

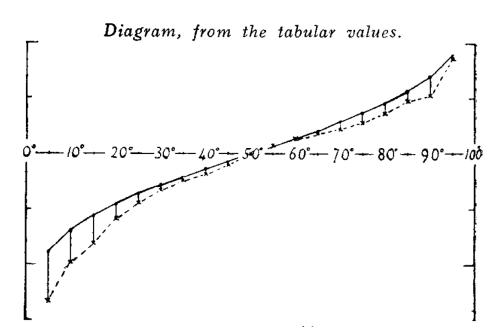
Design Recommendations for Augmenting Creative Tasks with Computational Priming

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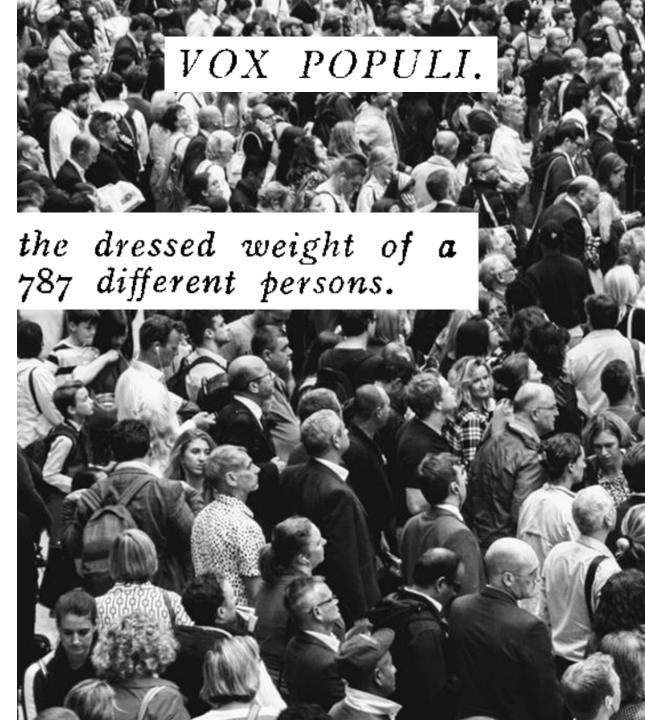


Wisdom of the Crowd

Distribution of the estimates of the dressed weight of a particular living ox, made by 787 different persons.



Francis Galton. 1907. Vox Populi, Nature 75, 450–451.



Wisdom of the Single Individual

- Humans "can also reason about beliefs which would arise under hypothetical scenarios." *
- Prior work suggests that idea generation performance can be augmented with stimuli and tools

Creativity Support Tools





^{*} Dražen Prelec, H. Sebastian Seung, and John McCoy. 2017. A Solution to the Single-question Crowd Wisdom Problem. Nature 541.

Computational Priming

- Alter behaviour via exposure to a stimulus
- Affective computing

Augmenting the creativity
 of creative individuals by
 assuming roles



Key Related Work

Chandler & Kapelner(2013)

Framing a task may increase quantity and quality of task outcome

Lewis et al. (2013)
 Morris et al. (2012)

Affective priming with text and images

Enter as many unique and unusual uses as possible for a **QUARTER** (the coin). (Minimum: 10)

1.	
2.	
3.	
4.	
5	



Teevan & Yu (2017)
 Priming with roles

Please go to the Internet and find three useful ideas a [role 1], [role 2], and [role 3] might have that could inspire good solutions for the above problem.

Two Complementary

1. Interviews

$$(n=8)$$

Studies

2. Online Experiment on a paid crowd-sourcing platform

$$(n = 60)$$

Research Questions & Hypotheses

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Study 1:
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RQ1: How do different strategies of selecting roles compare?

Study 2:

RQ2: Does assuming a role help workers in producing ideas that are more creative?

H1: Positive attitude towards the roles ⇒ more creative ideas

H2a: Role ⇒ less time taken to ideate

H2b: Role & image ⇒ even less time taken to ideate

Study 1: Assuming Roles

- Task: Create alternative uses for a brick or paperclip
- Dyadic interviews (n = 8)
- Three strategies:
 - 1. Choose multiple roles
 - 2. Choose one role
 - 3. Use assigned role







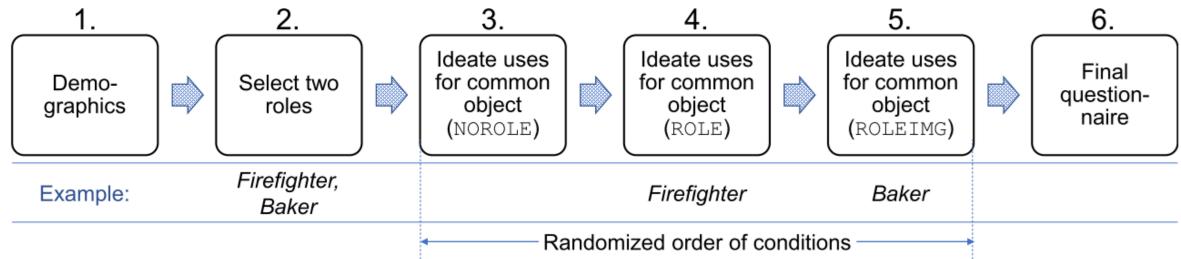






Study 2: Online Experiment

- 60 participants recruited from Prolific (www.prolific.co)
- Task: Alternative uses for a brick or paperclip
- Within-subject: 1 task, 3 conditions, randomized order
- Custom web-based survey instrument





