Innovative Education using Visualization Art

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ABSTRACT
By their very nature, the fields of art and design emphasize student creativity and have a tendency to see knowledge from their own viewpoints. As a pedagogical approach, the development of creativity has emerged as a significant educational objective meant to offer pupils confidence and a justification for increasing their ability for learning. Additionally, in order to boost students' passion and enjoyment of the program, the creative pedagogic approach will place a strong emphasis on the learning environment. In addition to being expected to participate actively at all times, students are also encouraged to choose the format and pace of class meetings and to work in ways that best fit their unique learning styles. To improve their analytical abilities and, consequently, their capacity for judgment, the relationship between theory and practice is continuously connected with concepts.

Keywords: Visualization, Creativity, Ability, Spatial Intelligence, Art &Design

1. INTRODUCTION
"In the notion of multiple intelligences, the concept of visualization, sometimes known as spatial intelligence, refers to the capacity for mental imagery and spatial judgment. According to Howard Gardner, it is a human computational talent that gives one the ability to handle spatial navigation issues, visualize objects from many perspectives and spaces, recognize faces or sceneries, or pay attention to minute details. Gardner goes on to say that challenges pertaining to realistic, thing-oriented, artistic, and investigative professions may be better solved by spatial intelligence.
"Creativity" is more than just a skill; it is the capacity to think of novel, unexpected, or distinctive concepts. Their ability to draw, paint, sculpt, write, play music, sing, dance, and other artistic mediums demonstrates their desire for connecting with new and exciting things. Most of us have creative potential that needs to be developed in order to produce something original and different.
As an example of creativity, consider Steve Jobs, the CEO of Apple, who came up with the iPhone by combining an iPod, the iTunes store, an Internet browser, a camera, a GPS, and a cell phone. Jobs also has the ability to think ahead and discover new connections between various items.
Creativity- Three factors influence creativity: knowledge, the ability to think creatively, and drive.

2. Creative Education in the Domain of Art and Design
The learning and development of creativity has become an important educational goal for Art & Design area. The very nature of thinking demands the creativity at various levels.

Learner's Creative Environment
To give pupils the confidence to start this new adventure, a supportive and trusting environment must be established. By discussing and commenting on each other's work, students are encouraged to draw inspiration from one another. Students will become more self-assured and independent and start to take charge of their own education if they feel appreciated and respected. A key component of these advancements is the teacher-student interaction. Furthermore, the teacher's primary function is that of a facilitator rather than an authority figure, which promotes students' flexible and active engagement and transforms instruction into an innovative learning experience. In the context of teaching and learning, the e-environment facilitates communication with the virtual world. For these individuals who collaborate with scattered and relocated teams worldwide, technology is a blessing.

Creative Visualization
Since our imagination is a strong instrument that aids in the visualization and comprehension of possibilities, it is an essential component of creative intelligence. Visualization aids in our comprehension

of novel concepts and opportunities. Numerous research have shown that mental imagery can be creative. It has been applied to ordinary tasks like moving furniture or creating new goods, as well as to scientific investigations. Overcoming mental obstacles that impede creative thought is another benefit of creative visualization. Some of the traits of visualization are shared by intuition and insight, which both abruptly stop us in our tracks to provide fresh perspectives or insights.

Visual Journaling

Visual journaling is a cost-effective and large-scale craft. No prior knowledge of graphic art or writing is necessary because anyone may create a visual journal. Furthermore, creating a visual journal is not right or incorrect. Benefits like privacy, portability, and individual style have made it easier for designers to build and maintain their portfolios. Thus, the establishment of journal clubs will aid in fostering students' creativity.

Creative Blogging

Social media platforms like Facebook, Twitter, YouTube, and blogging have made the world much closer and more accessible today. Blogging allows one to reach out to the most remote people in order to be heard and acknowledged, as well as to express one's creativity to the entire globe. Through blogging, fresh information will be learned and shared every day. Social media offers a platform for value generation in the network world.

Cognition and Creativity

Our capacity to identify and comprehend the facts, concepts, and ideas required to make decisions is referred to as cognition. Because it enables us to combine concepts into more complex ones based on prior experience, cognition is crucial for creativity. Additionally, it impacts our the capacity to comprehend new information. The ability to create a vast array of tangible and abstract notions from seemingly unimportant information in order to produce original thoughts is a component of cognition. Authors frequently combine several concepts to create a complex storyline. To ascertain whether a result is truly novel, inventors also examine other concepts or perspectives on an issue. It is true that the human mind is paradoxical. Despite their extreme complexity, perception and cognition are essential to the creative process[1].

3. Teaching Approach

A wide range of instructional techniques are employed, such as slide shows, group discussions, tutorials for both individuals and groups, narrative boards, posters, handouts, and demonstrations. Discursive, active learning components are included, and all lectures are "performed" as opposed to merely read aloud. In order to boost fun and dedication, the goal is to instill a sense of excitement and enthusiasm in the students. A lot of inspirational visual content is used, and students are expected to evaluate it for both significance and beauty.

The connection between theory and practice is continually reiterated, with ideas from lectures being applied to the next project or activity.

Time-by-Line Scheduling

Every lesson is designed to build comprehensively on the one before it. This method boosts student confidence while reducing uncertainty and fostering a sense of ongoing improvement. At the beginning of the module or unit of study, each student receives a schedule that includes ready notes, assignment questions, and a tutorial for further understanding. The orientation program[3] explains the sessions and learning systems.

Project/Problem Based Learning

It is well recognized that projects foster motivation and creativity. Instead of just practicing skills, the project requires students to address communication problems. The projects' difficult nature and emphasis on communication are meant to avoid a dependence on preexisting abilities. The objective, duration, and content of project briefings are also discussed at the beginning of each week. In order to make sure that students comprehend the reasoning for the module delivery, both overall and in connection to the individual sessions, the schedule and project briefs are utilized. This facilitates autonomous study and reflection and helps students deal with any unfamiliar or unique elements of the delivery[5].

Both the problem and any suggested solutions must be identified and analyzed in order to use a problem-based learning strategy. The goal of the theoretical sessions is to increase students' analytical abilities

and, consequently, their self-assurance in their capacity for judgment. This promotes autonomy and independent study while reducing their need on the instructor. Consequently, it draws the imagined and actual worlds closer together4.

CONCLUSION

In order to explain the necessity of an experimental approach and to encourage students to be receptive to new possibilities, the creative pedagogic model is introduced to them. The four modalities of creative functioning—thinking, feeling, sensing, and acting—should be taught to the students. Our capacity to perceive, comprehend, and visualize our surroundings is a crucial component of creativity. How we perceive and respond to new information is a component of creative intelligence. Information required to generate a perception is actively restructured by human perception.image of the globe. Interpretation is therefore more than just a passive mirror of what is observed. Instead, perception is shaped by memories, which are crucial for the recognition and categorization of information through memory lanes. Students are urged to set the tempo and subject matter of class meetings and to work in methods that best fit their unique learning styles.

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