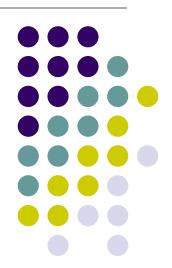
Creative Genius:

Two Darwinian Perspectives



Introduction



- Two kinds of Darwinism
 - Primary:
 - The origins of new biological species by means of
 - Spontaneous variation
 - genetic recombination
 - mutation
 - Struggle for existence
 - Selective retention
 - Natural (competition for resources)
 - Sexual (competition for reproduction)

Introduction

- Two kinds of Darwinism
 - Secondary:
 - The origins of adaptive originality via
 - Blind variation (BV)
 - Selective retention (SR)
 - Examples of BVSR processes:
 - Neurodevelopment (Neural Darwinism)
 - Antibody formation
 - Human creativity →
 - Standard definition of a creative idea or behavior:
 - original (BV)
 - adaptive (SR)

Introduction



- Overview
 - First, the secondary perspective on creativity
 - Second, the primary perspective on creativity
- Focus
 - Big-C rather than little-c creativity
 - Creative genius rather than everyday creativity
 - Reason: Creative genius
 - best exemplifies secondary Darwinian creativity
 - poses more critical issues with respect to primary Darwinism

Creative genius: Secondary perspective



- Problem:
 - What are the factors supporting creative genius that render it Darwinian?
 - Here concentrate on the BV part of Big-C Creativity
- Five sets of factors
 - Cognitive processes
 - Individual differences
 - Developmental antecedents
 - Creative careers
 - Sociocultural phenomena



- Cognitive processes
 - Associative richness and remoteness
 - De-focused attention (reduced negative priming and latent inhibition)

- Individual differences
 - Openness to experience (versatility/interests)
 - Motivation (drive and persistence)
 - Psychoticism:
 - aggressive, cold, egocentric, impersonal, impulsive, antisocial, unempathetic, tough-minded, creative,
 - rather than
 - altruistic, socialized, empathetic, conventional, conformist

- Developmental antecedents
 - Birth order
 - Familial conflict and trauma
 - Divergent educational experiences
 - Diverse role models and mentors

- Creative careers
 - Risk taking variability (project failures)
 - Diversified folios (project variety)
 - Multitasking efforts (project crosstalk)

- Sociocultural phenomena
 - Positive:
 - political fragmentation
 - civil conflict
 - ideological diversity
 - cultural heterogeneity
 - Negative:
 - external: war
 - internal: anarchy



Creative genius: Primary perspective



- What kind of selection pressures would yield a gene pool capable of producing creative genius?
- Selection possibilities:
 - Individual selection
 - Natural
 - Sexual
 - Group selection

Postscript



- Cultural rather than biological selection?
 - Within-culture reproductive competition
 - Cross-culture resource competition
- Gene-cultural coevolution?