Study 2: Task

Catchphrase

ROLE, ROLEIMG

Depiction of the role

ROLEIMG

Task instructions

NOROLE, ROLE, ROLEIMG

Imagine you are a Baker



As a Baker, think of unique and unusual uses for a BRICK.

For example, using a brick as an earring is an unusual and unique use. However, using a brick to build a wall is not unique or

This task is spread over 3 stages. Stage 1 is below.

Your answers must, however, be unique across all stages.

Please provide at least 4 different answers - one answer per textbox below.

There is no minimum or maximum word count, simply explain the use case concisely.

DO NOT (!) use any external sources (e.g., websites, people) to complete this task.





Study 2: Roles











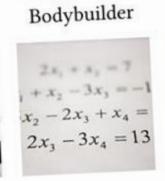












Mathematician





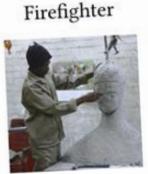
Cashier

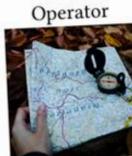
Construction Worker





Designer







ail Sorter

Meteorologist





Parking Lot Attendant



Physicist

Pianist

Sculptor

Topologist

User Inte Design

22 roles, adapted from Yu et al.*

Study 2: Examples

- "Sticking the paperclip between two piano notes as a makeshift boundary so that you know not to go past that note." (ROLE: Pianist)
- "remove pits from fruit" (ROLEIMG: Baker)
- "leave a message on my girlfriend's bike" (NOROLE)







Study 2: Evaluation

- 1. Evaluation on Mechanical Turk in triplets ("unusualness")
- 2. Idea length (words)
- 3. Task completion times
- 4. Perception of the roles (attitude & perceived usefulness)

Which of the following uses for a brick is most unusual?

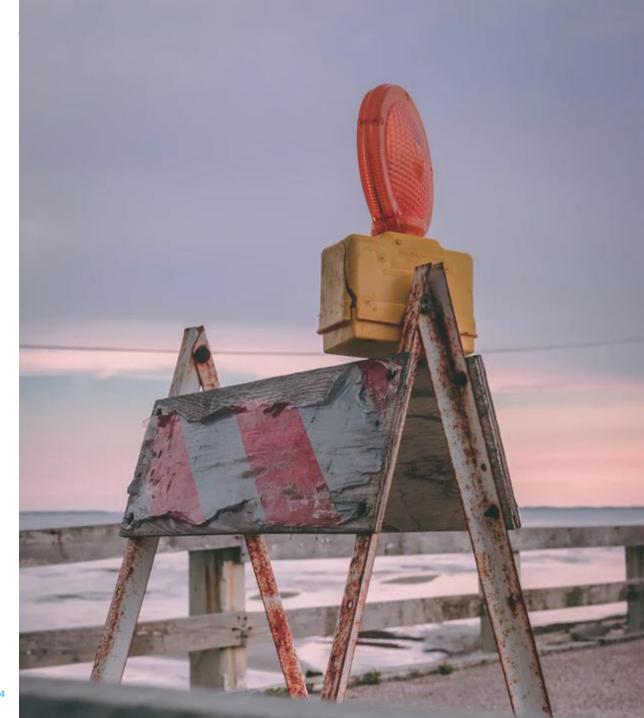
Use 1	Use 2	Use 3
build a kennel	Using a brick as a foot massager	use the indent to place money in

Select an option

Use 1	1
Use 2	2
Use 3	3



Key Findings



Study 1 (Interviews)

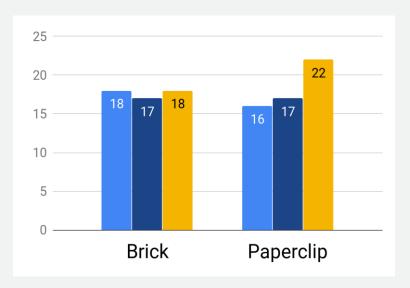
- Roles as a tool to overcome an impasse in the flow of ideas
- Selecting a single role is best strategy
- Selecting multiple roles may cause choice overload:
 cognitive cost of working with multiple roles



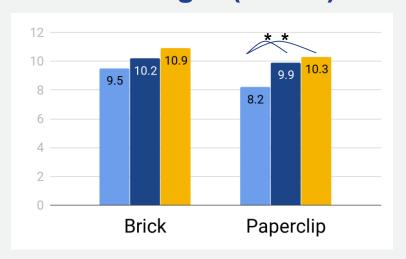
Study 2 (Online)

