

## 50 Questions for reflecting on creativity

These were collated from or inspired by a [discussion about guiding questions for assessing creativity](#) at Adobe's EdEx.

1. What path did you take to come up with this idea?
2. What alternatives did you consider earlier on?
3. Which alternatives could you take from this point?
4. Why did you choose \_\_\_\_\_?
5. Compared to the last project you worked on, what was something new you tried this time?
6. What ideas/themes/creators did you use for inspiration?
7. How could you incorporate \_\_\_\_\_ into this?
8. What color scheme will achieve your goal?
9. How might a client perceive your \_\_\_\_?
10. What techniques have you tried or used on this project so far?
11. Which techniques do you know that you haven't used yet on this project?
12. What influences your choices in this project?
13. How have you integrated different sources or influences?
14. What problem did you have in creating this so far?
15. What problems do you foresee in finishing/continuing this project?
16. What experience would you like your viewers/users to have in experiencing your product?
17. What happens when you feel that way (Physically, how does your body/face/pulse/etc feel? Emotionally what are you experiencing? Mentally what thoughts are occurring?)
18. How did you determine which ideas/techniques to use?
19. Which design principles and elements are present in this product?
20. How can you make this unusual?
21. What do you wish you'd done differently during your process?
22. How weird could this become and have people still like it?
23. What else can you incorporate into your project?
24. On this project, why have you taken the path you chose?
25. What other paths could you take that might also lead to successful product?
26. Which style are you using for this product? Is that working?
27. What new skills have you learned during this project that you might consider using in future studies?
28. How can you add to that or change it to make it better?
29. Look at that upside down. What do you think?
30. How would using other colors/fonts/materials change this project?
31. What other techniques would have allowed you to create something similar?
32. What are some ways you can use this technique in other project?
33. What motivated you to do the assignment this way?
34. Tell me about the problem you were trying to solve.
35. Describe the solutions you already know about.

36. How does your solution resolve/solve the problem?
37. Who do you think would most use/benefit from this solution?
38. Who do you think most needs a solution to this problem?
39. Why might someone reject this solution?
40. What is the idea behind your work?
41. Describe how you used "what if..." to develop your project.
42. What was your 'aha' moment in working on this project?
43. How does your product differ from other \_\_\_?
44. Which resource did you use in this process that you never thought you would have used when you started the project?
45. If you could re-do one stage of this project, which would you choose? Why?
46. What is this piece saying/showing/doing right now? How could it be said/shown/done better?
47. Which elements in this project were important to you?
48. Were there any elements you wanted to include that you ended up not using?
49. How did your final work change from the initial intentions?
50. What do you think a professional \_\_\_ would say about this project?