



Workplace Evolutionaries

A Community of  IFMA<sup>TM</sup>



**Kate North**

Global Co-Chair, WE  
Vice President, Workplace Innovation  
Colliers International

# WE @ World Workplace Charlotte, NC

Wednesday, Oct. 3<sup>rd</sup>

8:00 - 10:00

**WE @ World Workplace**

Industry Podcaster, Mike Petrusky, Industry's Best Workplace Innovators Author, Bill Jensen: "The Discovery that Forever Changed the Future and How We Work"



1:00 – 5:00

**SHIFT HAPPENS! A Community Workshop – RSVP next week**  
Exploring the Top 3 Shifts Impacting our Profession with the  
**WE + IT + REAL + ESUS FREE** and at the EXPO

Thursday, Oct. 4<sup>th</sup>

9:30 – 1:30

**SHIFT HAPPENS!**

1:45 – 4:00

**WE Track: Four NEW Workplace Presentations**

6:00 – 8:00

**WE Tour, Learn and Socialize** (hosted by Interior Architects)

Friday, Oct. 5<sup>th</sup>

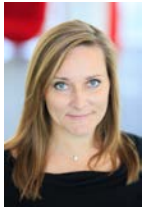
8:00 – 12:45

**WE Track – Eight NEW Workplace Presentations**

# Optimizing the Workplace for Innovation: Fostering Creativity at Work



HAWORTH®



Beck Johnson, Senior Research Specialist



# Innovation is Important for Organizations & Individuals

## Individuals

- People Seek Fulfillment
- Creativity Fosters Happiness & Engagement

## Organizations

- Creativity Feeds Innovation
- Happy & Engaged Employees Perform Better
- Attract/Retain Higher Performing Individuals

## Workplaces Can Foster Creativity

- Understand & Design for the Creative Rhythm





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# Brain Science: What the Research Says About Creativity (Debunking Myths)



# Creativity as Skill

Developing expertise, following the right work habits, and knowing how to combine ideas and select good ones, we can get better at creativity.

It also involves the WHOLE brain.

