

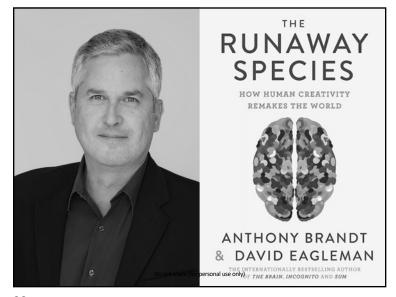
Paulson: To bring science, and specifically neuroscience, back into the discussion, isn't creativity, isn't what you do [*speaking to Hustvedt*] as a novelist, a total mystery? The question is, will neuroscience ever be able to explain why, when you're at your writing desk, that a particular story line pops into your head?

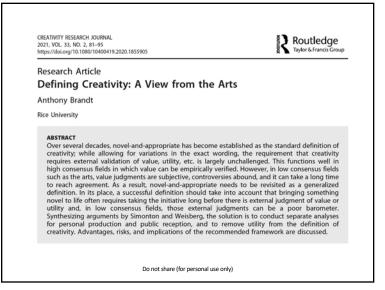
Hustvedt: A problem with the study of creativity in contemporary neuroscience is that the definition of creativity is pretty bad. Creativity is defined as something *new*, *novel*, which is also *useful* to society. Now I ask you whether Emily Dickinson's poems are useful. My novels, are they useful? And what would their use be? It's a corporate definition. We want our workers to be really creative and to create useful things that will make us a lot of money—that's a problem. The other element often discussed is *divergent thinking*—that people who can make distant associations are creative. I think that's true sometimes, and other times, it's probably not true.

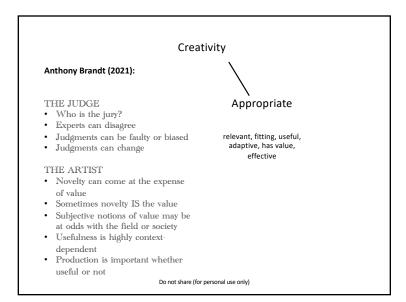
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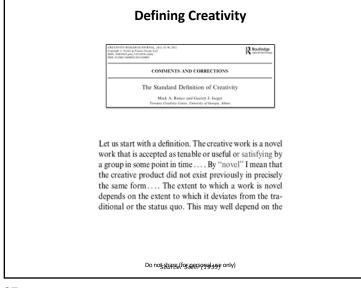
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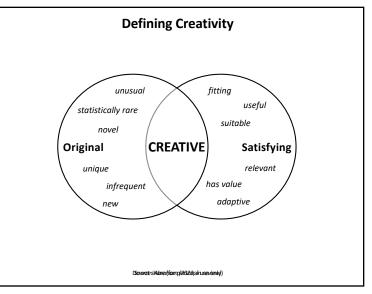
"... originality and novelty are well articulated: their opposite is derivative, imitative, triedand true, etc. As we've seen, though, in low consensus fields, usefulness and value are deliberately open ended: they can mean different things to different people, and even put artists and their public in conflict. Innovation in the arts depends on leaving these terms porous."

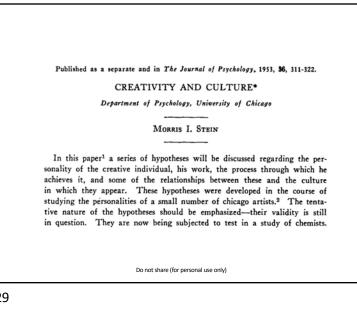
"As currently written and applied, the standard definition risks under-representing the nonconformist, the marginalized, the amateur, and the child. On top of that, in an age without a common practice in the arts, a reliance on external judgment becomes even more tenuous. Scientists may often have good reasons to limit themselves to effective output. But a definition needs to be all encompassing."

"Taking into account the wide range of creativity from amateur to professional, low consensus fields to high ones, child to adult, and private to published work, a definition of creativity is more comprehensive and internally consistent when the making is distinguished from its reception, and utility, value, usefulness, appropriateness, and fitness are considered as secondary attributes rather than as primary ones."

