Open-ended Processes for the Self and the Collective
A Game Manual
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Introduction

Under Creative Agility, we understand the ability to act openly, flexibly, and collaboratively. To share and convey this ability, we take a look, among other things, at the paths and strategies that artists pursue in their work. Our main focus is on open-ended processes, as we experience them in the artistic practice.

Many artists consciously seek playful approaches to continually grasp and understand the world and their own existence within it anew, in order to discover new paths and possibilities. „Man is only fully human where he plays," wrote Friedrich Schiller.
The following text introduces the modular toolkit for Creative Agility and serves as an invitation and instruction for (collective) play.

Open-ended processes

To illustrate the structure of open-ended processes as we experience them in our artistic and mediating practice, we have created a creagile magic formula that we will follow:

$$\text{Material + Questions + Doing = It'll be fine}$$

By **Material**, we understand the forms of the world. In what manifestation does the world encounter us? This refers to the physical world, but also the various narratives about it. And it refers to people with their backgrounds and knowledge. *Material* means the resources available to us in our process.

By **Questions**, we understand our *approach to the world*. We don't directly mean a specific question, a task that quickly involves the expectation of a certain solution. We mean a basic attitude of approaching the world with questions. Asking opens up. It keeps our curiosity alive and keeps us from quick, conclusive answers. And it opens up spaces for us to explore diversity.

By **Doing**, we mean *being active*. And *starting*. Getting started without having a complete plan first. It means and provides the energy that sets a process in motion and is also fed from unconscious sources, such as intuition. It means thinking with your hands and acting with thoughts and words. *Doing* is *giving shape*. And it is a *shaping* through which we communicate with the world and explore it and ourselves.

The „**It'll be fine**" is a somewhat casual reference to *trust*. Trust that when we engage with the world openly, questioningly, and creatively, something will emerge. It means trusting that you can set out without a predetermined goal. And you will get somewhere.

„To seek nothing was my sense" (Goethe)
„I don't search, I find." (Picasso)

As a model sketch, we imagine our *creagile magic formula* like this:
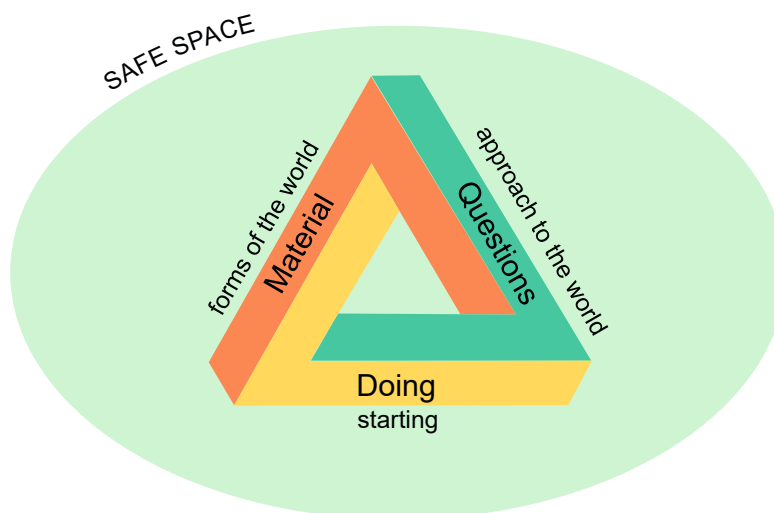
The processual path

Material, *questions*, and *doing* can be mutually dependent. There is no fixed order. Sometimes a *question* comes first, sometimes *material*, sometimes *doing*. What is considered a (intermediate) result and when, is open. As are the phases of becoming aware and reflecting. With this model, we place less focus on results and more on the possibilities of attentively and alertly embarking on open paths.

Basic condition - the *safe space*

The most important basic condition for an open-ended process – and therefore embedded and encompassed within it – is a *safe space*. It is not only a matter of location but also avoids categories such as „right" and „wrong." There are no „mistakes," only attempts with different experiences. It is a place of acceptance and experimentation and applies to all modular building blocks and stages in the process.

The collective path

The *creagile magic formula* can be applied to individual processes as well as team, organizational, or collective processes. *Ensemble formation* plays a significant role here. In collective processes, the engagement with the collective also focuses on the individual selves within the collective.

The *processual* and *modular* toolkit

The modular toolkit presents methods, techniques, and training materials. To create a suitable process structure, warm-ups, reflections, and possible transitions to the other building blocks are outlined. The modular toolkit draws from art-based, method-based, and knowledge-oriented sources, according to which the curriculum is also categorized.
Since a significant focus is on collective processes, group-specific aspects are presented and described in all building blocks.

Game and mediation goals

With its open structure, the modular toolkit aims to open up spaces for experience and learning. It pursues two main objectives: first, the principle of the safe space as a basic condition for open work and communication. Second, the initiation and control of open-ended processes. The emphasis of each focus is decided by the individual application and the respective focus.

Happy playing and creagile creating!