

## References and Resources

### Module 4: The 6 elements of the Atom Model

DEMIND Project (2023). Training Pack D-EMIND Digital Entrepreneurial Mindset.  
<https://www.demind.eu/training-pack/>

#### Soft skills: 'additional references'

<https://news.linkedin.com/2019/January/linkedin-releases-2019-global-talent-trends-report#:~:text=This%20year's%20report%20focuses%20on,harassment%20practices%2C%20and%20pay%20transparency>

<https://entrecompeurope.eu/wp-content/uploads/EntreComp-A-Practical-Guide-English.pdf>

[https://www.linkedin.com/posts/simonsinek\\_theres-no-such-thing-as-soft-skills-activity-6785644886205992960-uTsL/](https://www.linkedin.com/posts/simonsinek_theres-no-such-thing-as-soft-skills-activity-6785644886205992960-uTsL/)

[https://www.researchgate.net/publication/370564484\\_Soft\\_skills\\_development\\_in\\_higher\\_education\\_institutions\\_students'\\_perceived\\_role\\_of\\_universities\\_and\\_students'\\_self-initiatives\\_in\\_bridging\\_the\\_soft\\_skills\\_gap](https://www.researchgate.net/publication/370564484_Soft_skills_development_in_higher_education_institutions_students'_perceived_role_of_universities_and_students'_self-initiatives_in_bridging_the_soft_skills_gap)

#### Ideation complementary (open access) materials/readings:

<https://www.interaction-design.org/literature/article/what-is-ideation-and-how-to-prepare-for-ideation-sessions>

[A guide to idea generation: tools and techniques for ideation \(sopheon.com\)](#)

[Frontiers | The Dynamics of Creative Ideation: Introducing a New Assessment Paradigm \(frontiersin.org\)](#)

#### Ideation additional references:

Barbot, B. (2018). The Dynamics of Creative Ideation: Introducing a new Assessment Paradigm. *Frontiers in Psychology*, 9, 1-9 <https://doi.org/10.3389/fpsyg.2018.02529>

Csikszentmihalyi, M. (2020) *Finding Flow: The psychology of engagement with everyday life*. Hachette UH Editorial

DeBono, E. (1970) *Lateral thinking*. Editorial Harper.

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Fink, A., & Benedek, M. (2014). EEG alpha power and creative ideation. *Neuroscience & Biobehavioral Reviews*, 44, 111-123. <https://doi.org/10.1016/j.neubiorev.2012.12.002>

Guilford, J. P. (1950). Creativity. *American Psychologist*, 5(9), 444-454. <https://doi.org/10.1037/h0063487>

Guilford, J. P. (1967). Creativity: Yesterday, today and tomorrow. *The Journal of Creative Behavior*, 1(1), 3-14. <https://doi.org/10.1002/j.2162-6057.1967.tb00002.x>

Koestler, A. (2020). The Act of Creation. *Brain Function, Volume IV*. <https://doi.org/10.1525/9780520340176-014>

Passaro, R., Quinto, I. & Rippa, P. (2016). The start-up lifecycle: an interpretative framework proposal, RSA AiIG, Bergamo. <https://n9.cl/4vg3a>

Selva, D & Dominguez, R. (2018). Idea generation techniques: review and analysis of their use in Spanish advertising agencies. *Open Area. Audiovisual communication and advertising magazine* 18(3), 371-387. <http://dx.doi.org/10.5209/ARAB.56763>

Song, M., Yang, S. & Park, J. (2021). Asking for good ideas can hurt creativity. The effects of two-step instruction method on quantity and quality of ideas. *Creative and Cognition* 47, 1-4. <https://doi.org/10.1145/3450741.3466631>