Anthony Brandt, "Defining Creativity: A View from the Arts," Creativity Research Journal, 33, no. 2 (2021): 91, 93

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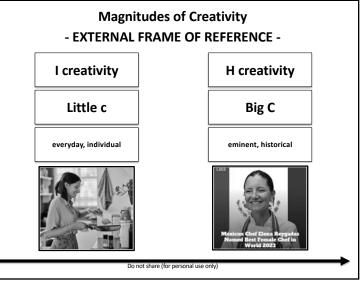


reference ..." 30 EXTERNAL FRAME OF REFERENCE

"The creative work is a novel work that is accepted as tenable or useful or satisfying by a group in some point in time ... By 'novel' I mean that the creative product did not exist previously in precisely the same form. It arises from a reintegration of already existing materials or knowledge, but when it is completed it contains elements that are new. The extent to which a work is novel depends on the extent to which it deviates from the traditional or the status quo ... Often, in studying creativity, we tend to restrict ourselves to a study of the genius because the 'distance' between what he has done and what has existed is quite marked. Such an approach causes us to overlook a necessary distinction between the the creative product and the creative experience. The child who fixes the bell on his tricycle for the first time may go through stages that are structurally similar to those which characterize the work of the genius. His finished product, however, is a return to a previously existing state of affairs. The product of an inventor's labor, on the other hand, may strike one as creative immediately because it did not exist previously. In speaking of creativity, therefore, it is necessary to distinguish between internal and external frames of

Morris I. Stein, "Creativity and Culture," The Journal of Psychology 36, no. 2 (1953): 311

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INTERNAL FRAME

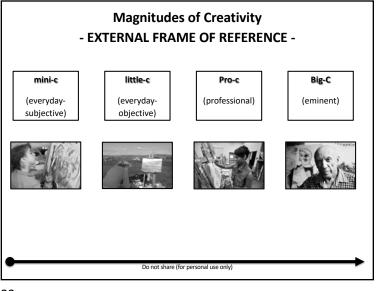
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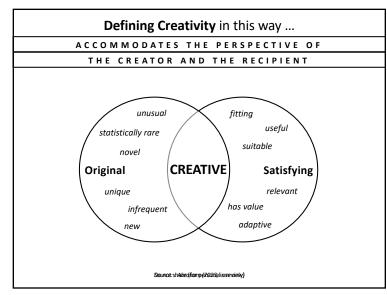


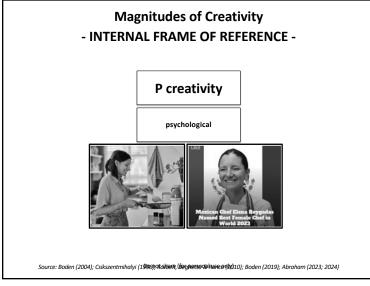


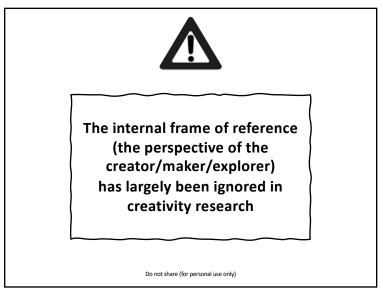
The Studio 1867, Winslow Homer (American, 1836-1910) 19th century, Honoré Daumier (French, 1908-1879) Credit: The Metropolitan Museum of Art Credit: The Metropolitan Museum of Art

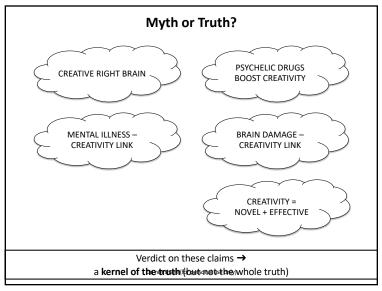
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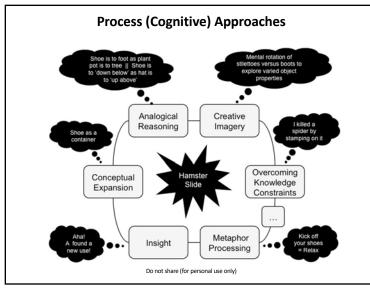


