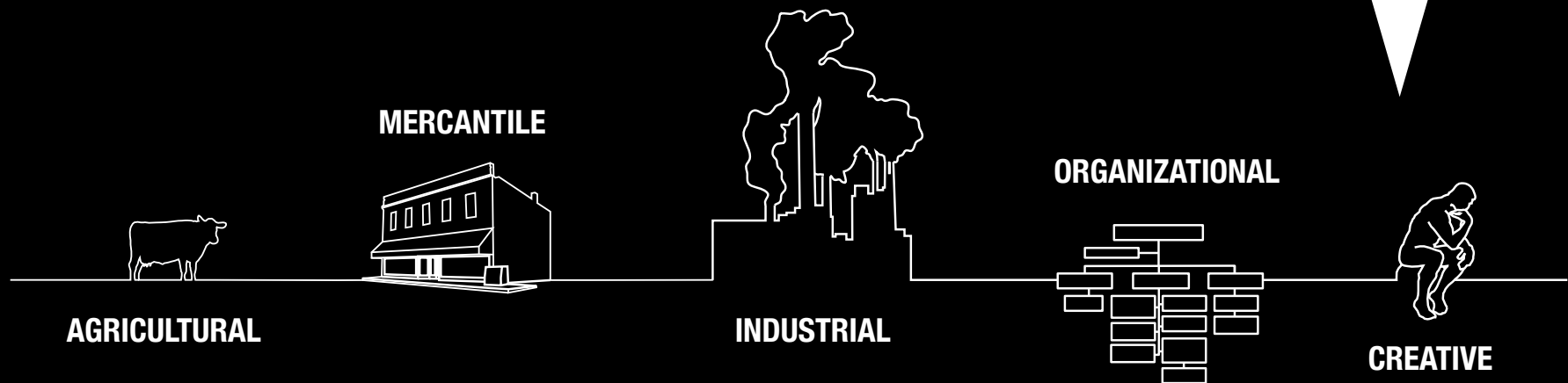


# WHAT IS A CREATIVE AGE LIKE?



## MODERNISM



ORDER

RATIONAL

LOGIC

TRUTH

POSITIVISM

IDEALIZATION

WHOLE

UTOPIA

OBJECTIVITY

HIERARCHY

DOMINATION

DEDUCTIVE REASONING

## POST MODERNISM



REALITY

POLITICAL / MORAL / ETHICAL

FEELING

KNOWING (COGNITION)

RELATIVISM

SKEPTICISM

EPISODIC

EVERYDAY LIFE

SUBJECTIVITY

INCLUSIVENESS

EGALITARIANISM

EXPERIENCE

*problem*

any question involving  
doubt, uncertainty, or  
difficulty

*solve*

to find an answer;  
to explain

1 problem solving

2 indeterminacy

3 design

4 invention

5 creativity

6 independent thinking

7 vision

8 values

9 confidence

10 rebellion

**How do you discover  
problems, or how do  
they find you?**

1 prob

2 indete

3 des

4 invent

5 cre

6 indepe

7 vision

8 values

9 confidence

10 rebellion



## *design*

- 1) to plan the form or structure of something
- 2) to form or conceive in the mind; contrive, plan
- 3) an outline sketch or plan to be executed or constructed
- 4) intention; purpose; end

1 problem solving

2 indeterminacy

3 design

4 invention

5 creativity

6 independent thinking

7 vision

8 values

9 confidence

10 rebellion

## *vision*

1) the act or power of anticipating that which will or may come to be

2) a vivid imagination, conception, or anticipation

1 problem solving

2 indeterminacy

3 design

4 invention

5 creativity

6 independent thinking

7 vision

8 values

9 confidence

10 rebellion



**Jared Diamond**  
**Collapse**

# **Environmental Problem Solving**

**8 Problems / Processes Through Which  
Past Societies Undermine Themselves**

**1. Deforestation**

**2. Soil Degradation**

**3. Water Management Problems**

**4. Overhunting**

**5. Overfishing**

**6. Effects of Introduced Species on Native Ecology**

**7. Population Growth**

**8. Increased Per Capita Impact of People**

# **Easter Island**

**In the Absence of Environmental Problem Solving**





**A vulnerable ecosystem - hospitable, but delicate.**

**Good traits:**

- 1. Heavily forested**
- 2. Gently sloping terrain**
- 3. Fertile volcano soil**
- 4. Mild temperatures for human habitation**
- 5. Abundant sea and land birds**
- 6. Fish off shore- not so much on coastline**
- 7. Abundant stone for tools and building**



