

**The Psychology of Civilization:
The Genius as the Creator of History**

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Part I: *Introduction and Definitions*

Chapter 1: Psychology and History

Definitions

Psychology

History

Relations

Subjective

History as Recollection

Effects as Filtered through Persons

Objective

History as Phenomenon

Causes Channeled through Persons

Chapter 2: Creativity and Genius

Little-c creativity

Big-C Creativity

Part II: *The Cognitive Act of Creation*

Chapter 3: Domain-Specific versus Generic Processes

Algorithms, Strong Methods, and Expertise

Blind-Variation and Selective-Retention

Chapter 4: Artistic Creativity

General Discussion

Specific Case Study: Picasso's *Guernica*

Chapter 5: Scientific Creativity

General Discussion

Specific Case Study: Galileo's Telescope

Chapter 6: Technological Creativity

General Discussion

Specific Case study: Edison's Light Bulb

Chapter 7: Computational Genius

Scientific Discovery

Musical Creation

Chapter 8: Creative Thought as Free Will

Part III: *Individual Differences that Make a Difference*

Chapter 9: Productivity and Impact

Chapter 10: Intelligence and Openness

Chapter 11: Personality and Motivation

Chapter 12: Psychopathology and Mental Health

Part IV: *Life and Work from Birth to Death*

Chapter 13: Genius Born: Genetic Endowment

Additive models

Multiplicative models

Chapter 14: Genius Made: Diversifying Experiences

Chapter 15: Education and Training

Chapter 16: Creative Life Cycles

Chapter 17: Aging and Death

Part V: *The Sociocultural Context*

Chapter 18: Golden and Dark Ages

Extrinsic Effects: Politics and Economics

Intrinsic Effects: Role Models and Mentors

Chapter 19: Collaborations and Social Networks

Chapter 20: Fields and Domains

Comtean Hierarchy of the Sciences

Multiple Discovery and Invention

Part VI: *Integration*

Chapter 21: Genius as Generator