## Convergent Thinking



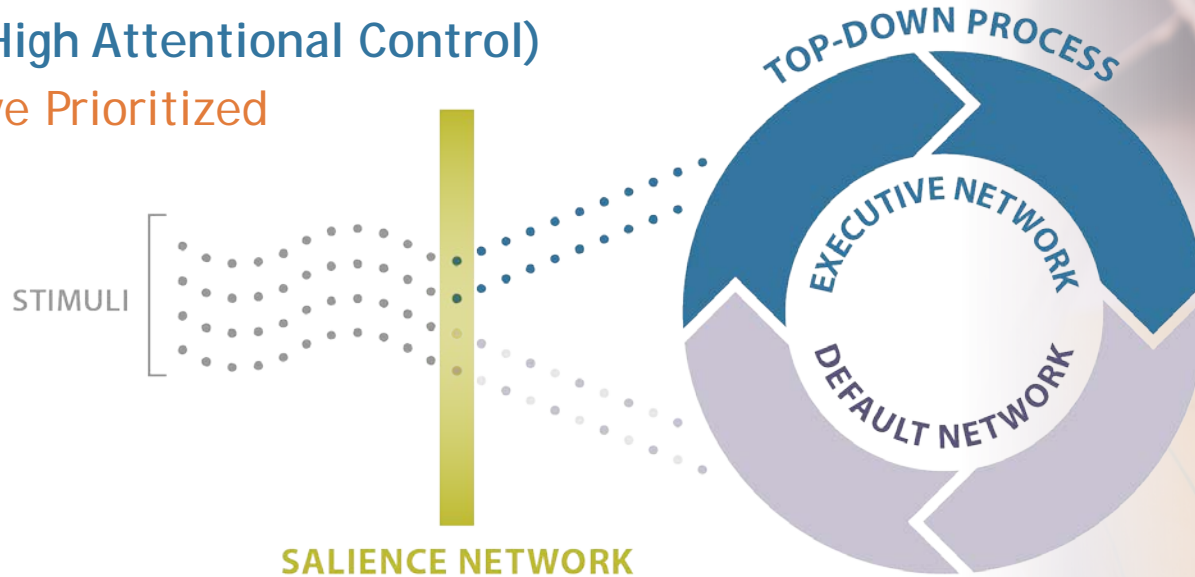
## Divergent Thinking



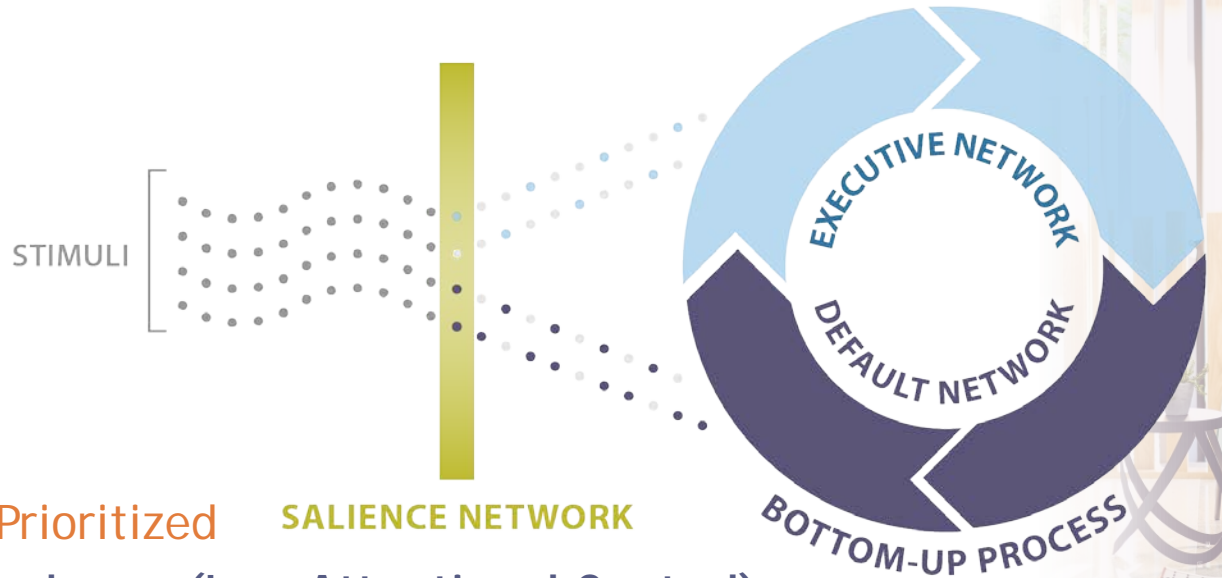
# Creative Process is a Rhythm

Focus (High Attentional Control)

Executive Prioritized



# Creative Process is a Rhythm



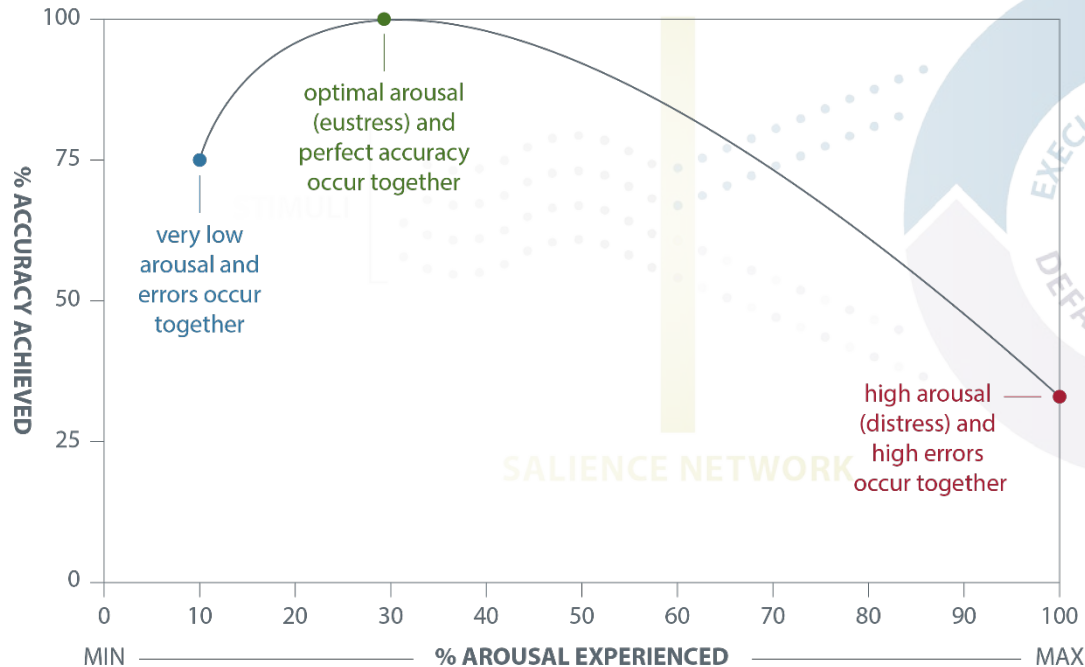
Default Prioritized  
Relax/Recharge (Low Attentional Control)





