Innovation SIG Track 37

37.1. Organizing creativity for innovation:
Multidisciplinary perspectives, theories, and practices

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Introduction

We welcome both conceptual/theoretical and empirical contributions with a variety of research strategies including surveys, experiments, case studies, ethnographic studies, discourse studies and reviews. We encourage an open atmosphere where presenters learn from comments from the audience for improving their paper (audience is critical but positive) in a safe environment for all. The track's topic can be illustrated with the following illustrative model. Papers can discuss one or more fields and links.

Organising → Creativity → Innovation → Performance

We are interested in "Organising" which includes (HR) Management practices and leadership (such as recruitment and selection of creative individuals, training and development employees for more creativity, organisational design for creativity, physical environment design for creativity, leadership style for creativity, job design for creativity, climate and culture for creativity, etc.), as well as design thinking, methods and tools for product and service innovation. We focus on the "Creativity" of employees in general as well as of employees with a specific creativity task (such as designers, consultants, managers, marketers). Innovation includes process and product/service innovation but also other types of innovation including business model innovation and ecological innovation for sustainability. We hope to explore how on firm level, organising creativity for innovation can affect firm "performance". Topics include:

- Organisational design for creativity and innovation
- Organisational culture and climate for creativity and innovation
- Work environment design for creativity and innovation
- HRM for creativity and innovation
- Leadership for creativity and innovation
- Knowledge sharing for creativity and innovation
- Creativity and innovation through collaboration between and within organisations
- Creativity and innovation in entrepreneurial organisations and SMEs
- Managing creativity in specific professions and business environments
- Critical perspectives on organisational design and the organising of creativity and innovation
- New design theories and methodologies to increase creativity
- Tools for enhancing creativity of heterogeneous groups or communities of users
- Creative tools and methods for business model innovation.