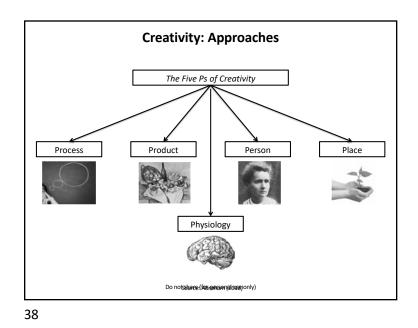








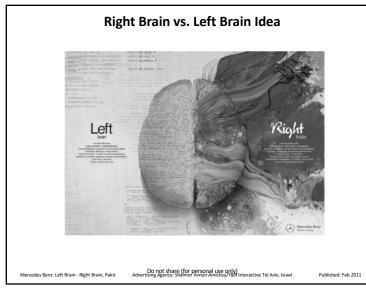


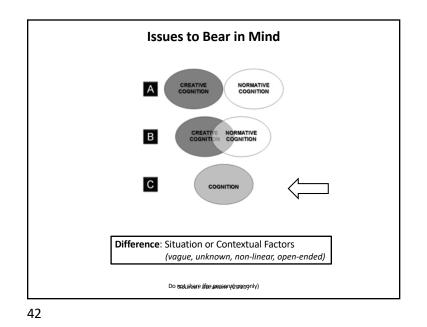


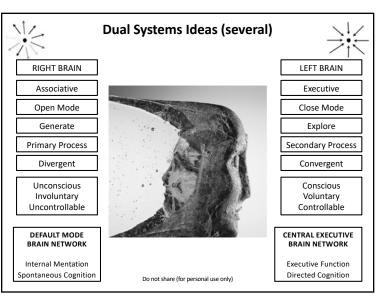
Creative Cognition is Complex & Multifaceted

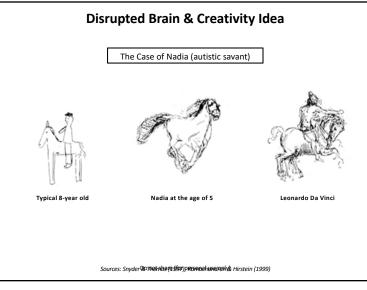
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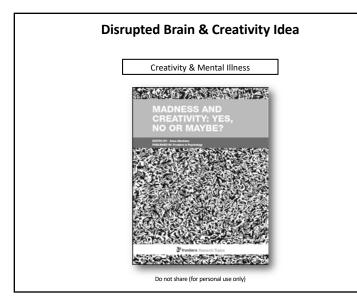


