



Creative Visual Paradigm: A Mindset of Thai Lecturers and Graphic Designers

Supawit Isarankura

Department of Communication Design, Faculty of Fine Arts, Srinakharinwirot University, Thailand

Corresponding author: thinairidea@hotmail.com

Abstract

This research explored the creative and visualization techniques that have been used in graphic and advertising design throughout the years. Thai professionals and educators discussed and revealed their creative stories and techniques. The result of this particular research will help understanding the aspect of teaching, learning as well as working in the field of graphic and advertising in Thailand.

Keywords : Creativity, Visual Techniques, Graphics, Advertising

Introduction

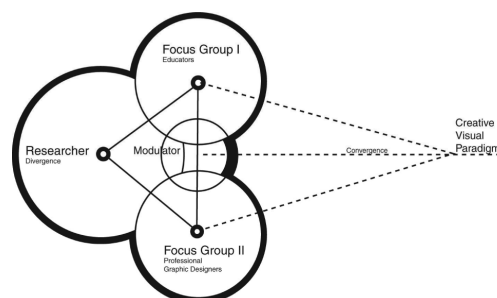
Creativity is a necessity for artist and designer to create his or her works. Teaching design students to be creative has been a challenge for educators. Likewise, Professionals have to deal with the issue almost on the daily basis. Lots of Academic Institute in Thailand, offer only a limited amount of course that deals with the subject of creative thinking, not to mention, specifically the creative visualization.

There were two main objectives of this specific research. First of which was to study the creative thinking or idea generation techniques as well as the creative visualization techniques. The second was to gather the information of creative process, visualization and teaching from Thai educators and Professional practitioners.

Aims

Based on the hypothesis of how to teach graphic design students to think or to be more creative?, and how to teach graphic design students to visualize better with more alternative solution?

Conceptual framework



Material and method

During the time, The Researcher had explored and collected various kinds of idea generation techniques which could be helpful for visualization. Among them were very common and popular such as

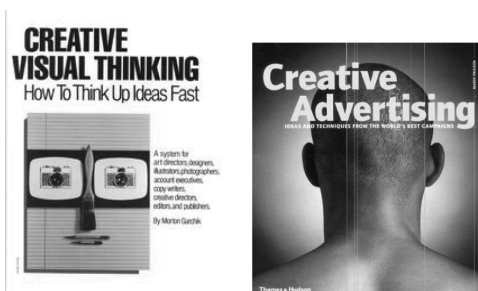
- Brainstorming
- Mindmapping
- Synectics
- 6 Hat thinking

Later on, the lesser known techniques had been revealed such as

- Morphological and Matrix Analysis
- Triz
- Random Input
- Provocation

To all appearance, many techniques had been invented for us to choose from. Take only the tool of the Brainstorming alone, There were many different kinds of them in details, for example

- The Stepladder Technique
- Brainwriting
- Reverse Brainstorming
- Starbursting
- Charette Procedure
- Crawford's Slip Writing Method
- Freewriting
- Concept Mapping (not to be confused with the Mindmapping technique)



For more specific issue of visualization, there were a few books that explained thoroughly. The top three books that became the references of creative visualization technique were “Creative Visual Thinking (HOW TO THINK UP IDEAS FAST)” by Morton Garchik, “Creative Advertising (Ideas and Techniques from the world’s best campaigns)” by Mario Pricken and “A Smile in the Mind” by Beryl McAlhone & David Stuart”. These books contained all useful visualization techniques for artist, graphic designer, art director, as well as advertiser. As a result, 60 visual techniques were selected from these books. In addition to this, the issue of creative visualization had been explored over the years, especially by the world famous graphic designer, Alan Fletcher in the books called “The Art of Looking Sideway” and “Beware of Wet Paint”.



In order to get the more profound information about “creative processing and visualization” aspects in Thailand, The researcher employed the tool of focus group discussion as the research methodology. The Target groups were selected and well qualified in term of experience and expertise. The first group consisted of professional graphic designer, art director, creative, and the second group was experienced lecturers in communication arts, communication design, and graphic art. The answer and discussion among the group revealed some of the fact and overall situation in visualization and creative process in Thai advertising and graphic design scene.



