

**Theme:**  
**Identifying the Impact of a Creative Problem Solving on Individuals and Groups.**  
**Initiative:**  
**Documenting an Individuals Successful Application of a Creative Problem Solving Process.**

**Project Title: The Metacognitive Process of a Song Writer: An Interview with Graham Nash.**

**Rationale and Questions:** The purpose of this project is to bring to light that musicians use deliberate metacognitive tools to create music. This will be accomplished by interviewing a successful musician, Graham Nash, and reporting on the metacognitive processes that he employs. The specific questions that guide this project include:

- How does an artist continually compose songs with anthem-like qualities on a regular basis?
- What are the metacognitive processes which Graham Nash uses in writing a successful song?
- Are skills as important as ideas when writing a successful song?

**Statement of Significance:** Creativity is a passionate, exciting and challenging effort to make just the right connection amid the chaos of everyday reality. Amabile (1987) and Torrance & Safter (1990) note that in creativity this passion is related to intrinsic motivation or the desire to work on something for its own sake. This project will address the importance of that passion and motivation. Graham Nash has built a career using this passion to create songs that have become anthem-like in quality and recognized around the world by literally millions of people. In addition, the language and terms of this information is frequently not readily digestible to non-academic people. Writing in a more journalistic newspaper style creates a link between academia and civilian languages that will make the content accessible to a wider audience. This project will address these issues.

**Method:** I will generate a list of rational and coherent questions to pose to Mr. Nash that will be directed toward uncovering the strategies and creative thought processes that he uses when engaged in song writing. I will then conduct an interview with Mr. Nash and compile the newly acquired information into an article for submission for publication.

**Learning Goals:**

- To develop appropriate interview questions worthy of both Graham Nash's time and the project's criteria.
- To learn to speak to Graham Nash in coherent sentences (I've had trouble in this area in the past!)
- To accept constructive criticism while working on a project over which I have ownership.
- To learn the proper writing skills for publication by working with editors.
- To learn more about Graham Nash.

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**Outcomes:**

- written product of an article that is either out for review or accepted for publication in a magazine;
- portfolio documenting my content and process; and
- project write-up that includes all of the above.

**Timeline:**

- November: Enlist potential editors and compile list of potential magazines for publication.
- December: Further research publication how to's and move toward getting someone interested in publishing the article this project will create. Have submitted final concept paper to advisor and ready to turn in for grade. Human subject forms submitted.
- January: Have an interview scheduled with Graham Nash
- March: Have an article written and submitted to my advisor for approval.
- May: Be out for review or accepted for publication and ready to graduate! AGAIN!!

**Principal Investigators:**

- Ray Haley, Dr. Roger Firestien , and Dr. Mary Murdock

**Related Literature:**

Amabile, T. M. (1987). "The Motivation to be Creative." Frontiers of Creativity Research: Beyond the Basics. Buffalo, New York: Bearly Limited .

Torrance, E. P. & Safter, H. T. (1990). The Incubation Model of Teaching. Buffalo, New York: Bearly Limited .