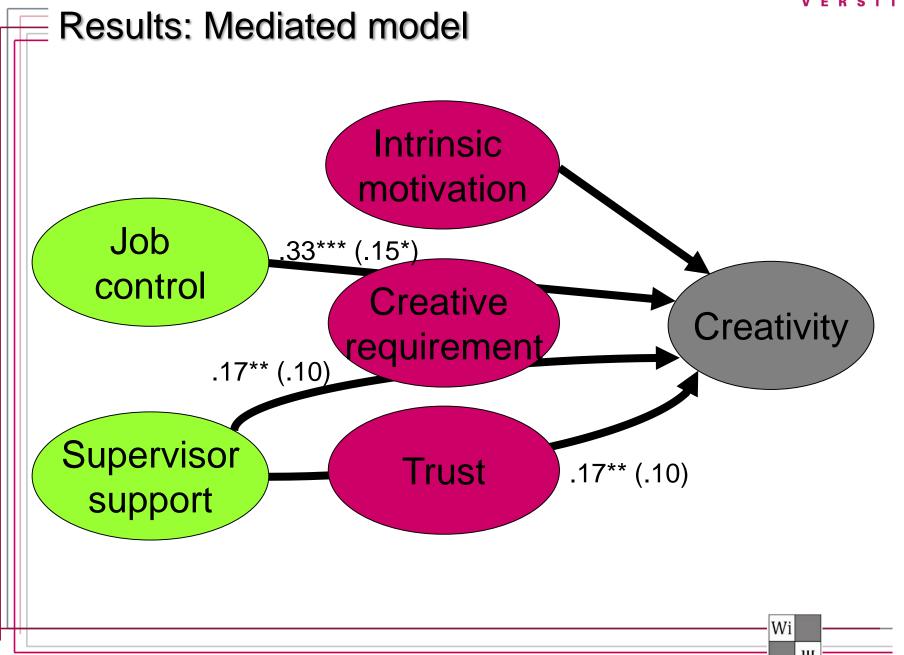
- Perceived ability of others
- Perceived benevolence of others
- Perceived integrity of others





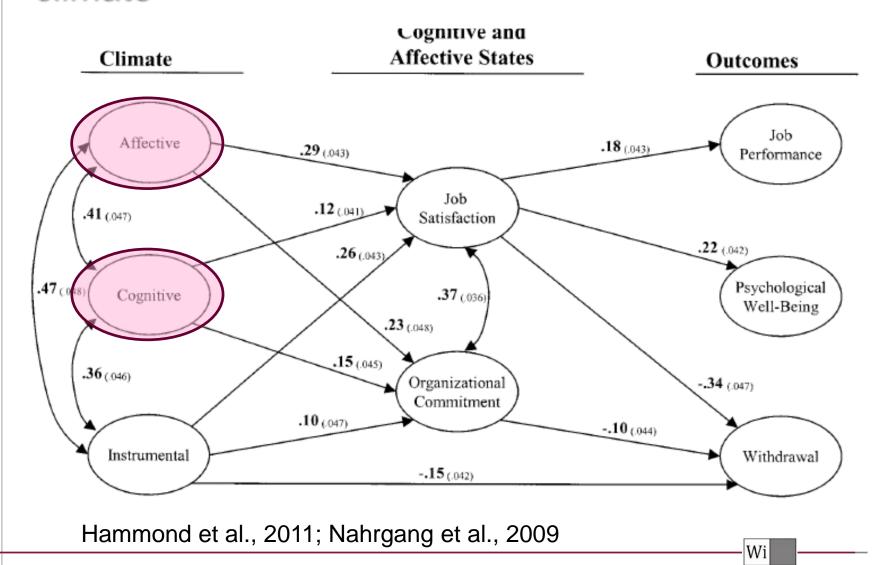






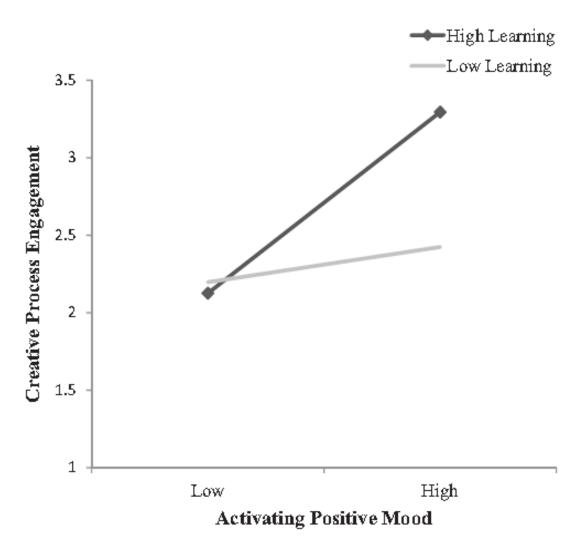


More macro perspective: organizational climate





More mirco perspective: Daily experiences



To, Fisher, Ashkanasy, & Rowe, 2012



Daily work events

Positive Event	Example	Rel. frequency
Goal attainment, problem solving, task- related success	"I met the deadline" "Had a successful presentation" "Discussed and finished the agenda for a workshop with colleagues"	54.20%
Praise, appreciation, positive feedback	"received praise" "my supervisor thanked me" "received praise for being credible" "I was given credit by the principal"	21.12%
Perceived competence in or through social interactions	"Assisted my supervisor and felt competent" "Was asked for help in a research project by colleagues from another department" "successful teamwork"	16.99%
Passively experienced, externally determined positive experiences	"was assigned to a new project leader" "service assignment in Spain" "received a promotion" "My colleague got a baby"	7.69%

Ohly & Schmitt, 2015



Implications

To enhance creativity universities need to

- Build trusting relationships and forster a supportive climate
- 2. Articulate creative requirements and stress the importance of creativity
- 3. Provide working conditions that foster daily positive affect

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