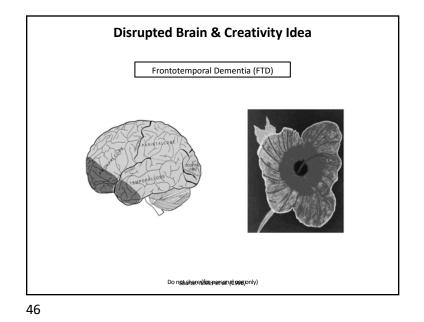


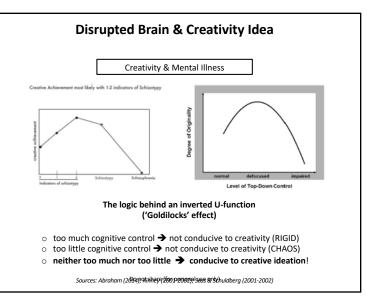


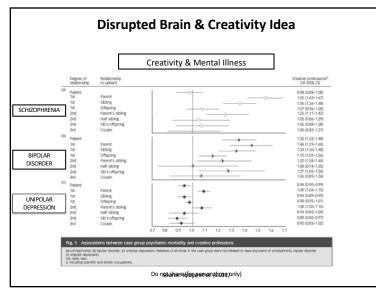


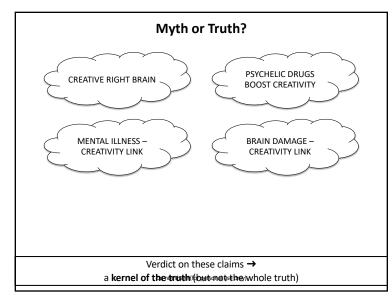


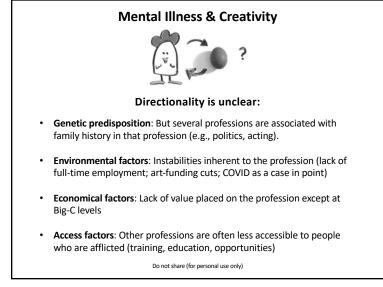


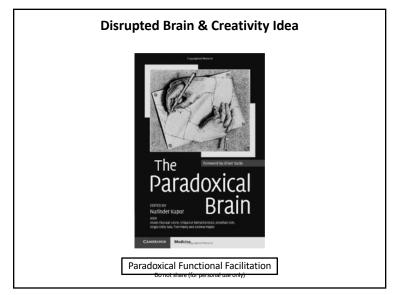




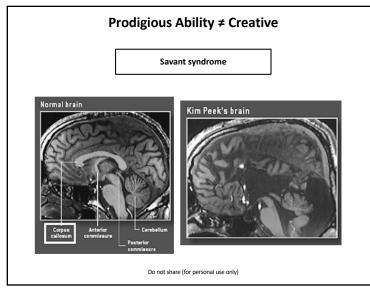


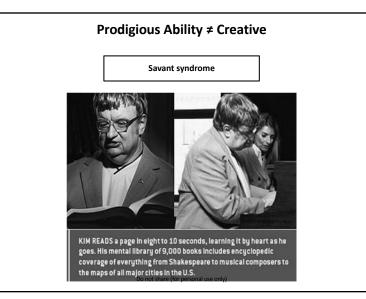


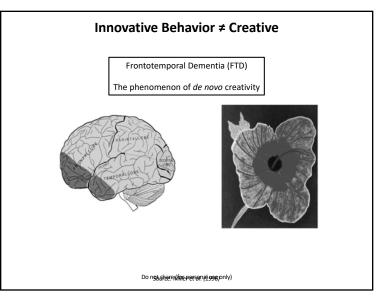


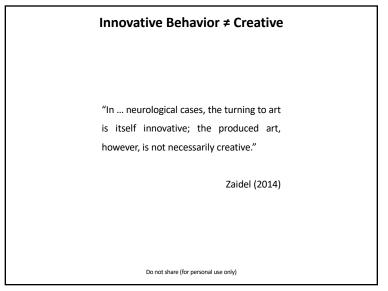


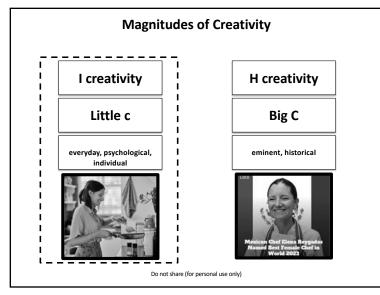


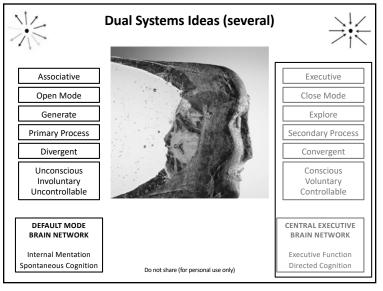


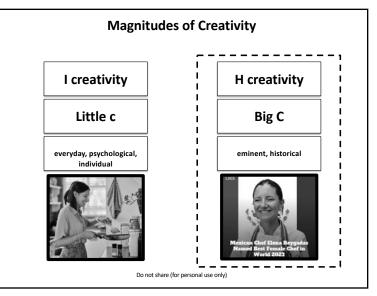


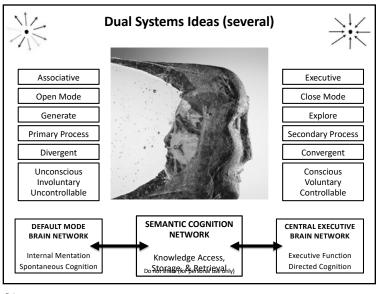


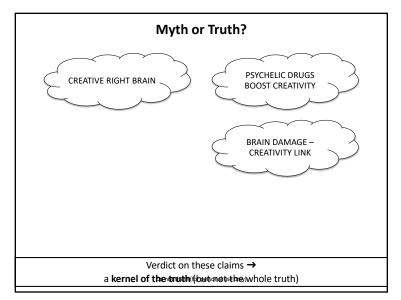




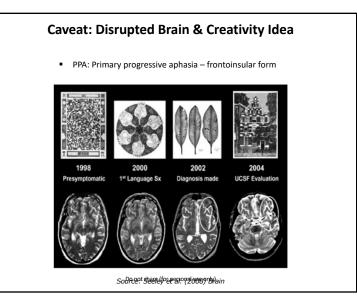


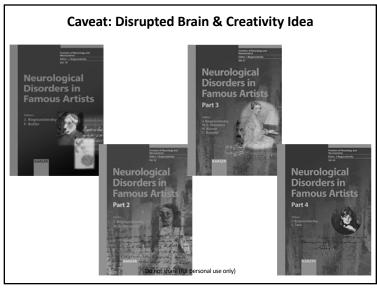


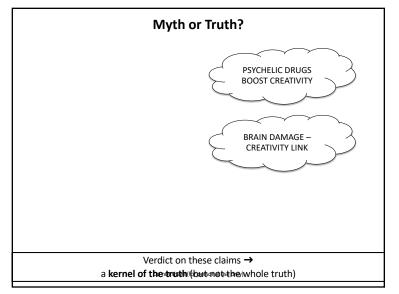


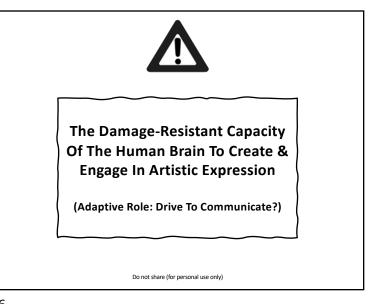


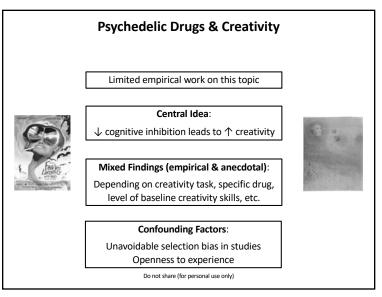


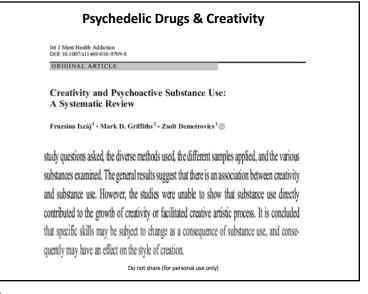


