



All Work and No Play? Exploring Creativity in Doctors' Professional and Personal Development (February 29, March 21, March 28, 2020, 10am-5.30pm)

1. Imprint	
Faculty name:	2nd Faculty of Medicine
Education program (<i>field of study, level and educational profile, form of studies, e.g., Public Health, 1st level studies, practical profile, full time</i>):	English Division, 2 st level studies, practical profile, full time
Academic year:	2019/2020
Module/subject name:	All Work and No Play? Exploring Creativity in Doctors' Professional and Personal Development (February 29, March 21, March 28, 2020, 10am-5.30pm)
Subject code (<i>from the Pensum system</i>):	
Educational units:	Department of Medical Psychology & Medical Communication ul. Litewska 14/16 00-575 Warszawa Tel. +48 22 116 92 11
Head of the unit/s:	Professor Krzysztof Owczarek, MA, PhD
Study year (<i>the year during which the respective subject is taught</i>):	All years
Study semester (<i>the semester during which the respective subject is taught</i>):	2 nd semester
Module/subject type (<i>basic, corresponding to the field of study, optional</i>):	Optional
Teachers (<i>names and surnames and degrees of all academic teachers of respective subjects</i>):	Elżbieta Łazarewicz-Wyrzykowska, MA, PhD
ERASMUS YES/NO (<i>Is the subject available for students under the ERASMUS programme?</i>):	YES
A person responsible for the syllabus (<i>a person to which all comments to the syllabus should be reported</i>):	Magdalena Łazarewicz, MA, PhD (ED courses coordinator) magdalena.lazarewicz@wum.edu.pl , Tel. +48 22 116 92 15 Elżbieta Łazarewicz-Wyrzykowska, MA, PhD (teacher responsible for the subject) ela.lazarewicz.wyrzykowska@gmail.com
Number of ECTS credits:	2

2. Educational goals and aims		
<ol style="list-style-type: none"> 1. Broadening of students' knowledge and understanding of creativity in relation to learning, professional development and personal wellbeing. 2. Development of resources for creativity and strategies of serious play, individual and team, in academic and extra academic contexts. 		
3. Initial requirements		
<i>None</i>		
4. Learning outcomes corresponding to the subject		
A list of course learning outcomes		
Symbol of course learning outcomes	Description of course learning outcomes	The reference to programme learning outcomes (number)
W1	Summary of knowledge of creativity and its relation to play, learning and work. Psychological and neurological basis of this relation.	-
W2	Basic knowledge of creative process, as well as challenges and obstacles it can encounter, and ways of coping with them.	-
W3	Understanding the connection between creativity, play and innovation.	-
W4	Understanding of the role of creativity in professional and personal burnout prevention.	-
U1	Experience of various creative techniques, reflection on this experience. Development of the ability to find one most suitable for individual needs.	-
U2	Experience of participation in various kinds of 'serious play' (sports, online etc.), reflection on this experience. Development of the ability to find one most suitable for individual and group needs.	-
U3	Application of the experience of creative process in the context of academic skills (reading, writing, presenting).	-
U4	Experience of starting and restarting the creative process in individual and group work.	-
U5	Experience of reflection on own creative process, its dynamic, challenges and benefits, in various contexts (academic and extra-academic, individual and group).	-
5. Forms of classes		
<i>Form</i>	<i>Number of hours</i>	<i>Number of groups</i>
<i>Lecture</i>	-	-
<i>Seminar</i>	30	1 (max. 24 participants)
<i>Practical classes</i>	-	-
6. Subject topics and educational contents		
S1- Seminar 1 – Summary of knowledge of creativity and its relation to play, learning and work. Psychological and neurological basis of this relation. — Understanding the connection between creativity, play and innovation.		

— Experience of various creative techniques, reflection on this experience. Development of the ability to find one most suitable for individual needs. – W1, W3, U1, - Elżbieta Łazarewicz-Wyrzykowska, MA, PhD

S2 - Seminar 2 - Basic knowledge of creative process, as well as challenges and obstacles it can encounter, and ways of coping with them. — Experience of participation in various kinds of ‘serious play’ (sports, online etc.), reflection on it and ability to find one most suitable for individual and group needs. — Application of the experience of creative process in the context of academic skills (reading, writing, presenting). — Experience of reflection on own creative process, its dynamic, challenges and benefits, in various contexts (academic and extra-academic, individual and group). – W2, U2, U3, U5 - Elżbieta Łazarewicz-Wyrzykowska, MA, PhD

S3 – Seminar 3 – Experience of starting and restarting the creative process in individual and group work. — Understanding of the role of creativity in professional and personal burnout prevention. — Students’ presentations of their projects. — W4, U4 - Elżbieta Łazarewicz-Wyrzykowska, MA, PhD

7. Methods of verification of learning outcomes

Learning outcome corresponding to the subject (symbol)	Forms of classes (symbol)	Methods of verification of a learning outcome	Credit receiving criteria
W1-W4, U1-U7	S	Active participation in given exercises. Presentation prepared for Day 3 based on reflection on own creative work (academic, or extra-academic), undertaken as part of the module	Attending classes Minimal acceptable level of performance on the learning outcome

8. Evaluation criteria

Form of receiving credit in a subject: CREDIT

Grade	criteria
2.0 (failed)	-
3.0 (satisfactory)	-
3.5 (rather good)	-
4.0 (good)	-
4.5 (more than good)	-
5.0 (very good)	-

9. Literature

Obligatory literature:

1. All obligatory reading materials will be provided by a lecturer as handouts or in .pdf files

Supplementary literature:

1. Robinson, K. (2011) Out of Our Minds: The Power of Being Creative. Wiley.
2. Sternberg, J. (1999) Handbook of Creativity. Cambridge University Press.
3. Sutton-Smith, B. (2001) The Ambiguity of Play. Harvard University Press.

Single copies of the above textbooks are available as short loan from the teacher.

10. ECTS credits calculation

Form of activity	Number of hours	Number of ECTS credits
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Direct hours with an academic teacher:		
Lectures	-	-
Seminars	-	-
Practical classes	30	1.25
Student's independent work (examples of the form of work):		
Student's preparation for a seminar	-	-
Student's preparation for a class	5	.25
Preparation for obtaining credits	10	.50
Other (please specify)	-	-
SUM	40	2

11. Additional Information

It is a **weekend course** that takes place on:

- Saturday, February 29th 2020, 10am-5.30pm
- Saturday, March 14th 2020, 10am-5.30pm
- Saturday, March 28th 2020, 10am-5.30pm

Attendance: 90% attendance is required. Due to practical nature of the classes, arriving late will not be accepted. Presentation (oral 10 minutes, or 5-7 slides, or written work of 750-1000 words) dedicated to reflection on own creative work (academic, or extra-academic), undertaken as part of the module. Only the presentation will be marked.

The class takes place in the Department of Medical Psychology and Medical Communication
ul. Litewska 14/16 room -103 (level „-1”)
00-575 Warszawa
Tel. +48 22 116 92 11
<http://zpm.wum.edu.pl/>

Contact information:

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The Department runs the Psychological Students Science Club “Psyche” (in English) (contact information: magdalena.lazarewicz@wum.edu.pl).

Signature of the Head of the Unit

Signature of the person responsible for the syllabus