



Creativity and Innovation Training Action: Design and Results

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The economy and the society in the XXIst. century are 'knowledge based' [1]. It means that the value is based on the creation of new knowledge and its applications. Creativity and innovation are key competencies [2], directly related to social development, competitiveness in organizations and employment. Creativity is concerned with finding new perspectives and being opened and receptive to diversity. Innovation looks for impact in a social level. Innovation is a complex process involving different abilities, being creativity at the core of the process. Innovation includes perception of opportunities, ideas generation and evaluation, action plans, cooperation, risk... People are in the core of the innovation systems [3]. Therefore, educational institutions play a central role, and have a social responsibility to develop innovation thinking capabilities [4], both in students and teachers.

This paper presents the design of a course about Creativity and Innovation [5-7], in the framework of the Lifelong Learning Program of Cadiz University, with the objective of developing innovation capacity, through the knowledge of methodologies and put them into practice. Good results are obtained from the point of view of participants related to the objectives searched for and to methodology used. An increase in the self evaluation of eleven competencies related to innovation is also obtained, from the beginning to the end of the course. The paper explores in depth the methodological approach, the model used in the innovation process and the results obtained.