

Finding and Keeping Your Creativity at Work

1. How creative do you feel in your library role or position right now?
2. What are some things that affect your creativity on the job?
3. What gives you a creativity boost?
4. Where is that creativity when working on a project individually versus with a team or committee? How is it affected in a short term project versus a long term project?
5. Do you have a 10% in your library role? (Time to dedicate your creativity to a special project, program, task or event.)
6. What are three things that you can do differently at work and outside of work to reset or sustain your creativity?
7. Do you have “creative contacts” in the library world? How can you use face to face and social media contact with other libraries or librarians to get creativity support?
8. How can we see our libraries through the eyes of our patrons? How does our creativity support them?

Top 6 Creativity Myths from “Disciplined Dreaming” by Josh Linkner

Myth 1: Creativity is only needed at the top.

Myth 2: People are creative (or not) depending on their job or role.

Myth 3: Creativity is “born”; it can’t be developed.

Myth 4: Creativity isn’t my responsibility.

Myth 5: Creativity can’t be managed or harnessed.

Myth 6: My technical skills and experience are enough