- 1. None of the conditions produced the most unusual idea
- 2. Words per idea greater with roles under the paperclip condition
- 3. Roles slightly increased average task completion times

"Unusualness" of ideas



Idea length (words)



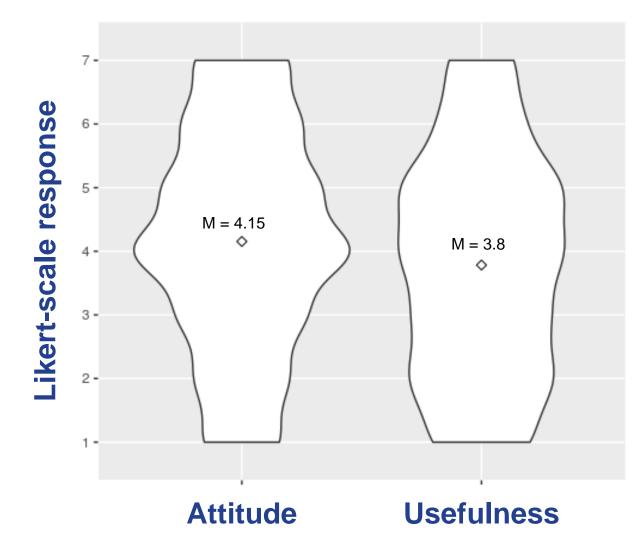




Study 2: Perception of Roles

Slightly positive attitude towards the roles

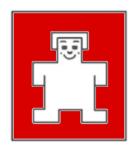
 Participants not entirely decided on whether the roles were useful in completing the task



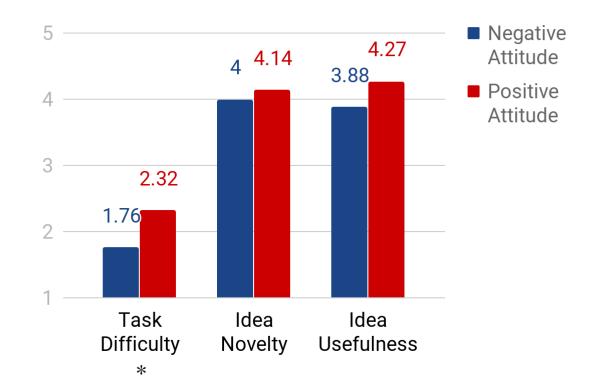
Study 2: Perception of the Roles

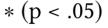


Negative attitude towards the roles (Likert ratings 1–3, n = 17)



Positive attitude towards the roles (Likert ratings 5–7, n = 22)





Explanation

Participants of the online experiment were engaged and concentrated, but did not find the roles to be useful to complete the task

- Simple task did not manage to isolate an effect of roles
- "Low-hanging fruit" (path of least resistance)
- Only 4 ideas per condition -> repository of ideas not depleted
- Evaluating creativity is hard
- ⇒ Roles are not a *silver bullet* for augmenting creativity



Design Recommendations

Use roles to overcome an impasse in the flow of ideas



Choose the right time point for priming



Let workers selfselect a suitable role



Prevent overexposure to other contexts

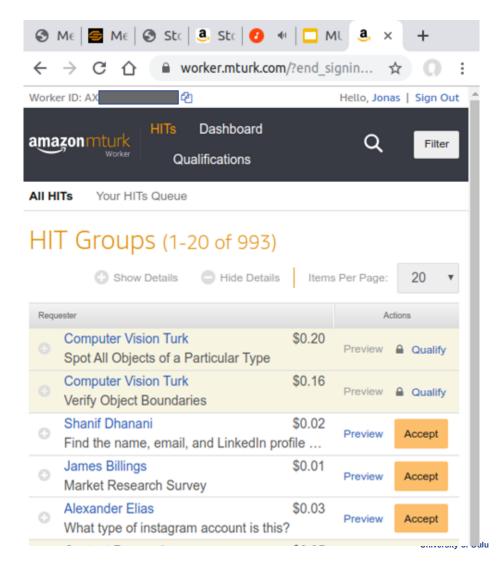


Prevent overcommitment to the role



A narrowly focused task may inspire more targeted ideas

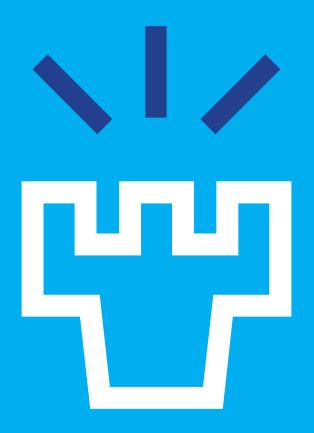




Crowdsourcing Creativity?

Still a lot to be learned about creativity in paid microtask crowdsourcing platforms





Questions?

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