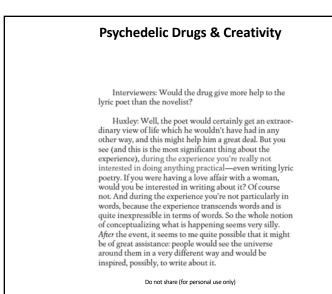


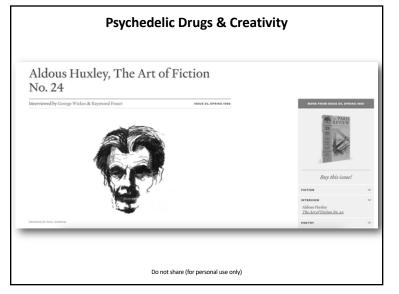


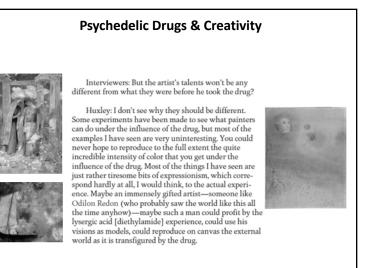




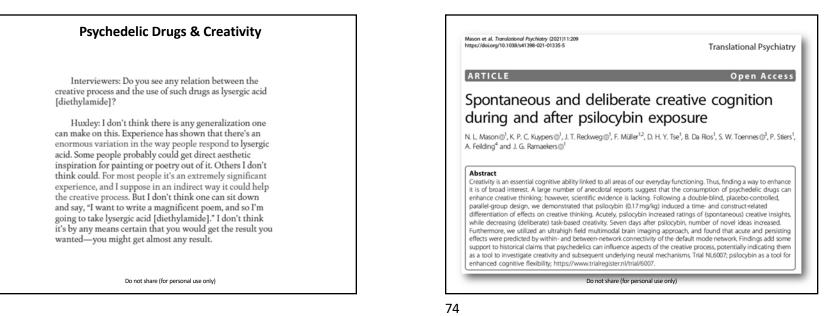








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Variable	Acute					Long term				
	Psilocybin	Placebo	T value	P value	Cohen's d	Psilocybin	Placebo	T value	P value	Cohen's d
AUT					_					
Fluency	-6.55 (1.13)	-1.89 (1.02)	-3.06	<0.01*	0.80	-2.44 (0.89)	-3.62 (0.96)	0.89	0.37	0.23
Originality	-1.62 (0.97)	-0.48 (1.22)	-0.73	0.47	0.19	-0.14 (0.83)	-0.72 (0.77)	0.51	0.61	0.13
Ratio	0.07 (0.03)	0.02 (0.05)	0.81	0.42	0.21	0.04 (0.03)	0.05 (0.04)	-0.34	0.73	0.10
Novel	-0.31 (0.76)	-0.21 (0.49)	-0.11	0.91	0.03	2.25 (0.76)	0.45 (0.53)	1.96	0.05*	0.52
Statistical significance at the $\rho = 0.05$ level. FLUENCY Number of total ideas generated		ORIGINALITY Uniqueness of the ideas generated			as	NOVELTY Number of new ideas generated by the participant				