## **Problematic Traits -**

**As compared to other Pacific Islands**

- 1. Limited water supply**
- 2. Relatively low rainfall, high winds**
- 3. Relatively short growing season**
- 4. Remote**
- 5. Little aerial ash fallout**
- 6. Little benefit from Central Asia dust plume**
- 7. Relatively small**



**1. Deforestation**

**2. Soil Degradation**

**3. Water Management Problems**

**4. Overhunting**

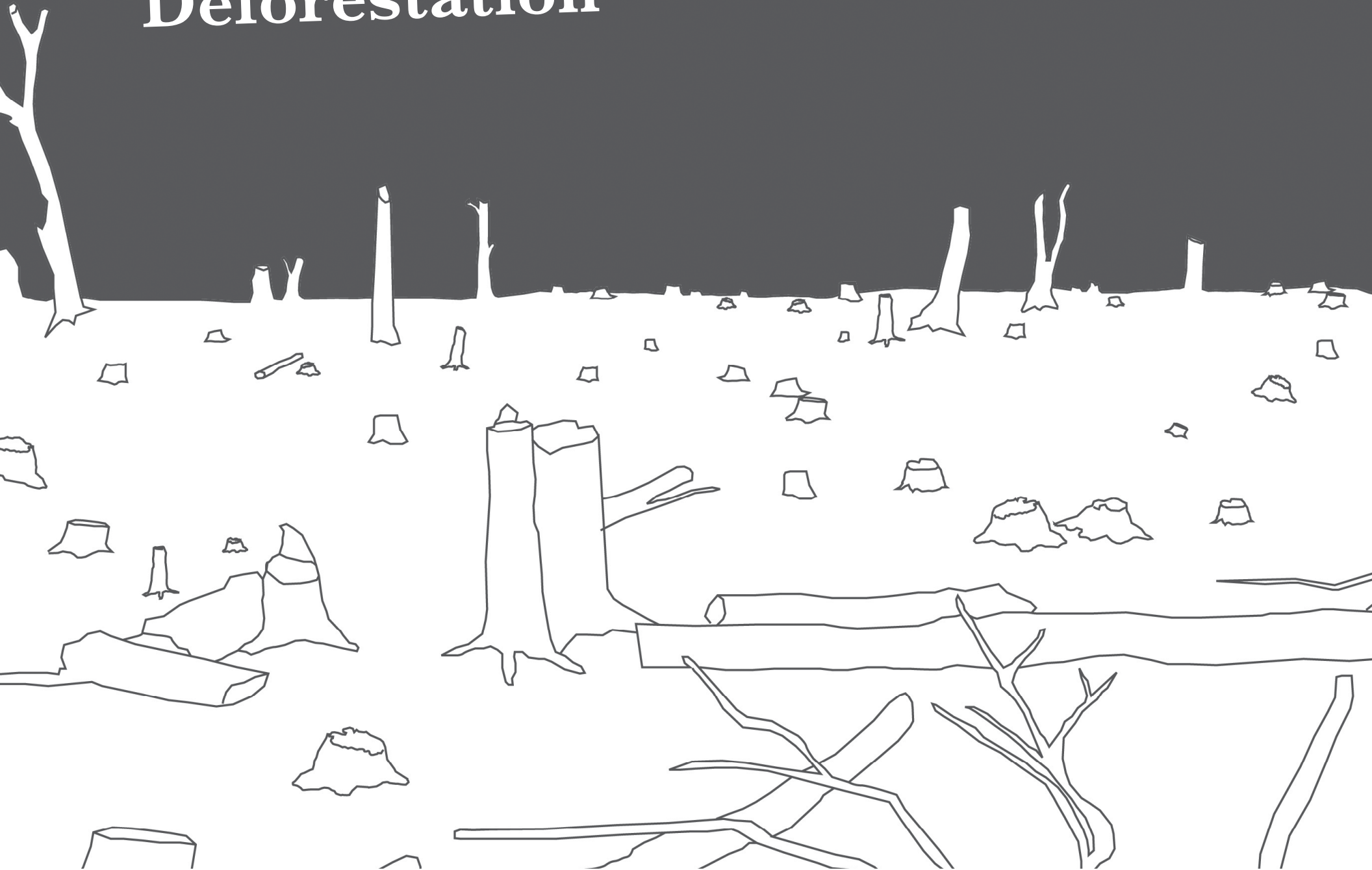