The Focus Group of Thai Lecturers



The Focus Group of Thai Graphic Professionals

Results and discussion

Both quantitative and qualitative data had been collected and analyzed from the discussion. 60 of visual techniques had been reviewed and discussed by target groups. Some of the key findings from both focus group discussion included

Top 10 popular visualization techniques

Fantasy
 Association
 Non-Verbal Image
 Telling Stories
 Symbol and Signs
 Unusual View
 Alternative Media
 Changing Product
 Metaphor and Analogy
 Omission & Suggestion
 Test of Credibility
 Theme Device

Visual Pun
 Expectation Confound
 Alphabet or Typography
 Outstanding Photograph
 Comparative Juxtaposition

Bottom ten of visualization techniques

Distortion
 Come and Play
 Fine Arts
 Comic Strip
 Unusual Production Technique
 Decoration
 Paradox & Optical Illusion
 Double Exposure
 Three Dimensional image
 Geometric
 Trompe l'oeil

The creative process of the graphic professionals was mostly an easy going attitude, straight forward, problem based, with involved marketing awareness. Most of them had been trained some of the creative techniques, such as Mindmapping and Brainstorming from attending workshops. Doodling and sketching their first thoughts were common ways of getting idea as well as reviewing the works of others from magazines and Googling. However, from their perspective, the step of visualization became secondary. Most professionals revealed that they prioritized the importance of getting the right “message” rather than exploring visual or style as well as being strongly aware of the demographic and psychographic issues of the target audience.



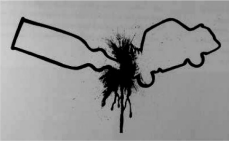





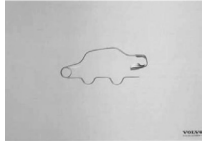



Meanwhile, the group of lecturers had used Brainstorming and Mindmapping in their

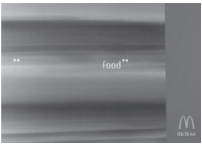









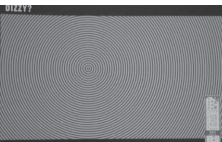




teaching. Most of them had also employed the system of “student center” and “problem based” in the learning process. And regarding the visualization technique issue, they also favored and emphasized on “sketching” to generate different possibility of visual experimentation. Nevertheless, most of them admitted that the visual techniques selected from the three main books were very effective and helpful in many ways.

In Conclusion, the aspects of creative visualization in Thailand has been growing over the years. Both Professionals and educators has always emphasized on the design fundamentals and the elements and principles of visual arts as foundations and starting points, especially for the older generation. However, the paradigm has been shifted since brainstorming and lateral thinking and creative visual thinking first launch in the 70s

and 80s respectively. Nowadays, there are many more tools available to help sharpen or strengthen the skills of visualization more creatively. Designers can develop their works with imagination and originality by using some of the creative or idea generation techniques. Particularly for art director and graphic designer, learning and utilizing the creative visual techniques is a must, we can create more options or alternatives effortlessly. Meanwhile, Design institutes should pay more attention to their curriculums for improving or adding more courses in creative thinking and visualization, because they have a direct responsibility for education. Perhaps the paradigm of creative visualization in Thailand will be shifted for the better in the near future, as Edward de Bono, the creative thinking guru stated “Thinking is a skill; it can be developed and improved if one knows how”

Examples of Creative Visual Techniques

		
Fantasy	Association	Non-Verbal Image
		
Telling Stories	Symbol and Signs	Unusual View
		
Alternative Media	Changing Product	Metaphor and Analogy
		
Omission & Suggestion	Test of Credibility	Theme Device

		
Visual Pun	alphabet or Typography	Alphabet or Typography
		
Outstanding Photograph	Comparative Juxtaposition	Distortion
		
Fine Arts	Comic Strip	Unusual Production Technique
		
Decoration	Paradox & Optical Illusion	Double Exposure
		
Three Dimensional image	Geometric	Trompe l'oeil

References

- Fletcher, Alan. (2009). *The Art of Looking Sideway*. USA: Phaidon.
- Garchik, Morton. (1993). *Creative Visual Thinking (HOW TO THINK UP IDEAS FAST)*. New York: Art Director.
- McAlhon, Beryl; & Stuart, Davod. (1998). *A Smile In The Mind*. London: Phidon.
- Noble, Ian ;& Bestley, Russell. (2005). *Visual Research*. Toronto: AVA.
- Oldach, Mark. (1995). *Creativity for Graphic Designers*. USA: North Light Books.
- O'Grady; Visocky, Jen; & Ken. (2009). *A Designer Research Manual*. Singapore: Rockport.
- Pricken, Mario.(2001). *Creative Advertising (Ideas and Techniques from the world's best campaigns*. Germany: Thames and Hudson.
- Shaughnessy, Adrian. (2005). *How to be a Graphic Designer without Losing Your Soul*. New York: Princeton Architectural Press.
- Warren, Wake K. (2000). *Design Paradigm*. Canada: John Wiley & sons.
- Wong, Wucious. (1993). *Principle of Form and Design*. New York: John Wiley & sons.

