COMPUTERS AND CREATIVITY
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- *Goal: Study effect of computers on creativity – 2 groups*
  - *Study group with computer aid*
  - *Study group without computer aid*
- *Target groups:*
  - Children: 3-12
  - Adults:12-50
  - Professionals: 12-60
  - Gamers
- *Tasks:*
  - *Study - Children , Professionals*
  - *Survey - Gamers*
  - *Analysis - Adults*

- Role of computer in enhancing creativity
  - Motivator
  - Task simplifier
  - Design assistant
  - Semi-automator
- Computer interaction level study graph

INTERACTION HOURS WITH COMPUTER