# User and social innovation 

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## Constraints

Constraints for me were a trigger and not a limit as I take it with a critical approach. I didn't feel like I really had to respect them, so I take them like a starting point, like kind of inspiration. I also tried to avoid too much obvious solutions and concentrat in making a product that I would like.

## Creativity and knowledge

Creativity is about finding new connection between things that already exist and knowledge is the material that creativity works with.
For me build on an idea is like make order in the mess. I start from some random point and then I keep going defining more clearly the idea until I feel that I get the final product.
Be original is about knowledge and research, the most you know and research and more possibility you have to make something new and original.

## Work in group

Work in group in my opinion in one way is helpful to have more ideas, inspirations; talking together, listen to other opinions of course enlarges the knowledge of the individual.
In the other hand, work in group inhibit creativity because lot of energy is spent in communication and most of the time people limit each other.
In my experience if I work in a group I prefer to have a leader to follow instead of build together an idea. I don't really enjoy it if I can't develop the ideas by myself, I don't feel pleasure in doing it and therefore I don't feel motivated too.

## Insight phase

About the insight phase, I guess all the solutions and the decision are caused by insights. First comes insight and than the decision process. To be more precise, ideas comes and then I decide if they are good or not, so I select one idea and I start to build up connecting others element on it.

## Cultural resources

My work was for sure inspired by past experience and past works I already made.
Specially the way I think is influenced by my past experience, schools teachers and mates.

## Motivation

Motivation for me in this work was the pleasure that I found in making it.
I found it really pleasant because it was about doing something just for do it without rewards or punishment, without having to please someone. In this way we fell free to make any kind of decision.

## How do I did the project

In this specific project there were six elements: photos, equilibrium, mystery, spanish title, same person and three places. I guess at first I started to think about the medium.
I wanted to relate them each others together.
When I thought about equilibrium, I decided to work with the body of the person as an object and with the picture itself; I tried to create equilibrium between the volume, the space and the contrast in each picture and then, putting them together in the paper.
When I thought about mystery, my first idea was to cut the head of the person and I immediately realized that it was the right solution and, after that, I also tought to cut part of the hands and feets as elements that identify a person.
The three different places are a mystery too: the observer can't reconigze any place because there is not any element that define it; in my opinion, it was a funny way to work with this constraint.
I didn't give a "real" tittle because I thought there was nothing to say, I want to let express the image itself because I think in this way the message is more clear.
At the same time I respect the constraint putting the "no tittle" in spanish.
I also didn't want to give a tittle or any explanation because I didn't want to influence the observer's opinion; I think is nice to give him the freedom to have the own feeling, the own opinion. In this way a work can also stimulate who is watching it that can give feedback to who made it.
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You have to make $\mathrm{a}(1)$ a series of three photographies. The same person (2) has to be present in the three photos and the photos have (3) to be shot in different places. The series has to be about (4) mistery and (5) equilibrium. The title of the series has to be (6) in spanish.


SIN TÍTULO