**5. Overfishing**

**6. Effects of Introduced Species on Native Ecology**

**7. Population Growth**

**8. Increased Per Capita Impact of People**

# Deforestation

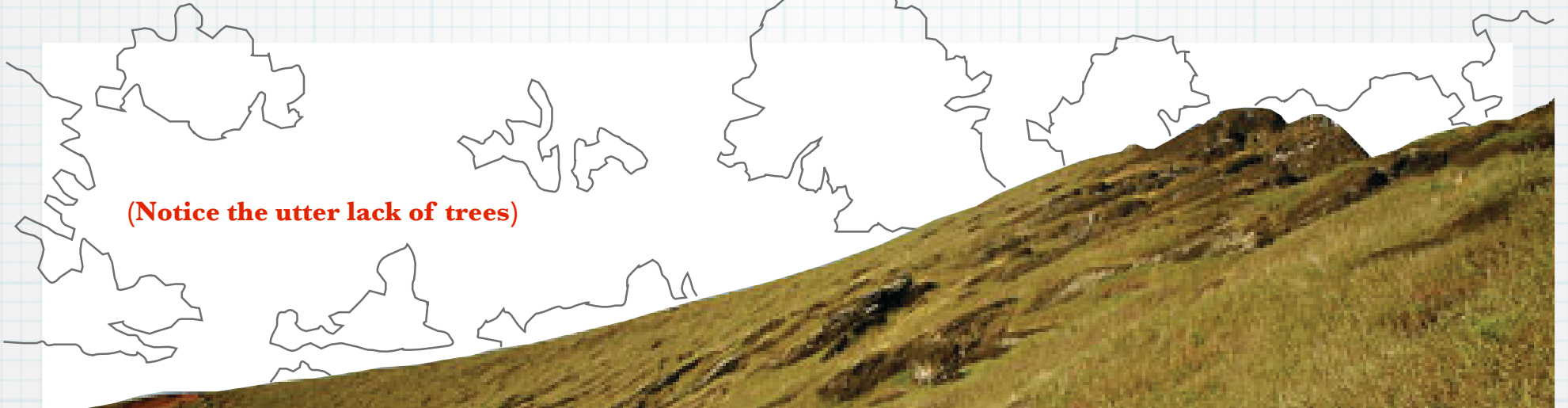


# Deforestation

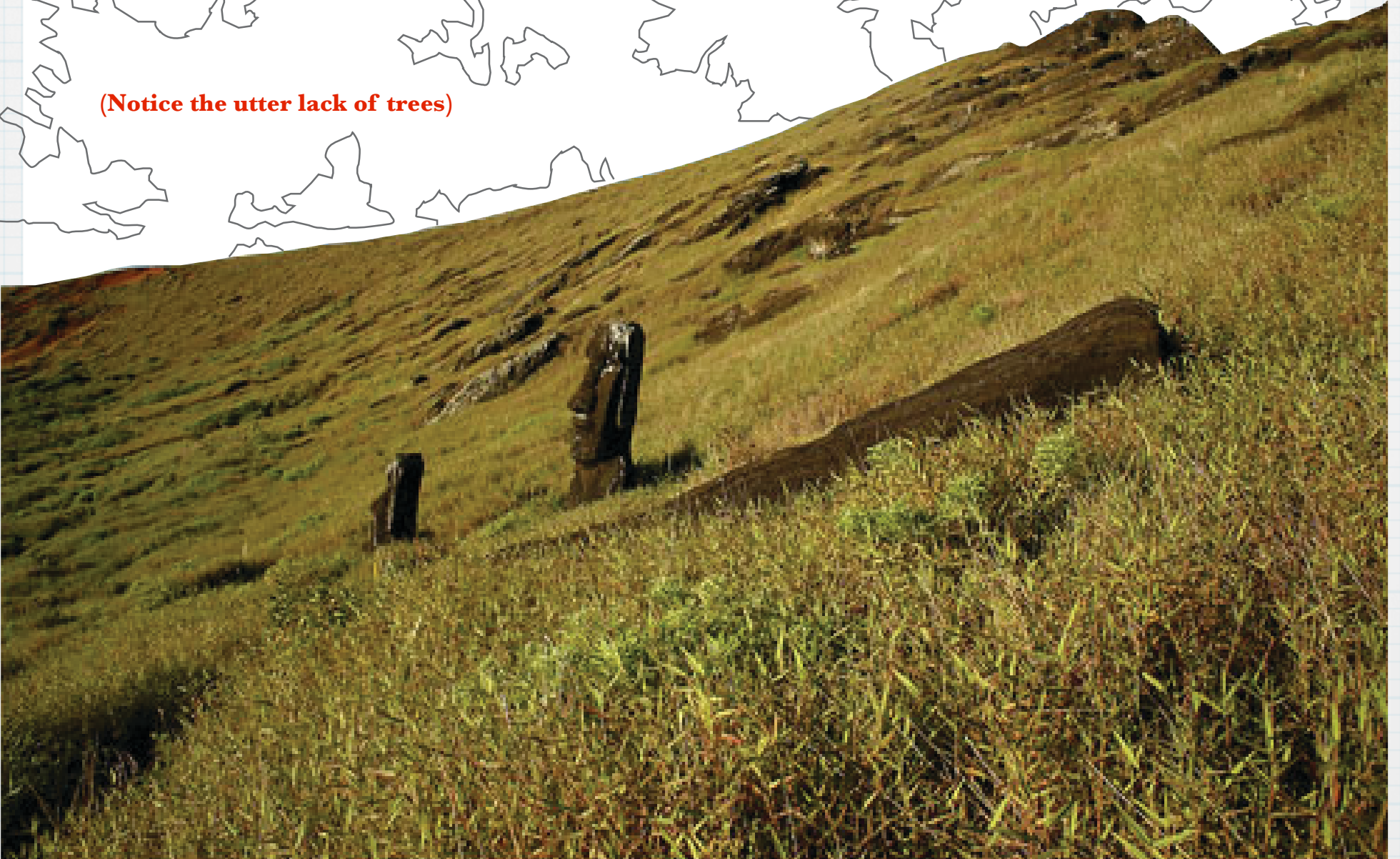


1. Heating- firewood
2. Cremation ceremonies
3. Boat building- timber and rope
4. Clearing for agriculture
5. Timber and rope used in statue making
6. Rats gnawing on fruit so it couldn't germinate





**(Notice the utter lack of trees)**



## **Collapse caused by:**

- 1. Deforestation**