# Creative Process is a Rhythm

## The Challenge: Intense Focus, Stress, & Performance



# Peak Creative Performance (a.k.a. "Flow")



Networks Cooperate



Capitalize on the "In-Between"



# Creative Rhythm Considerations

## CONVERGENT

high attentional control  
(focus)

## DIVERGENT

low attentional control  
(relax/recharge)

- Needs change from focus to rest
- Rhythm varies by person and goals
- Plan for a variety of behaviors
- Individual process → group process






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Design Implications:  
Privacy, Structure of  
Activity, & User Control

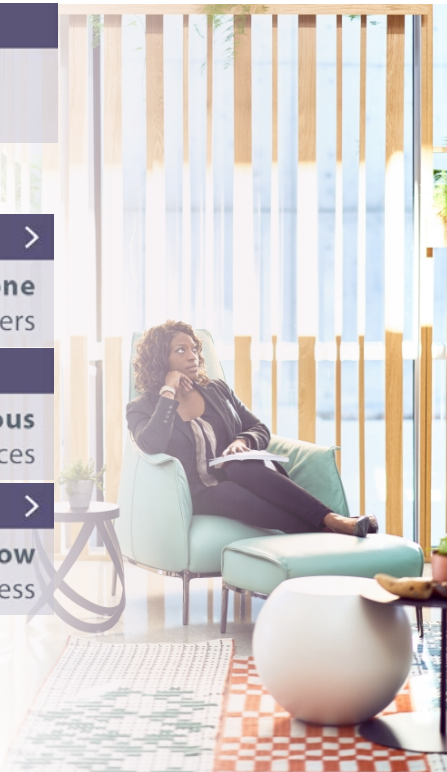


# Creative Rhythm Design Implications



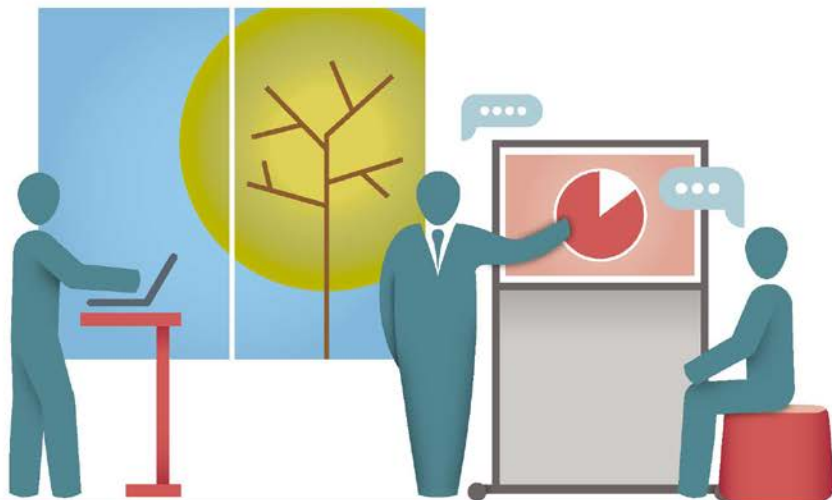
CONVERGENT		DIVERGENT	
high attentional control (focus)		low attentional control (relax/recharge)	

<	PRIVACY		>
full physical barriers	partial virtual barriers	none no barriers	
<	STRUCTURE OF ACTIVITY		>
stable predictable spaces	spontaneous novel and flexible spaces		
<	USER CONTROL		>
high insulate	embed	externalize	low access





# Optimizing Workplace Design for Innovation



For creativity and innovation to flourish, organizations should protect their employees' ability to focus and encourage restorative behaviors in the workplace. Given the right spaces and tools to support the ideal creative rhythms within your organization, people can be free to do what they need to do to innovate.

