

## INTRODUCTORY TO CREATIVE INDUSTRY

How to preserve our existence  
in this era of information

### INFORMATION

- The phrase Creative Industries (or sometimes Creative Economy) refers to a set of interlocking industry sectors, and are often cited as being a growing part of the global economy. The creative industries are often defined as those that focus on creating and exploiting intellectual property products; such as Music, books, film, and games, or providing business-to-business creative services
- Clustered CI on [http://en.wikipedia.org/wiki/Creative\\_services](http://en.wikipedia.org/wiki/Creative_services)

### Idea, Knowledge, & Creativity

<b>I</b>	<ul style="list-style-type: none"> <li>• Frauds</li> <li>• Subjective</li> </ul>
<b>K</b>	<ul style="list-style-type: none"> <li>• Bases</li> <li>• Objective</li> </ul>
<b>C</b>	<ul style="list-style-type: none"> <li>• Concept</li> <li>• Independent</li> </ul>

### Learn from this

- John Smith is a student on Stronghold University. He lives only with his father who has a café business on suburb with only two employees (three with himself); not big but enough to take John to the university. His mom died after giving him birth.
- Just now, John was thinking about his father that run 60 this year. He wants his father to retire properly at that age. The thing that he noticed to help his father, he should make an earning more or equal to his father's.

### IDEA

- Environmental Influence
- Sudden
- Goal setting
- Ego
- Starting point

### Learn from this

- In no time, John went to his Christian community, told his friends about his thought before. His friends are enthusiast to help him. A lot of advice was told to John. He realizes that he can make a living with the way his father does. He started to ask his father how much his father earned from that business, how much the costs, how could he manage to run it, etc.

## KNOWLEDGE

- Idea + Will
- Environmental Filtering
- Facts
- Base condition
- Decisive

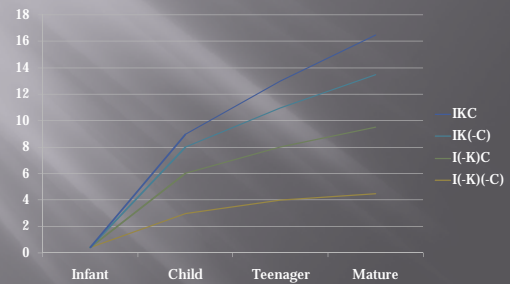
## Learn from this

- With that sort of information, John starts to mock up his father's café into something new. With a strong concept building it to be a better place for youngster; he did a great thing to turn the café into a lounge.
- His thought at first is right. He can quadrupled the earnings of that café (lounge now).

## CREATIVITY

- Knowledge + Talent
- Influencing environment
- Concept
- Lead

## Human Brain Rating (0-20 scale)



<http://www.merwin.org/reference/graphs/spikin/works/dialectical-materialism/cdf1.html>  
Image do by Defendy

## Reflects & Steps Up

- What are we?
  - Where are we?
  - What we want to be?
  - When will it start?
  - How can it be?
- ! "Everyone is gifted - but some people never open their package" – St. Thomas Aquinas

## Note

- The story itself is not eligible as a true story. It's just happened to be a day-by-day reflection.
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- "Do living for learning"