- 2. Habitat destruction**
- 3. Loss of boat building**
- 4. Loss of fruit from trees**
- 5. Soil erosion**
- 6. Soil degradation**
- 7. Reduced nutrients in the soil**
- 8. Starvation**
- 9. Cannibalism**
- 10. Political overthrow**
- 11. Invasion**

Easter Islanders were capable of creative problem solving:



**Ranu Raraku- the main quarry for Easter Island**

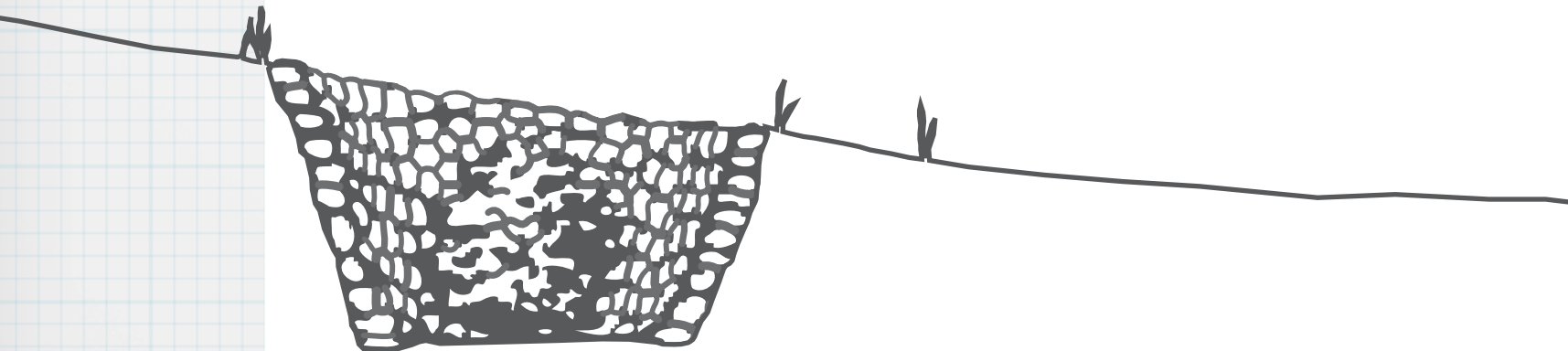
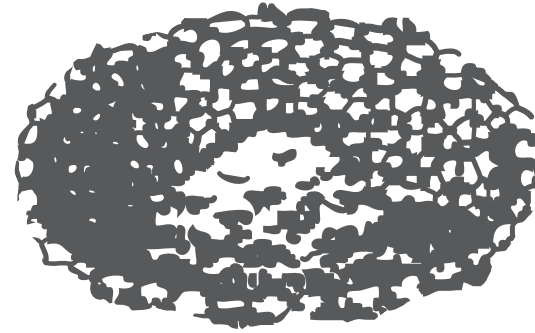
Easter Islanders were capable of creative problem solving:



Stone Chicken Hut



Easter Islanders were capable of creative problem solving:



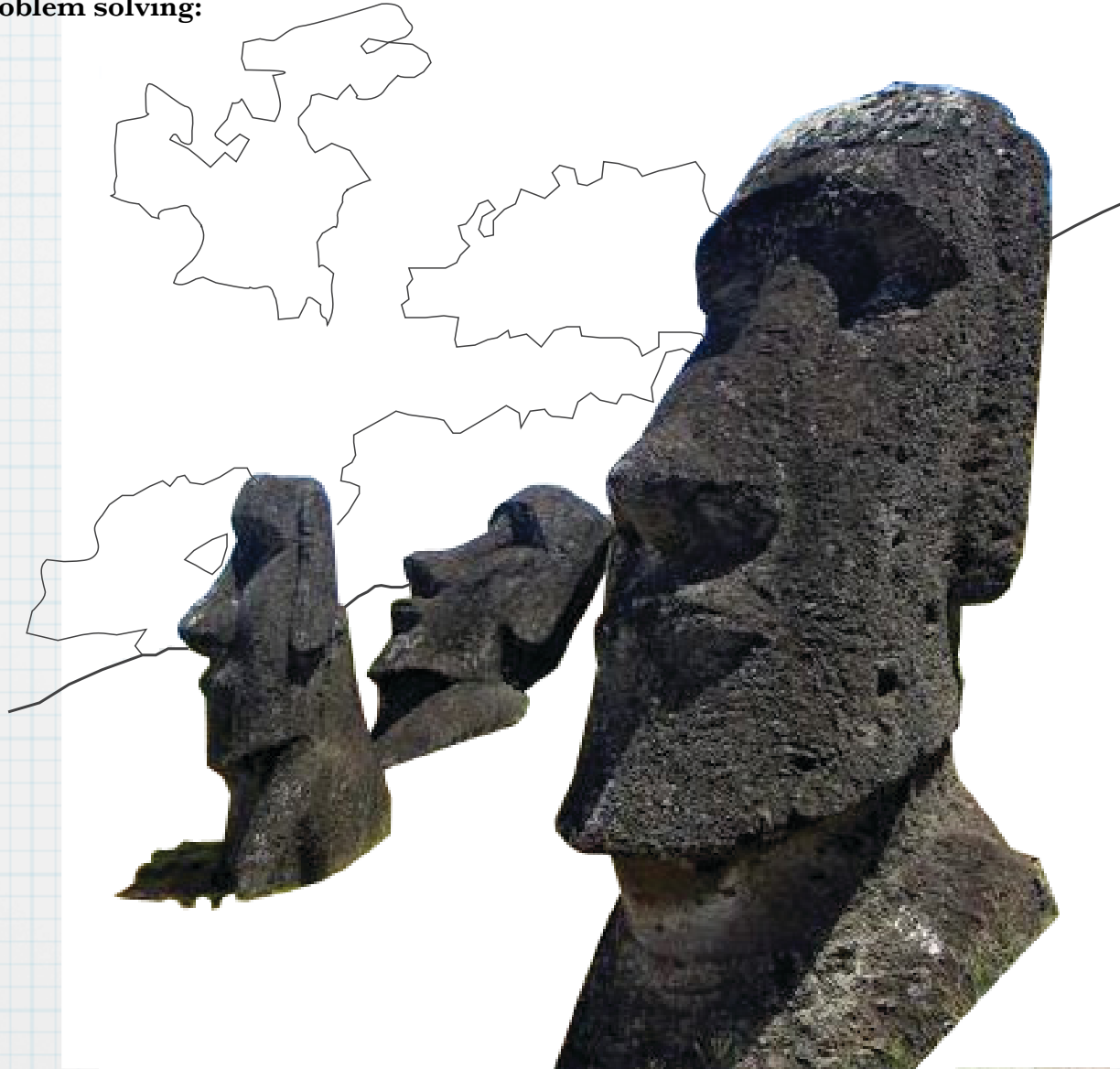
**A lava rock wind break to protect plants**

Easter Islanders were capable of creative problem solving:



Stone statues- *moai*

Easter Islanders were capable of creative problem solving:



Stone statues- *moai*

Easter Islanders were capable of creative problem solving:



**Platforms- ahu**