Workplace design should address needs for privacy, structure of activity, and user control. Including a variety of spaces offers people the freedom to choose appropriately based on their preferences and the range of work modes that foster creativity—from intense focus to rest.

## PRIVACY

Freedom from outside/irrelevant disruption

### FOCUS:

- Requires insulation from interruption and distraction
- The more focus needed, the more insulation and privacy needed

### RESTORE:

- Can look like many things, done alone or with others
- Privacy need is lower, but can depend on preferences

## STRUCTURE OF ACTIVITY

Stability and predictability of a space

### FOCUS:

- Required for efficient learning and deep thinking
- Routine and ritual of structured spaces allow greater focus

### RESTORE:

- Activities can vary widely, done alone or with others
- Varied spaces with novel elements foster incubation and insight

## USER CONTROL

Personalization options to support activities and preferences

### FOCUS:

- Requires deep thought and understanding
- Greater user control provides predictability to preserve cognitive resources

### RESTORE:

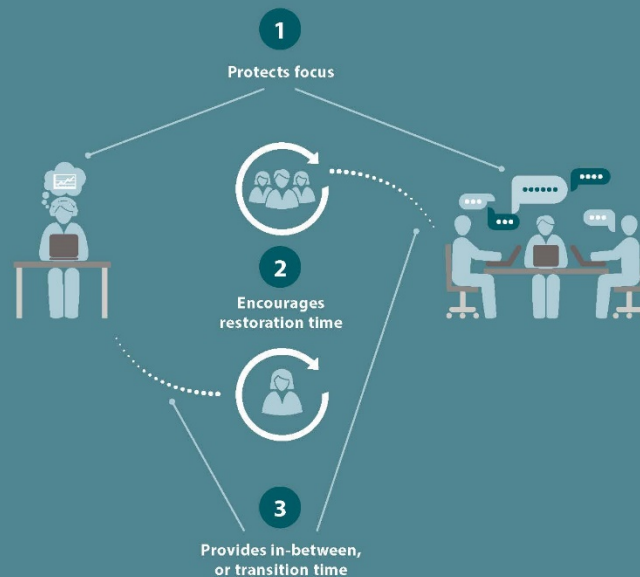
- Involves less control over the environment
- Access to others for serendipitous interactions is more important for groups

For more information on the science behind cultivating creativity and innovation, download the Haworth white paper, [Optimizing the Workplace for Innovation: Using Brain Science for Smart Design](#).





All organizations need to innovate, but not all organizations do it the same way or to the same degree. For that reason, there is—unfortunately—no single, perfect floorplate or application design for innovation. However, peak creative and innovative performance always requires a work environment that:



To foster the creative process and encourage innovation, designs need to create a framework of designated spaces that support these activities—tailored to needs of people and groups who use them.

## RESOURCES

### Need a Little Design Inspiration?

Visit the [Haworth Idea Starters page](#) and explore more floorplans and applications to help you design inviting workspaces that support team workstyles while encouraging creativity and innovation.

### See How It's Been Done

Check out our [Client Spaces gallery](#) and see how some clients promote a culture of creativity and innovation with design.

### Help Organizations Boost Innovation

Learn more about why organizations need to unlock creativity and innovation in the workplace at [haworth.com/innovation](#). There, you can also download the Haworth white paper, "Optimizing the Workplace for Innovation: Using Brain Science for Smart Design," to learn about the science that explains the importance of workplace design in helping organizations innovate.

[www.haworth.com/innovation](#)

[www.haworth.com/design-for-innovation](#)

*Haworth research investigates links between workspace design and human behavior, health and performance, and the quality of the user experience. We share and apply what we learn to inform product development and help our customers shape their work environments. To learn more about this topic or other research resources Haworth can provide, visit [www.haworth.com](#).*



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